

LA GALAXY SOCCER CENTER
Futsal House Rules

General rules

- The current FIFA FUTSAL Laws of the Game are enforced. Selected differences from Soccer Laws and minor LAGSC exceptions are noted below.
- There are 4 field players and a goalkeeper on the court at all times.
- Offside is not enforced.
- 25 minute periods for league play. Tournament periods may vary.
- 3 minutes for halftime.
- Intentional heading of the ball is not allowed in **ALL YOUTH** games. Play is restarted with an Indirect Free Kick to the opponents.
- The goalkeeper can only handle the ball (by feet or hands) for 4 seconds in their own half of the court. If they are in the opponents' half, they have no time-possession restrictions.
- Once the goalkeeper has played the ball anywhere on the court, the goalkeeper is not permitted to touch it again in their half of the court if it has been deliberately played to them by a teammate without an opponent playing or touching it. Note this is only enforced for ages 14U and older.
- To encourage play development, in **ALL YOUTH** games, the goalkeeper cannot throw the ball directly across the halfway line. Play is restarted with an Indirect Free Kick to the opponents from where the ball crossed the halfway line.
- To encourage play development, in **ALL YOUTH** games, a kick-off that goes directly into the opponent's goal is not a valid goal. Play is restarted with a goal clearance by the opponents.
- One 60-second timeout per team, per half; the clock continues to run during the timeout
- Substitutions are made "on the fly." Players entering and exiting the field of play must be within 5 yards of each other when the substitution is made at the goal line or touchline in the team's defensive half.
- During all restarts, the opposing team **MUST** be at least 5 yards from the ball until the ball is in play.
- Teams switch halves for the 2nd period and move their substitutes accordingly.

Ball out of play

- There are no throw-ins. A kick-in from the touchline restarts play.
- The ball must be stopped by hand or foot on the touchline and be stationary when it is kicked, otherwise a kick-in is awarded to the opponents.
- The team given possession has 4 seconds to kick the ball back into play. If the opponents are within 5 yards, the 4 second count will begin once the referee is satisfied that the opponents are at least 5 yards away.
- The referee will verbalize and give a visual count with his/her hand of all 4 second counts (for kick-ins, goalkeeper possession, goal clearances, corner kicks and free kicks).
- Goals cannot be scored directly from kick-ins.
- Goals can be scored directly from corner kicks.

- If the ball hits the ceiling, netting, or a column, it is deemed out of play. The game is restarted with a kick-in from the nearest touchline.

Goal Clearance

- Goal Kicks are replaced with Goal Clearances
- The goalkeeper is not allowed to kick the ball into play; the goalkeeper must throw or release the ball within 4 seconds of retrieving it and cannot subsequently kick or dribble the ball.
- The opposing team must be outside the penalty area until the ball is in play.
- The goalkeeper cannot touch the ball again until it touches another player.
- In **ALL YOUTH** games, the goalkeeper cannot throw the ball directly across the halfway line. Play is restarted with an Indirect Free Kick to the opponents from where the ball crossed the halfway line.

Slide Tackles and 6th Accumulated Fouls

- Slide tackles are not allowed; play is restarted with an Indirect Free Kick to the opponents (unless contact with an opponent is made and then play is restarted with a Direct Free Kick or Penalty Kick). An Adult player will be cautioned and shown a yellow card for the first offense. A subsequent slide tackle will result in a second caution and the player will be sent off and shown a red card. In **ALL YOUTH** games, cautions will not be issued for slide tackles that have no contact.
- The only exception to sliding, is if the goalkeeper attempts to clear the ball out of the penalty area. Also, a player can slide when there are no opponents close by. This usually occurs when a player is attempting to save a ball from going out of play.
- These will be judgment calls by the referee.
- Upon a team's 6th accumulated foul in each period, direct free kicks will be awarded to the opponents from the second penalty mark for this and all subsequent direct free kick fouls in the period. The goalkeeper must be at least 5 yards from the second penalty mark and all other players must be positioned behind the ball.

Cautions/Send Offs

- A player that receives a Caution must exit the field of play and sit out of the game for 2-minutes until the referee signals the 2-minute period has been served.
- A substitution can be made for Cautions; the game remains 5v5.
- A player that receives a second Caution resulting in a Send Off must sit out for the remainder of the game.
- A substitution can be made for the player receiving a Send Off for a second Caution only after the 2-minute period has been served. If the opposing team scores during the 2-minute period, the 2-minute period is ended early. Only eligible players are allowed to enter the game.
- A player that receives a straight red card Send Off must leave the court and the team must play short a player for the remainder of the game. Also, the sent off player must also serve a one game suspension in the next scheduled game.

Abusive Behavior

- Any player, coach or spectator that engages in abusive behavior will be required to exit the facility immediately. Further action for abusive behavior may be taken against the party/parties involved.

Tie-Breaking Procedure

- For playoff games that cannot end in a tie, at the end of the 2nd period go directly to penalties (penalty shoot-out) from the first penalty mark. All eligible players and substitutes can take part; reducing the number of players to match the opponent's number is optional. No player can take a 2nd kick until all other players have taken a kick. See the FIFA Futsal Laws of the Game for further details.

League Membership

- All adult players are required to have a league membership and player I.D. card in order to participate in league games.
- Youth players are allowed to play "up" in age group. Youth players cannot participate in league games below their birth year age group.

League Roster Rules

- The maximum number of players allowed on a roster is 12 players per team.
- If you wish to add a player and the roster has 12 players registered, you must drop a player to include the new player.
- Rosters must be updated to include all participating players each game week.
- Rosters must be finalized by the end of game week 6.
- After game week 6, no roster changes or updates are allowed.
- Over 40 league rosters allow two under 40, over 38 years of age players to participate on a team.

Payment Schedule

- All team registration fees must be paid in full by game week 5.
- Any team with an outstanding balance at the end of game week 5 will be removed from the schedule. If the outstanding balance is not paid in full before the next scheduled game, a forfeit will be recorded for game week 6 and every game after until the balance is paid in full.