

Toronto Premier Futsal



League Rules

1. FIFA Futsal Rules will be followed unless otherwise specified
2. Teams should be at the gym 15 mins before game start
3. 2 halves of 20 mins each
4. Game clock will stop only for serious injury, as per referee's discretion
5. No slide tackles allowed for safety reasons
6. 1 timeout of 1 minute per period for each team is allowed, game clock will be stopped only if the timeout is requested in the last 5 minutes of the period
7. Teams switch team's area at half time
8. Game clock will start on time as scheduled
9. After 5 accumulated fouls, any other subsequent fouls by the same team will cause a direct free kick from the second penalty mark
10. Accumulated fouls will be reset at the start of the period
11. For U12 to U16 divisions
 - a. There will be a 5 mins wait time, after the wait time is over points will be awarded to the opponent with a score of 3-0
 - b. Standings and playoff will be available
12. Team not showing for a game will have a \$150 penalty, payable before the next game
13. The league will not tolerate violent behavior, racism, verbal or physical abuse to any game officials or league personnel, from coaches, players or spectators
14. All players must have appropriate uniforms with number, footwear and shinpads.
15. Minimum number of players to start the game is 3
16. Minimum number of players to continue playing the game is 3
17. Players roster from team's soccer district must be available at game time, and must have:
 - a. Player's full name
 - b. Birth date
 - c. OSA Registration number
 - d. Player's Picture if applicable

e. District stamp

18. Game sheet must be completed, and given to the convener or referee before each game
19. Game sheet will be validated against the roster before game start, player not in the roster will not be allowed to play
20. Teams using ineligible players will be penalized
21. Playing in the school hall is not allowed
22. When a red card is given, the team the player plays for, will play with one less player for 2 minutes, after the 2 minutes are up or if the opponent team scores a goal, a new player can come in
23. Player receiving a red card must vacate the player's area
24. Player receiving a direct red card gets a minimum 1 game suspension
25. Maximum number of players on the bench per game is 14
26. Maximum number of players registered per team is 18

To help you get familiar with the 4 seconds rules for the goalkeeper, see below:

Four-second rule

A goalkeeper must release the ball within four seconds while in his own half. If he doesn't, an indirect free-kick will be awarded to the opposition team. Set-pieces – kick-ins, corners and free-kicks – must be taken within four seconds or the opposition team will be awarded an indirect free-kick if applicable.

Goalkeepers in possession

Once a goalkeeper has touched the ball in his own half, he is not permitted to touch it again inside his own half until the ball has been touched by the opposition

Releasing the ball must be done with the hands, releasing the ball and kicking to pass to a player is considered a 2 touch play, and will be penalized with an indirect free kick outside the penalty area.

Get the full FIFA Futsal Rules of the game from:

<https://torontopremierfutsal.com/download-files>

General Overview of Futsal Rules

This is an overview of the Futsal Rules.

General Rules

- Teams are comprised of four outfield players and one goalkeeper.
- There are no throw-ins in futsal. A kick-in will be used to restart play.
- There is no offside in futsal.
- Teams are entitled to a one-minute timeout in each half. Timeouts are allowed when the team is in possession and ball is out of play.
- There are no goal kicks in futsal. Goalkeepers restart play by distributing ball with their hands.
- Substitutions may occur any time during the run of play. Substitutions must be made through the technical area in front of the team's bench, not at half court.
- Player being replaced must be out before the replacement player goes in, failure to do so is a cause for a yellow card
- Direct free-kick fouls are accumulated in each half. If one team accumulates 6 or more direct free-kick fouls in one half, the opposing team will be awarded a direct free-kick from the second penal point for every foul caused after the 5th one.

Substitutions

All substitutions are on the fly; this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams' bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card. All substitutions must take place through the substitution zone in front of his teams' bench - *not* at the half-way line.

Teams will switch benches (and ends) at halftime, ensuring that all substitutions take place in the defensive half. Covid protocols may change this general rule.

Restarts

Kick-offs: A goal may be scored directly against the opponent from the kick-off. The ball is in play when it is kicked and clearly moves.

Kick-ins: are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team. If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds, the ball is turned over to the opponent.

Goal Clearances: are awarded when the ball exits the court beyond the end-line. The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball must be released within 4 seconds (either at referee signal or as goalkeeper is ready). Opponents must be outside the penalty area until the ball is in play.

Corner Kicks: are direct. The ball must be placed in the corner arc area and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

Free Kicks: may be indirect or direct. The ball must be stationary before the kick may be taken.

Penalty Kicks: are taken from the penalty spot and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.

Fouls and Misconduct

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent, prevents the goalkeeper from releasing the ball with her hands, goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play, or commits any offense for which play is stopped to caution or eject a player, an indirect free kick is awarded.

Direct Free Kicks: When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately, a direct free kick is awarded.

Yellow Card / Caution: The offending player is shown a yellow card. If a player is shown two yellow cards in a match, he is shown a red card.

Red Card / Send-off: The offending team plays with one less player for two full game minutes or unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

Accumulated Fouls: All direct free kick fouls are recorded on the scoresheet and on the scoreboard. If one team accumulates 6 or more direct free kick fouls in one half, the opposing team will take a direct free kick without a wall. If the foul occurs farther from the attacking goal than the second penalty spot, the Direct Free Kick Without a Wall is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the Direct Free Kick Without a Wall from the second penalty spot or from the spot of the foul. All Direct Free Kicks Without a Wall must be kicked with the intention of scoring a goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half and carry over into extra-time if being played.

Penalty Spot: 5 meters (~16 feet) from goal-line and the center of the goal and placed at the top of the penalty area line.

Second Penalty Spot: 10 meters (~32 feet) from goal-line and the center of the goal.

Advantage: Advantage is applied in Futsal. Direct free kick foul will count as accumulated fouls if advantage is applied even if play is not stopped by the referees. If the referee gestures with both arms, the foul was a direct free kick foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and will not count as an accumulated foul.

The Goalkeeper

- Must wear a different color shirt.
- He/She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his/her feet during the run of play.
- May not possess the ball for more than four seconds in his/her own half.
- May throw the ball directly across the half-way line.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
- Cannot touch the ball again in any way **within his own half** after releasing the ball into play unless an opponent has touched it or it has gone out of play.