

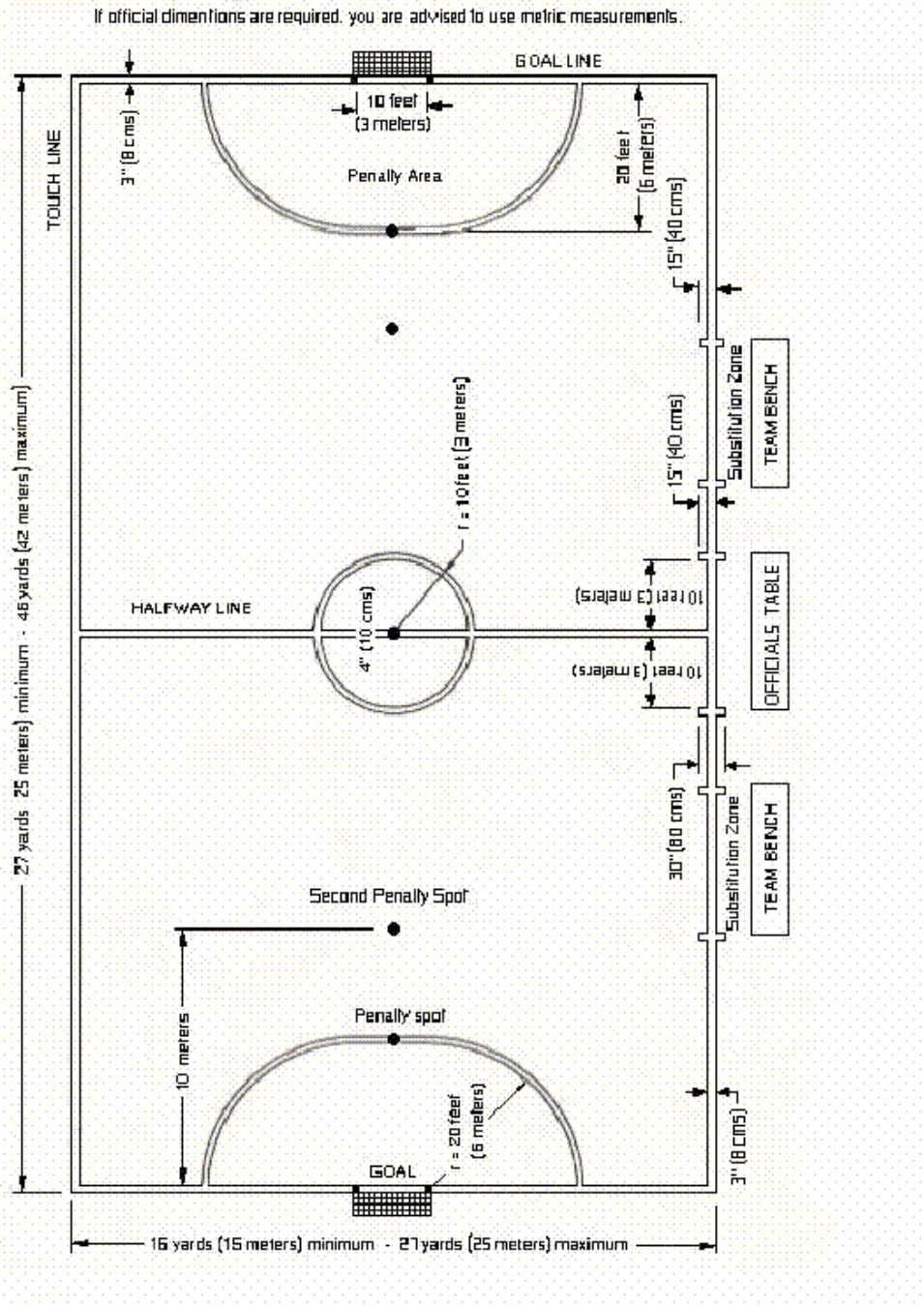


US Futsal Laws of the Game

UTNA Futsal League follows the US Futsal Laws of the Game. For a complete list of the US Futsal Laws please go to futsal.com. An abbreviated version of the Laws can be found here.

In the UTNA Futsal League we play 2, 24 minute halves, running time.

LAW I - THE PLAYING COURT



LAW II - The Ball

- Size #4 (Size #3 for U12 and below)
- Circumference: 62-64 cm
- Weight: 390-430 grams
- Bounce: 55-65 cm on first bounce
- Material: Leather or other suitable material (i.e., not dangerous)

LAW III - Number of Players

- Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 3
- Maximum Number of Substitutes: 7
- Substitution Limit: None
- Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

LAW IV - Players' Equipment

Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards and footwear with rubber soles

LAW V - Main Referee

- Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
- Position: The side opposite to the player benches
- Power Unique to Main Referee: Can overrule Assistant Referee's calls.

LAW VI: Second Referee (if applicable)

- Duties: Same as Main Referee, with the addition of keeping a check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.
- Position: The same side as the player benches

LAW VIII - Duration of the Game

- Duration: Two equal periods of 24 minutes; clock will only stop at the referees discretion. Time can be prolonged only to take a penalty kick, meaning if the time runs out, the penalty kick may still be taken.
- Time-outs: 1 per team per half; none in extra time (extra time in playoffs only)
- Half-time: Maximum of 3 minutes

LAW IX - The Start of Play

Procedure: Away team listed starts with the ball in the first half; The Home Team listed starts with the ball in the second half; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

LAW X - Ball in and out of Play

- Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in at the place closest to where the ball touched the ceiling).
- Lines: Touchlines and goal lines are considered inside the playing area.

LAW XI - Method of Scoring

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

LAW XII - Fouls and Misconduct

Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)

Indirect free kick awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
- goalkeeper picks up or touches with his hands a back pass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds
- goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Players shall be **cautioned (i.e., shown yellow card)** when:

- a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
- he persistently infringes the Laws of the Game

- he shows dissent with any decision of the referee
- he is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area).

Players shall be **sent off (i.e., shown the red card)** for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).

Rules of Expulsion:

- The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench.
- The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- which ever comes first.
- The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
- The substitute cannot come on until the ball is out of play and he has a referee's consent.

LAW XIII - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: At least 10 feet away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

LAW XIV - Rosters

- All teams playing in the UTNA Futsal League must submit their official roster to the league electronically by the first game of the season.
- Adds are only accepted to the roster as of the teams 4th game of the season. After the 4th game, the roster will be considered frozen and final. This roster shall only be the official UTNA Futsal League roster, verified age, verified season, registered coaches (only coaches listed will be allowed in the technical area) and uniform numbers.
- A PDF Version of this complete roster must be on file with the league prior to the first game. Referees are permitted to refuse the play of anyone who is not clearly identifiable on the roster. Failure to provide the roster prior to the first game will result in an automatic forfeit of matches until the roster has been completed, unless the delay was caused or has been excused by the League in writing.

LAW XV - Penalty Kick

- To be taken from the penalty mark on the mid-point of the 6-m-line.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and at half court prior to the kick being taken. When the kick is taken is when players can come back into play.

- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XVI - Kick-in

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 10 feet away from point of kick-in.
- Cannot score directly from a kick-in.

LAW XVII - Goal Clearance

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws the ball into play.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

LAW XVIII - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of the corner kick.
- Can score goal directly from a corner kick.

LAW XIX - Headers

- Heading the ball is not allowed in the U8 and U10 Divisions.
- Heading begins at U12 and continues through the High School Divisions

LAW XX - Scoring and Forfeits

- All Scorecards must be signed at the end of each game by the coach of the team. This is the chance to verify correct scoring prior to the scorecard being submitted to the league. Once a score is verified and signed off, it will be considered final and no changes to the score will be made.
- A forfeit shall be scored as 5-0.

Annex 1 - Penalty Kick Shoot-out (applicable in playoffs only)

- Main referee decides goal to be used.
- Coin tossed to decide order.

- Five kicks to be taken by 5 different players selected from the 12 suited players. Captain of each team announces these 5 to the main referee before the kicks are taken.
- If two teams are still tied after 5 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
- Players sent off during the match are not eligible to take these kicks.
- Any eligible player may change places with his goalkeeper.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.