



SUMMIT INDOOR YOUTH FUTSAL RULES

Updated December 2017

Communication: The League Coordinator will communicate to each team's captain exclusively through email. *Team captains are responsible to ensure that their team knows the rules and the schedule.* Please contact Travis if you have any questions, comments, suggestions, or concerns at theitmann@krmc.org.

Members: Summit members must check-in at the front desk when entering the facility.

Non-Members: All non-members must check-in with the front desk when entering the facility and may request the use of a temporary locker card for the evening. Players who are not members of The Summit are not allowed to use other parts of The Summit facility before, during or after the scheduled games. The league fee allows non-member players to use the locker rooms before and after the games and to use the gymnasium only during the scheduled games. Non-members can check in 20 minutes before their game.

Check-In: Each player must also check-in each day with the league coordinator before play can start. Each team roster will be checked before each game to ensure that all players on the court are on that team roster and are registered league players. All league participants must sign a liability waiver before they may play.

Games Start On Time: All games will start on time. If either team does not show up within 5 minutes of the game start time, it will be a forfeit for that team.

Duration of Game: Games will consist of two 20-minute halves, running time. There will be a 5-minute half time.

Official Clock: The official clock for all games is the large scoreboard clock on the gymnasium wall. The clock is on a running time and does not stop for time-outs, injuries, etc. It is only stopped for half time and according to rule 8.5.4.2.

Equipment: All players must have clean gym shoes to play in the gymnasium and *wear shin guards covered by socks during the game.*

Injuries: If a player is injured, play will stop immediately and the clock will keep running. The clock will not stop for any reason, so that all games can be played in an equal amount of time. All games must be over before 10:00 PM. All injuries will be treated by Summit staff in accordance with normal operating procedures.

Forfeit: If a team is short of players, it will be determined before the game starts if it will be recorded as a forfeit. If the game will be recorded as a forfeit, a pick-up game can be played in its place but the game will not be refereed and score/time will not be kept. A team can play with as little as 2 people and still be recorded as an official game as long as those people are on the team roster. *No substitutes allowed.*

Inappropriate Behavior: Any behavior deemed inappropriate in any way by the referees, the league coordinator, or any Summit staff will result in immediate ejection from the game, removal from the premises, and possible ejection from the league. Players will be ejected for fighting, swearing, and arguing with the referee or any type of inappropriate behavior. It is okay to ask the referee a question for clarification. The league coordinator may make decisions regarding ejection from the league.

Disputes, Protests & Appeals: Any dispute between teams or players should be resolved as soon as possible. If the players or team captains cannot resolve the dispute, file a protest or an appeal within 24 hours, and the league coordinator will make a ruling.

Tie Games: Games that end in a tie will be recorded as a tie. In the case of teams with the same record, the team with the better record will determine the tiebreaker. Tournament games ending in a tie will be determined by Kicks from the Mark.

Tournament: A player may only participate in the single-elimination tournament if they have attended two or more of the scheduled games throughout the league's duration. It is each player's responsibility to check-in with the League Coordinator before play to record attendance. Players may not be added to the roster during the tournament, and players may not be substituted from other teams. Players will not be allowed to play on more than one team.

Schedules, Scores & Standings: League information will be posted at The Summit's website: www.summithealthcenter.com. Copies of the schedule are also available at the front desk.



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FACILITY RULES

- **Please be aware of the Directional Signage for the track on Friday Nights during leagues. Everyone must walk in the correct direction on the track.**
- **Players may warm up downstairs 10 minutes prior to their game start time but only using the track. If you arrive early, ALL players must stay in the lobby upstairs.**
- **All players must show respect when in the facility. If the on-call supervisor or league coordinator deems the behavior inappropriate, player(s) will be asked to leave for the evening.**
- **Parents, Coaches and Players may watch from upstairs or from the bench in the gym until it's time for their game to start.**
 - Please review the Summit's Member/Non Member age guidelines for safety purposes available at the front desk.
 - Kids need to be directly supervised at all times. No running in the building, including the halls upstairs and playing around on the stairs by the offices on the south side of the building.
- **Please “No Babies/Young kids” on benches in the gym.**
 - A parent or adult will have to watch the game with them upstairs.
 - People have been hit by balls and glasses broken.
- **The Cardiac Rehab flyway will be locked for all access and off limits.**
- **The Turf, Cardio Mezzanine and Weight Room are off limits.**
 - In the past players have gotten hurt hanging from the TRX straps and jumping over the blocks.
 - This area is for member use only, 13 and older, see Facility Age Guidelines.
- **Standing and watching the game from the track is off limits.**
 - In the past people have been watching the futsal ball game from the track while members have been walking or running the track.
 - The spectators have blocked the track so members cannot walk/run the track. This can cause an accident that may hurt both spectators and members.
- **The door to tennis off the track will be locked during Futsal games.**

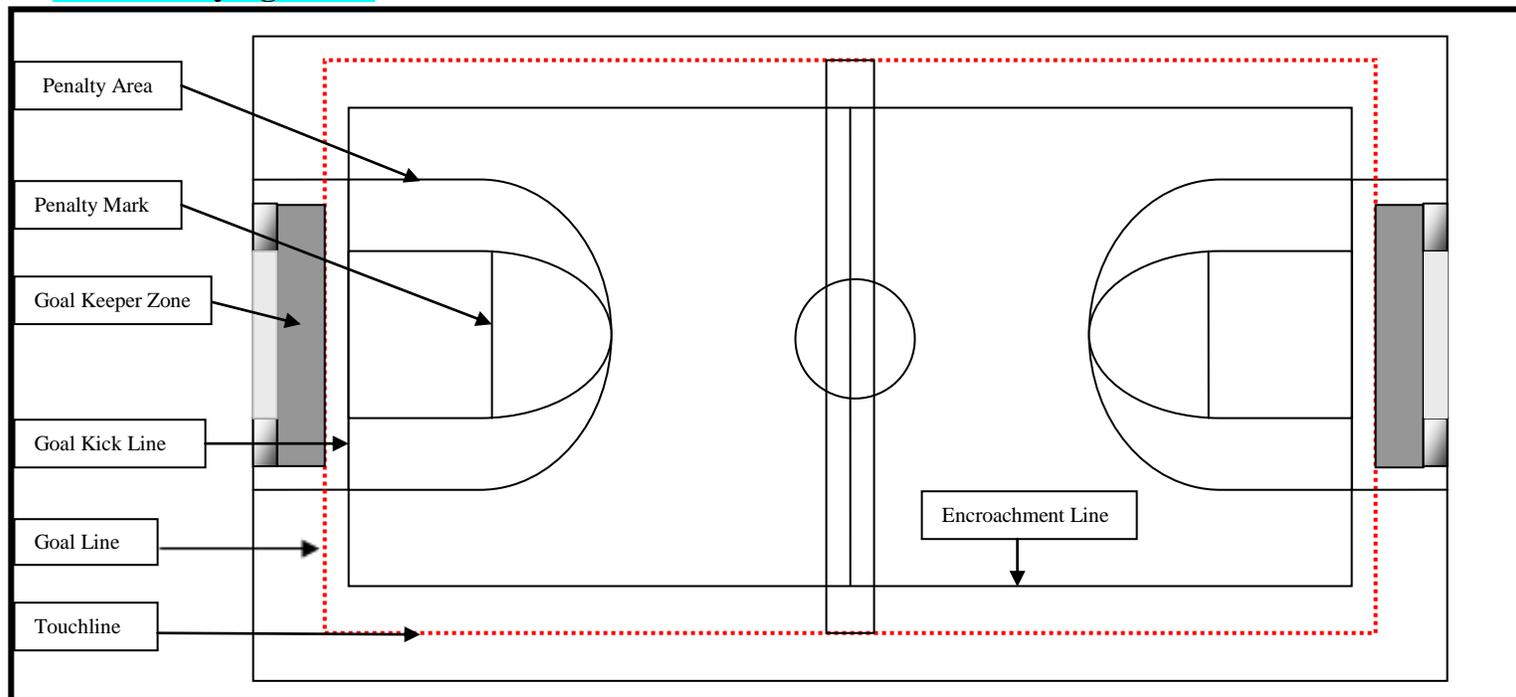


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Rules: Rules for the league will be a variation of the Futsal and USSF Indoor (5-a-side/indoor soccer) rulebook and The Summit Soccer league rules (based on FIFA unless otherwise noted). All league participants are expected to follow these rules and the modifications described below. **Sliding tackles, by field players, are not permitted.**

1. The Playing Court



2. The Ball

- 2.1. Size #4.
- 2.2. Bounce: 55-65 cm on first bounce.

3. Number of Players

- 3.1. Maximum Number of Players: 5, one of whom shall be a goalkeeper.
- 3.2. Minimum Number of Players to start or finish match: 2

4. Player's Equipment

- 4.1. Pennies or similar colored jerseys as approved by the referee.
- 4.2. Protective shin-guards covered by socks.
- 4.3. Clean gym shoes.

5. Substitution Procedure

- 14.1 The player exiting the pitch must be fully across the touchline before the substituting player may enter the pitch (see rule 8.6.4).
- 14.2 Transitions are fluid- neither the play nor clock will stop for player or goalkeeper substitutions.

6. Ball in and out of Play

- 6.1. Ball out of play:
 - 6.1.1. When it has wholly crosses the touchline

- 6.1.2. When the ball wholly crosses the goal line except within the goal keeper zone (restart: goal kick or corner kick to the opposing team based on last touch)

- 6.1.3. When the ball exits the goal keeper zone through the sides (restart: goal kick or corner kick to the opposing team based on last touch)

- 6.1.4. When the ball hits the ceiling or other extraneous hardware or equipment. (restart: kick-in at the place closest to where the ball touched the ceiling).

6.2. Goal Keeper Zone:

- 6.2.1. Area between the black base line and the goal, and the side lines aligned with the outside corner of the padded goals (see sketch in Law 1 above).

- 6.2.2. Ball is live but can only be played by goal keeper

- 6.2.3. Play by attacker results in dead ball and goal kick

- 6.2.4. Play by defender, other than the goal keeper, results in dead ball. If denying a goal, then PK. Otherwise IDFK from penalty mark. No cards unless for persistent infringement.

6.2.5. Side wall

- 6.2.5.1. Area of padded wall perpendicular to the back wall of goal

- 6.2.5.2. If the ball hits the side wall and stays within the goal zone it is a live ball and only can be played by goal keeper while in this area



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6.2.5.3. If the ball hits the side wall and rebounds outside of goal zone it is a dead ball (restart: goal kick or corner kick to the opposing team based on last touch)

6.3. Lines: Touchlines and goal keeper zone lines are considered part of the playing area.

7. Method of Scoring

7.1. When the ball contacts the back surface of the goal (except by illegal means).

7.2. Any deflection off side wall directly onto the back wall

8. Fouls and Misconduct

8.1. A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referees to be careless, reckless or using excessive force (restart: taken from the place where the offence occurred):

8.1.1. kicks or attempts to kick an opponent

8.1.2. trips an opponent

8.1.3. jumps at an opponent

8.1.4. charges an opponent

8.1.5. strikes or attempts to strike an opponent

8.1.6. pushes an opponent

8.1.7. tackles an opponent

8.2. A direct free kick is also awarded to the opposing team if a player commits any of the following three offences (restart: taken from the place where the offence occurred):

8.2.1. holds an opponent

8.2.2. spits at an opponent

8.2.3. handles the ball deliberately (except for the goalkeeper within his own penalty area)

8.3. An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following offences (restart: taken from the place where the offence occurred):

8.3.1. controls the ball with his hands in his own penalty area for more than four seconds

8.3.2. touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a team-mate

8.3.3. throws ball directly over the halfway line without it first touching his own side of the pitch or any player. Goalkeeper is allowed to drop kick ball across halfway line. (restart: indirect free kick from the halfway line.)

8.4. An indirect free kick is also awarded to the opposing team if, in the opinion of the referees, a player (restart: taken from the place where the offence occurred):

8.4.1. plays in a dangerous manner in the presence of an opponent

8.4.2. impedes the progress of an opponent

8.4.3. prevents the goalkeeper from releasing the ball from his hands

8.4.4. commits against a team-mate one of the ten offences penalized with a direct free kick if they are committed against an opponent

8.4.5. commits any other infringement not previously mentioned in any other Law for which play is stopped to caution or dismiss a player

8.5. A player is cautioned if he commits any of the following seven offences:

8.5.1. unsporting behavior

8.5.2. dissent by word or action

8.5.3. persistent infringement of the Laws of the Game

8.5.4. delaying the restart of play (restart: revert to opponent as an IDFK)

8.5.4.1. if a delay of the restart of a play occurs by the team with the more goals within the last minute of the first or second half the clock stops, player given red card and ejected, restart as for which play was stopped

8.5.4.2. time may be added to score clock at the discretion of referee due to delay of start

8.5.5. failure to respect the required distance when play is restarted with a corner kick, free kick or kick-in (defending players)

8.5.6. entering or re-entering the pitch without the referees' permission

8.5.7. deliberately leaving the pitch without the referees' permission

8.6. A substitute is cautioned if he commits any of the following four infringements:

8.6.1. unsporting behavior

8.6.2. dissent by word or action

8.6.3. delaying the restart of play

8.6.4. entering the pitch by infringing the substitution procedure

8.7. A cautioned player is sent off for two (2) minutes and shall return after two minutes with the permission of the referee. Substitutions are allowed.

8.8. A player or substitute is sent off if he commits any of the following eight offences:

8.8.1. serious foul play

8.8.2. violent conduct

8.8.3. spitting at an opponent or any other person

8.8.4. denying a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)

8.8.5. denying an obvious goal scoring opportunity to a goal by an offence punishable by a free kick or a penalty kick



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8.8.6. using offensive, insulting or abusive language and/or gestures

8.8.7. receiving a second caution in the same match

8.8.8. delay restart according to 8.5.4.1

8.9. The following are the Rules of Expulsion for any player or substitute who has been sent off:

8.9.1. The player sent off (shown a red card) is out for the rest of the game and is not permitted to remain within sight of the playing area.

8.9.2. The team of the sent off player can substitute for that player after 2 minutes of playing time or after the opposing team scores- whichever comes first.

8.9.3. The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).

8.9.4. The substitute cannot come on until the ball is out of play and he has a referee's consent.

9. Free Kick

- 9.1. Types: Direct free kicks and indirect free kicks.
- 9.2. Opposing players must be at least 6 feet away until the ball is in play.
- 9.3. Time Limit: Kick must be taken within 4 seconds.

10. Penalty Kicks

- 10.1 Kick to be taken from mid-point of the free throw line.
- 10.2 The kicker is to aim at goal, with the intention of scoring within 4 seconds of restart whistle.
- 10.2 All players must be out of the penalty area, and the players of the opposing team must also be at least 6 feet from the penalty spot.

11. Kick-In

- 11.1 To be taken in place of the throw-in.
- 11.2 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.
- 11.3 The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.

11.4 Players on opposing team must stay behind the encroachment line until the kick occurs.

11.5 Cannot score directly from a kick-in.

12. Goal Kick

- 12.1 To be taken within the penalty area and behind the goal kick line (see sketch in Law 1 above).
- 12.2 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.
- 12.3 Can score goal directly from a goal kick.
- 12.4 The Goal Kick Must be taken within 4 seconds: (restart: indirect free kick to the opposing team from the corner mark).

13. Corner Kick

- 13.1 Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- 13.2 Must be taken within 4 seconds; (restart: goal kick for the opposing team).
- 13.3 Players on opposing team must be at least 6 feet away from point of the corner kick.
- 13.4 Can score goal directly from a corner kick.

14. Kicks from the Mark

- 14.1 The kicks are taken alternately by the teams
- 14.2 If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- 14.3 If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- 14.4 Any eligible player may change places with his goalkeeper.
- 14.5 While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The referee shall control this area.