

FUTSAL League Rule Handbook 2010-11

Coleman Country Indoor Sports Facility

(On the grounds of Coleman Country Day Camp)

**Babylon Turnpike West and the
Meadowbrook Parkway
Merrick, NY
516-620-4300**

Futsal League rules are subject to change at the discretion of the League Director at any time during the course of the season.

Player Rules

- **ABSOLUTELY NO CLEATS!** Rubber-soled shoes only. Teams with players wearing cleats will forfeit the game.
- NO JEWELRY
- NO SLIDE TACKLING
- SHIN GUARDS MANDATORY
- NO GUM IS PERMITTED IN THE FACILITY
- NO SPITTING
- **SHOW GOOD SPORTSMANSHIP AT ALL TIMES**

Team Rules

- ALL TEAMS MUST HAVE APPROPRIATE UNIFORMS
- NO REMATCHES ALLOWED
- **NO ADDITIONAL PLAYERS ALLOWED AFTER SUBMITTING ROSTER**
- NO FOUL LANGUAGE, OR VULGAR CHANTING FROM TEAM
- MINIMUM OF 4 PLAYERS REQUIRED TO START GAME
- REFEREE FEES MUST BE PAID PRIOR TO GAME IN ORDER TO AVOID FORFEITURE (\$8 per game)
- \$100 PENALTY FEE WILL BE INCURRED IF A TEAM FORFEITS A GAME

Spectator Rules

- NO OUTSIDE FOOD OR DRINK IS ALLOWED IN THE FACILITY
- NO FOUL LANGUAGE, OR VULGAR CHANTING FROM FANS
- NO SMOKING OR ALCOHOLIC BEVERAGES ON PREMISES
- CONTINUOUS VERBAL ABUSE TO REFEREE OR LEAGUE OFFICIAL WILL RESULT IN A 2 MINUTE PENALTY IN FAVOR OF OPPOSING TEAM
- SPECTATORS ARE RESPONSIBLE FOR CHILDREN AT ALL TIMES

Scheduling

Games cannot be rescheduled or changed once the league schedule has been posted on the Global Sports Centers website. **No exceptions!**

Eligibility

All players must be born on or after August 1st in the year of the age group in which they are playing in accordance with USYSA rules. Younger players are permitted to play “up” on older teams, but no player may play “down” on younger teams. **NO PLAYER MAY BE REGISTERED WITH MORE THAN ONE TEAM OR SWITCH FROM ONE TEAM TO ANOTHER DURING THE LEAGUE.**

- U7 (8/1/03-7/31/04), U8 (8/1/02-7/31/03), U9 (8/1/01-7/31/02), U10 (8/1/00-7/31/01), U11 (8/1/99-7/31/00), U12 (8/1/98-7/31/99), U13 (8/1/97-7/31/98), U14 (8/1/96-8/1/97)

Field Play

- Two 25 minute halves (2 minute halftime)
- Ball Size: Games will be played with a futsal ball which is weighted and smaller than a regulation ball.
- No Offsides
- Substitutions – On the fly
- Direct and Indirect – FIFA rules apply unless otherwise specified in Rule Book
- Penalty Kicks – FIFA rules apply unless otherwise specified in Rule Book
- Corner Kicks – FIFA rules apply unless otherwise specified in Rule Book
- Goal Kicks – THERE ARE NO GOAL-KICKS, see GOAL CLEARANCE Rule below

Running Time

- Time kept on the field by referee (running time).
- No overtime play
- Games start promptly according to league schedule – no exceptions.
- Failure to field a team will result in a team forfeit.

Point System

Teams are awarded: 3 points for a win, 1 point for a tie, 0 points for a loss.

The league standings are determined by the following:

- Total Team Points
- Tiebreakers:
- Head to Head Competition
 - Least Goals Against
 - Goal Differential ***All league games will be capped at a 5 goal differential maximum.**
- Ex. An 8-1 win will be recorded as 6-1. This is in place to avoid running up the score.**
- Most Shutouts

If a team forfeits a game, the opposing team will be awarded with a win, five goals scored, and zero goals against.

All scores, results and standings will be posted on www.globallsportscenters.com.

Kick-off

The home team shall start the match with the kick-off while the visiting team kicks-off to start the second half. To start the match teams will defend the goal on the side of the field which is located closest to their team's bench.

In the second half of the game the teams stay in the ends they were defending and continue to attack the same goal as the first half.

- Opposing team must stand 5 yards back from the ball during kick off.
- The ball must be rolled forward over the midfield line, one full circumference of the ball, for ALL kick-offs.
- A goal cannot be scored directly off the kick-off.

No Goal

- If the ball is kicked directly in on a kick-in.
- If the ball is kicked directly in on a kick-off.

Boundaries

All re-starts (kick-ins, goal clearances, and corner kicks) must be carried out within 5 seconds from the time the player taking the re-start takes possession of the ball.

Kick-Ins: No throw-ins. Balls that go out of bounds will be played in by a Kick-In -- ball must be completely stopped and placed on the line where the ball went out. Players must stand 5 yards away from all kick-ins.

- The in-bounding team has 5 seconds to get the ball in play.
- A goal cannot be scored directly from a kick-in.

Goal Clearance: NO GOAL KICKS. A GOAL CLEARANCE is the method of restarting play when the ball passes over the goal line after having last touched a player of the attacking team.

- On a goal clearance the ball is thrown from any point within the penalty area by the goalkeeper of the defending team.
- Opponents remain outside the penalty area until the ball is in play.
- The goalkeeper does not play the ball a second time until it has touched another player.
- The ball is in play when it is thrown directly beyond the penalty area onto the field of play. If the ball is not thrown directly beyond the penalty area the goal clearance is retaken.
- If the ball crosses entirely over the halfway line prior to hitting the floor or a player, an indirect kick is awarded to the opposing team at the point where the ball crossed the halfway line.
- If the goal clearance is not taken within 5 seconds from the time the goalkeeper takes possession of the ball an indirect free kick is awarded to the opposing team, to be taken from the penalty box line.

Corner Kicks: Must be placed on designated line or between line and corner flag. A goal may be scored directly from a corner kick.

Team Roster

- A completed team roster is due prior to the first scheduled game.
- Rosters are not considered complete if players do not fill out a facility waiver form.
- Coaches may not add or substitute players once the roster has been submitted.
- Players cannot play for another team in the same league.
- *Player identification needs to be available prior to each game or participant(s) may not play.*

- Each team is allowed 18 players on the roster, but no more than 12 players can play in a single game.
- FOUR field players and a goalkeeper consist of a team.
- A minimum of 4 players is needed to field a team.
- Less than 4 players results in an automatic team forfeit.

Team Bench & Substitutions

Team Bench:

- Only **two** adults are permitted to coach from the team bench.
- All other adults must watch the game from the spectator area.
- Coaches and players may not cross over the designated team bench area.
- Players who are not playing need to be seated on their team bench.
- All team bags must be placed neatly behind team bench.
- Coaches and players must leave their team bench immediately after their game.
- Players are responsible to clean up any garbage from their team bench.

Substitutions:

- Unlimited substitutions.
- All players are substituted on the fly.
- Substituted players must first come off the field before a new player may enter.
- All substituting players and coaches must remain on team bench during the game.
- Coaches may not enter the field at any time unless the referee permits - failure to comply will result in a two-minute penalty.
- Goalkeepers who are substituted must be differentiated with a different colored team shirt. The game will not be stopped for a field player and a goalkeeper to switch positions.

Fouls & Penalties

The following card system applies for fouls and penalties:

- Yellow Card = Two Minute Penalty
- Two Yellow Cards = Player Ejection from Game
- Red Card = Player Ejection from Game & Following League Game

Two-minute penalties occur when:

- Physical confrontation between players on or off the ball.
- A player blatantly fouls another player.
- A player delays the game in any form.
- A player or coach who consistently argues with the referee.
- A player, coach or parent uses abusive language.
- A parent from a respective team does not comply with the parent acknowledgement form or argues with a referee and/or league administrator.
- A player purposely obstructs the flow of the game by using their hands.

Power Play

A power play occurs when the referee gives a two-minute penalty to a player, coach or parent. The player who receives a two-minute penalty will have to remain on their bench until the referee signals that the two-minute penalty has ended.

- If the opposing team scores a goal during a power play the two minute penalty is terminated – player may enter the game again.
- If players on both teams are issued a two minute penalty, both players must sit out the full two minute duration regardless if a goal is scored and may not enter the field of play until the referee signals them on.
- If a goalkeeper receives a two-minute penalty, one of the goalkeeper's teammates must sit-out a two-minute duration.
- If a coach or parent receives a two-minute penalty, one of the players on the team must sit out a two-minute duration.

Free Kicks

Outdoor rules apply for all free kicks unless otherwise specified in this rule book. Opposing players must provide 5 yards from the ball at all times.

The following indoor rules will result in an indirect free kick:

If the **goalkeeper** commits one of the following offenses:

- ***After releasing the ball from his possession he receives it back from a teammate without the ball first having been touched by an opponent.***
- throws the ball over the halfway line without it first touching the floor or a player.
- punts or drop kicks the ball after making a save.
- touches or controls the ball with his hands or feet in his own half of the field for more than five seconds.
- touches or controls the ball with his hands after it has been deliberately kicked to him by a teammate.
- touches or controls the ball with his hands after they have received it directly from a kick-in taken by a teammate.
- If a player stands within a one-yard radius of the goalkeeper on any free kick.
- If ball makes contact with lights or ceiling of the facility.

Penalty Kicks

A penalty kick is awarded against a team that commits a direct kick foul inside the goal box. Penalty kicks are taken from the top of the penalty arc. All players, except for the goalkeeper and the kicker, must stand behind midfield until the ball is kicked.

Goalkeeper Distribution

Please read "BOUNDARIES" rules and "IN-DIRECT FREE KICK" rules for further details.

Forfeited Games

The coach of the forfeited team agrees to pay a \$100.00 penalty fee when his/her team forfeits a game. Failure to submit the \$100.00 penalty fee prior to the next scheduled game will result in the team's dismissal from the league. Additionally, the forfeited team will be penalized three (3) points from the league standings on top of the forfeited game.

- Teams who are 5 minutes late to their scheduled game will automatically forfeit their match.
- Teams who have less than the minimum number of players required at the start of match will forfeit their game after a 5 minute grace period.
- Teams that do not pay the referee fee prior to the game may be subject to forfeiture.
- No rematches or makeups will be awarded.
 - If game is forfeited, the opposing team may utilize the time slot for team training or scrimmage.
 - **No refunds of any kind are given once the team has registered in the league.**

Sportsmanship

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. There will be no abuse (verbal or otherwise) of referees or league officials tolerated. Any indication of such behavior by a coach or parent will result in immediate removal from the Indoor Training Center. **We are all here to play soccer and have fun!**

Referees

- The referee's will have sole jurisdiction over the conduct of the game. It is the responsibility of the winning team or in case of a tie, the home team, to report the score to the League Director located at the front desk.
- If a referee terminates a game for any reason, the score at the time of the termination will stand.

Protests

- **NO PROTESTS** will be considered or allowed.
- If the League Rules appear to be violated, the matter may be brought to the attention of the League Director for the final resolution.
- All decisions made by the League Director will be final.

Inclement Weather

Unfortunately we are unable to reschedule games due to inclement weather conditions.

If a team feels it is unsafe to attend a scheduled game due to inclement weather the coach must call the Rough Riders office a minimum of three hours prior to game time. If a team forfeits a scheduled game we will notify the opposing team as early as possible. The opposing team has the option of using the

facility for training during their scheduled game time. No fine will be levied to a team who does not attend a game due to inclement weather.

Dismissal from Futsal League

The result of a coach, parent, or team fan involved in any type of physical confrontation with other spectators, referees and/or league officials will automatically disqualify **their entire team** from the league.

** If not stated within this handbook, outdoor rules will apply to the indoor league. Any questions regarding the rules of the league should be directed to a Rough Riders Official.

Directions to Coleman Indoor Sports Center

On the South Shore

From Western Nassau County:

- **Sunrise Highway** or **Merrick Road Eastbound** to the **Meadowbrook Parkway Northbound -- Exit M7W** (Babylon Turnpike West). Camp will be on your right.
From Eastern Long Island:
- **Sunrise Highway** or **Merrick Road Westbound** to the **Meadowbrook Parkway Northbound -- Exit M7W** (Babylon Turnpike West). Camp will be on your right. OR **Southern State Parkway Westbound** to **Exit 22 South** (Meadowbrook Parkway Southbound) to **Exit M7W** (Babylon Turnpike West). Camp will be on your right.

From Brooklyn and South Queens:

- **Belt Parkway Eastbound** to **Southern State Parkway Eastbound** to **Exit 22 South** (Meadowbrook Parkway Southbound) to **Exit M7W**. Camp will be on your right.

On the North Shore

From Western Nassau County and New York City:

- **Grand Central Parkway** to **Northern State Parkway** or **Long Island Expressway Eastbound** to **Meadowbrook Parkway Southbound** to **Exit M7W** (Babylon Turnpike West). Camp will be on your right.
From Eastern Long Island:
- **Long Island Expressway** or the **Northern State Parkway** to the **Meadowbrook Parkway Southbound** to **Exit M7W** (Babylon Turnpike West). Camp will be on your right.

From the Verrazano Bridge:

- follow directions "From Brooklyn and South Queens."

From Northern New Jersey:

- George Washington Bridge to Cross Bronx Expressway over the Throgs Neck Bridge into Clearview Expressway, then follow directions "From Western Nassau County and New York City."

From Westchester County:

- Throgs Neck Bridge into Clearview Expressway, then follow directions "From Western Nassau County and New York City."