



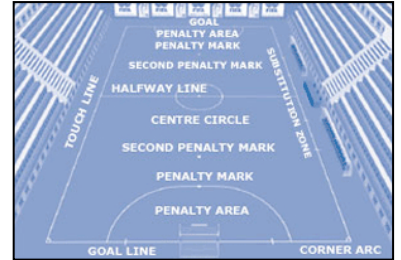
5 A-SIDE FUTSAL GAME FORMAT DATA SHEET

INTRODUCTION

@ Futsal we play the only form of indoor 5 a-side football that is approved by FIFA. The game is easy to play and the rules are designed to be very similar to normal 11 a-side football, but with minor adaptations for indoor play. Futsal is the world's fastest growing indoor sport with over 30 million players worldwide. Our regular leagues and competitions play the Futsal format explained below, which follows the main FIFA format. Our elite and FA league competitions play to the full FIFA rules, which can be downloaded from our web site on www.futsaluk.net or can be found on the web sites for FIFA or The FA. Our leagues and competitions are affiliated with The Football Association.

GAME FORMAT & KEY RULES

- The Pitch:** Markings are similar to normal football; see diagram. **The Ball:** Is a Futsal reduced bounce version of a FIFA size 4 ball
- The Team & Players:** 5 players on the pitch including the goalkeeper but a team can have 12 players. If there are less than 3 players (inc. the goalkeeper), the match is abandoned.
Rotating substitutes (sub): Sub's can be made at any time regardless of whether the ball is in play or not. Players must enter and leave the field of play via their substitute zone. Players coming-on must do so after the player coming-off has crossed the touchline. A goalkeeper can change places with any other player. If while a sub is being made, a sub enters the pitch before the player being replaced has completely left it:
 - Play shall be stopped
 - The player leaving the pitch shall be asked to leave the pitch
 - The sub shall be cautioned, shown the yellow card and ordered to leave the pitch to complete the sub procedure properly
 - Play shall be re-started with an indirect free kick to the opposing team from where the ball was situated when the game was stopped.



- If, while a sub is being made, a sub enters the pitch or a player leaves the pitch from anywhere other than their own teams sub zone. The same infringement procedure to that noted above will be applied. One team official may give tactical instructions to players. They will not obstruct play and must operate within the technical area or vicinity of their sub zone. They will observe the FIFA RESPECT requirements and behave in an appropriate manner. Team officials must be identified before the match starts. We operate a ZERO TOLERANCE policy and any teams, team officials or spectators that do not comply with FA and our codes of conduct will be banned from our arena's forever.
- Players equipment:** The compulsory requirements of normal 11 a-side football shall apply, with variations being allowed as indicated below:
 - Footwear. No studded boots are permitted. It is recommended that "trainers" with flat bottom soles are worn.
 - Goalkeepers can wear long "track-suit or goalkeeper trousers
 - The referee:** Regular matches shall be controlled by one referee. The FIFA RESPECT and our ZERO TOLERANCE policy will be implemented. Match officials will be attired in black normally. Teams should avoid wearing black; if this occurs then bibs will be provided for the team. For elite matches then the full FIFA refereeing set-up will be used with two referees on each touchline and a central timekeeper / official.
 - Timekeeping:** Shall be undertaken by the referee unless it is an elite match where two referees and a central timekeeper will be used.
 - Duration of the match:** The match will last 40 minutes and comprises of two 20minute halves played in normal time. Half time will be 1 minute. At the end of the half, if the ball has been kicked towards goal the referee must wait for the kick to end before he may sound the whistle. The period ends when a goal is scored, the ball leaves the boundaries or touches a player and does not cross the goal line. The duration may be prolonged to enable a penalty kick to be taken, or for a direct free kick to be taken against a team that has committed more than 5 accumulated fouls. Teams are entitled to a 1minute time-out in each half. The following conditions shall apply:
 - Team officials can request the referee for the time-out when in possession of the ball
 - When a time out is granted, the subs and the official shall stay off the pitch and players should approach the technical area. Subs can be made at the end of the time-out.
 - Start and re-start of play:** The game is started by a kick-off in the same manner as a normal 11 a-side football match. The following should be noted however:
 - A goal may not be scored directly from the kick-off
 - The opponents of the team taking the kick-off must be at least 3m from the ball until it is in play
 - The ball must be kicked forwardIf the kicker touches the ball a second time before it has touched another player:
 - An indirect free kick shall be awarded to the opposing team from where the infringement occurred.
 - In the event of any other infringement the kick-off shall be retaken
 - Dropped ball:** This can also be used in the same manner as normal 11 a-side football. A dropped ball to restart play after it has been temporarily stopped inside the penalty area shall be taken from the penalty area line at a point nearest to the position of the ball when play was stopped.
 - Ball in and out of play:** The ball shall be deemed in and out of play in the same way as normal 11 a-side football. If the ball hits the ceiling it is deemed out of play and the game is restarted with a kick-in (see below) to the opponents of the team that touched the ball last. This shall be taken from the touch line at a point nearest to the place on the ground above which the ball hit the ceiling.
 - Method of scoring and winning a match:** This is the same as normal 11 a-side football
 - Fouls and misconduct:** The procedure for a **direct or an indirect free kick** is exactly the same as that for normal 11 a-side football. Every infringement resulting in a direct free kick results in an **accumulated foul** (see below). Sliding tackles are not permitted and a direct free kick will be awarded. A **penalty kick** is awarded in the same way as normal 11 a-side football for any infringement inside the penalty area resulting in a direct free kick. If a goalkeeper commits any of the following offences an **indirect free kick** is awarded:
 - After clearing the ball, he touches it again following a deliberate pass by a team mate, before it has been touched by an opponent.
 - He touches or controls the ball with his hands after it has been deliberately kicked to him by a team mate
 - He touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team mate
 - He touches or controls the ball with his hands or feet in his own half for more than 4seconds.An **indirect free kick** shall also be awarded to the opposing team for the following:
 - Plays in a dangerous manner
 - Deliberately obstructs a player
 - Prevents the goalkeeper from throwing the ball with his hands
 - Commits any other infringement not mentioned in the FIFA rules for which play is stopped to caution or dismiss a player
 - Disciplinary sanctions:** Yellow and Red cards are shown in the normal way for fouls and misconduct. The following differences should be noted:
 - A substitute player may enter the pitch 2minutes after a team mate has been sent off and provided he has the authorisation of the referee.
 - Free kicks:** The procedure is the same as normal 11 a-side football but with the following differences:
 - All opponents shall be 5m from the ball until it is in play
 - When a defending team is taking a free kick from inside its own penalty area, all opponents shall remain outside the area
 - If the team taking the free kick takes more than 4seconds, the referee shall award an indirect free kick to the opposing team
 - Accumulated fouls:** Each team will be allowed to give away 5 direct free kicks in each half. On the 6th foul a direct free kick is awarded to the opposing team and the defending team is not allowed to position any players (other than the GK) between the ball and goal. The kick may be taken from a 10m mark or if the foul was committed closer to the goal than the 10m mark, then the kick may be taken from where the foul took place. The player taking the free kick must be identified and shall strike the ball with the intention of scoring and may not pass to a team mate (like a penalty). All other players must remain on the pitch behind an imaginary line that is level with the ball. They shall remain 5m away from the ball and may not obstruct the player taking the free kick. No player may cross the imaginary line until the ball has been struck. Infringements and sanctions are the same as those when taking a penalty in normal 11 a-side football.
 - Penalty kick:** This follows the same procedure as normal 11 a-side football
 - The kick-in:** Used to restart the start the game after ball has crossed the touchline (it replaces a throw-in). The ball is kicked back into play from the touchline at a position where the ball crossed the touchline. The ball must be stationary on and up to 25cm off the touchline and the feet of the player taking the kick-in must not cross the line. The player taking the kick-in must do so within 4seconds. If this is not done, then the kick-in is awarded to the opposing team. If the player taking the kick-in touches the ball a second time before it has touched another player, then an indirect free kick is awarded to the opposing team from where the infringement occurred. If an opponent interferes with or hinders a kick-in from being taken he shall be cautioned for unsporting behaviour and shown a yellow card.
 - Goal Clearance:** This is used to re-start play after the ball has crossed the goal line. A goal may not be scored directly from a goal clearance. To re-start play the ball can be thrown from any point inside the penalty area by the goalkeeper. If the ball is not thrown directly out of the area, then the goal clearance shall be re-taken. The opponents shall remain outside the area until the ball is in play. The goalkeeper may not play the ball a second time until it has been touched by an opponent or in open play the goalkeeper plays the ball to a teammate, he can't receive the ball again until it touches an opponent or he is in the opponents half. If this occurs, an indirect free kick shall be awarded to the opposing team from the point where the infringement occurred. If the goal clearance is not taken within 4seconds of the goalkeeper taking possession of the ball; then an indirect free kick shall be awarded to the opposing team on the penalty area line from the place nearest to where the infringement occurred.
 - Corner Kick:** Is used to restart play by the attacking team and is awarded when the ball crosses the goal line, having touched a defending player last – as in normal 11 a-side football. The ball shall be placed inside the corner arc of the nearest corner. The defending team players must be 5m away from the corner arc until the ball is in play. The ball is kicked into play by an attacking player. But the kicker may not touch the ball again until it has touched another player. An indirect free kick shall be awarded, and taken from the place where the infringement occurred, if:
 - The player, playing the ball, plays it a second time before it has touched another player.
 - The corner kick is not taken within 4seconds. In this case the goalkeeper will throw the ball out from within his area.
 - The corner kick shall be retaken for any other infringement

Futsal is really straightforward to play – it's the closest you will come to playing 11 a-side football but in a small sided format with a few modified rules to enable the game to be played indoors. If you have any queries or if you require clarification of the rules, then please speak to our referees or the @Futsal management team.