

## Rampage SC Futsal Rules

Shin guards are mandatory.

Games are 22 minute halves. There will be a 2 min break at half time

In the case of a draw in semi-finals & finals there will be 1 extra time period of 5 minutes with the golden goal rule, then a penalty shoot-out if still tied

There will be no injury time added to the clock. If a player is injured they must notify the referee if the coach is called onto the field, the player must leave the field. They may return later in the game if they are able to.

Unlimited substitutions on dead ball. Players can re-enter the game from their substitution area without notifying the referee for example if your team gets the ball from the opposing team kicking it out. Both teams can sub. You only have 5 sec to resume play even if your team is not set. If you choose to sub on the opposing teams kick they don't have to wait for you to sub in and out. You only have 5 sec to kick the ball in or it becomes the opposing teams.

There is NO offside

When the ball goes out over the sideline, it is then placed on the sideline. From a stationary position, the ball is kicked into the field to another player.

All opposing players must be at least 4ft from the ball

For a ball to be out of play or a goal scored; all of the ball must be over the line.

A goal cannot be scored directly from a kick in unless it touches another player.

Indirect vs Direct kicks? We are using the same rules as outdoor soccer.

Goalkeepers can't punt the ball. The other team is awarded indirect free kick where the ball lands.

The goalkeeper can throw the ball out as long as it doesn't go past ½ field in the air. If the ball goes past ½ field the other team is awarded an indirect free kick. The goalkeeper can put the ball on the ground then kick it and that is allowed to go past ½ field.

The goalkeeper has 5 seconds once he has control of the ball to either kick or throw it out.

Goalkeepers are not allowed to pick up a back pass from any of their teammates.

The game has a 5 second time limit at kick-ins, corner kick-ins and free kicks once the ball is stationary.

A player can score directly from a corner

Sliding is not permitted

Dangerous play is not allowed

After a team fouls 6 times a direct free kick is awarded to the opposing team at the penalty marker. The foul count is reset at halftime

The penalty shot is a PK type shot from the X no dribbling

During the game, a referee has the option of using 2 cards – Yellow or Red

1 yellow card = 2 minute to be sat on the bench. The team must play with 1 man down during this time. Unless the opposing team scores in the 2 min then the team can sub in a player (not the player who committed the 2 min time out) and play with 5 players again.

2 yellows = sending off and will not return in the game. And the team must play 1 man down.

1 red = sending off & 1 match ban and the team plays with 1 man down during the game the red card was given

Referees have the right to warn, ask to leave or eject from the facility, any spectator whom they feel is causing problems & the Referee's decision is final.