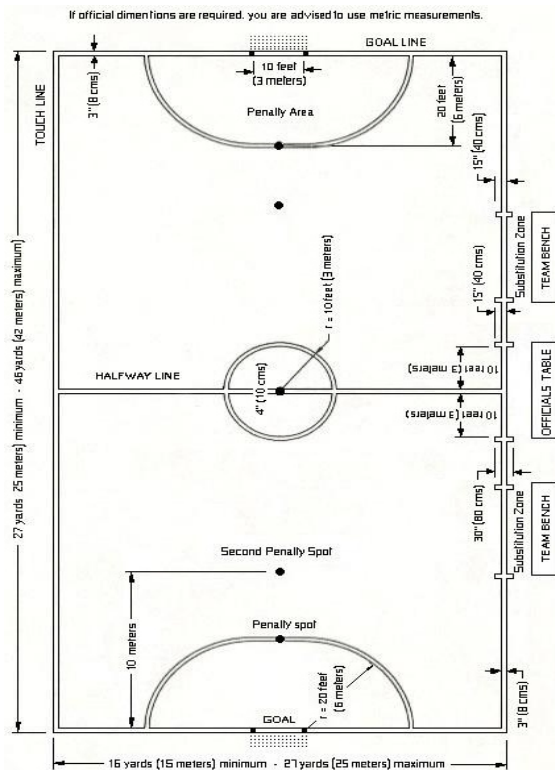


4 Star FUTSAL Laws of the Game Summary

LAW I THE PLAYING COURT



LAW II - The Ball

- Regulation Futsal ball (Low bounce)

LAW III - Number of Players

- Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper
- Maximum Number of Substitutes: 7 (Maximum roster is 12)
- Substitution Limit: None
Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please at an area designated near center line; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent, substituting player cannot enter until player being substituted is off)

LAW IV - Players' Equipment

Equipment: Matching color shirts, protective shin-guards covered by socks and footwear with non-marking rubber soles. Goal keeper: must have contrasting shirt (gloves and other protective soft pads are permitted but optional).

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 unsportsmanlike 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. Referees' decisions are final.

LAW VI: Second Referee

Second referee will not be utilized

LAW VII - Timekeeper

Main referee will keep time. There will be no time keeper utilized.

LAW VIII - Duration of the Game

- Duration: Two equal periods of 22 minutes; running clock will be utilized. Time can be prolonged only to make up for injury (maximum 10 minutes at the discretion of the referee).
- No time outs
- Half-time: 3 minutes

LAW IX - The Start of Play

Procedure: Coin toss followed by kickoff; opposing team waits outside center circle; ball deemed in play once it has moved; the kicker shall not touch the ball again before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half. (Ball must go forward on initial touch).

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 ball beneath that point by ID kick of opposing team, if above the penalty area kick is from the edge of penalty area nearest contact).

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 penalty spot 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 since he/she last played it 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 unsportsmanlike conduct

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of

infringement (or from the edge of the penalty area 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 (d) (from the edge of the penalty area when the infringement takes place in the penalty area nearest where penalty occurred).

Rules of Expulsion:

- The player sent off (shown a red card) is out for the rest of the game and is not permitted to sit on the reserves' bench.
- The team of the player sent off can substitute for that player only after the opposing team scores.

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 moved
- 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 - Accumulated Fouls

Accumulated foul rules will not be used.

LAW XV - Penalty Kick

- To be taken from the penalty mark on the mid-point of the penalty area.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the players of the opposing team must also be at least 10 feet from the penalty spot.

- 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.
- Goalkeeper has 4 second to distribute the ball back into play.

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 10 feet away from point of the corner kick.
- Can score goal directly from a corner kick.

Annex 1 - Penalty Kick Shoot-out (used only in play off or tournament play, regular session games can end in a tie)

- 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.

Annex 2 - Standings

- Win is worth 3 points
- Tie is worth 1 point
- Standings are determined by accumulated points
- Ties in season rankings are broken by (1st) goal differential (GF-GA), team with the best differential is awarded higher ranking. (2nd) Number of shut outs, (3rd) lowest number of goals against.