



METRO 4V4 FUTSAL LEAGUE

OFFICIAL RULES

(FIFA RULES APPLY IF NOT MODIFIED WITHIN)

MODIFIED 11.29.23

PLAYER REGISTRATION:

Players **MUST** pay a registration fee for every team they are on. Players can pick their own team or have the league commissioner assign them to a team. Any team or player determined by the event director to have falsified any information may be dismissed for the league and reported to their home club. Teams are allowed to have a maximum of three guest players per game. Guest players must be registered with a team in the league. A team must have three rostered players present with its team in order for the match to count.

TEAM MANAGERS OR COACH:

Every team must have an adult over the age of 18 acting as the team manager or coach. Team managers will be responsible for communicating with players and will be the primary contact for the team with the league commissioner. Team manager must register for free through the registration system. Team managers do not have to be present during games. **Waivers : Every team must have Waivers on File in order to play!**

PLAYERS:

Three field players and one goal keeper at one time. Maximum of **eight** players on a roster. Exceptions will be approved by commissioner. There are goalkeepers in 4-v-4 futsal. Substitutes may occur at any dead ball situation, but players must get referees attention and enter and exit at the goal from their bench's goal line. Home team will be assigned to the bench next to the Center office. Visiting team will use the bench on the north side of the facility. Teams can only play with eight players. All players will have to be checked-in prior to game time.

STARTERS LEAGUE AMENDMENT:

For the Rush Starters league, ages U8 and lower will play with four players on the field and no goal keepers. Smaller goals will be in play. Ages U10-U12 will revert to 4v4 with large goals and one of the players will be a goal keeper.

THE REFEREES:

The referees will be approved by the referee director, the referees will be held to the same standards as in normal season play. Only USSF or US Indoor referees will officiate **The Referee's decisions are final and no arguments about the referee's calls will be considered.**

Teams WILL NOT be required to pay a ref fee

EQUIPMENT:

All players must wear shin guards. Any player without shin guards will not be allowed to play. **Players CAN NOT wear cleats.** All players uniform shirts must match in color, and numbering is highly encouraged but not required. (In the event both teams are wearing matching colors the **visiting** team is to either change or wear training vests aka "pinnies" provided by the center) NO Jewelry is to be allowed unless it is religious, in which case it is to be taped to the body. Game balls will be provided. The game ball will be a FIFA regulation Futsal ball

THE FIELD:

The Field shall be **90 Feet Long by 50 Feet Wide**. Players and team benches will stay on one side of the field at the goal line classified as the technical area; this area is for players, coaches.

SPECTATORS :

Parents can spectate from the **bleachers** and outside of the facility through windows and large garage doors or on Facebook Live. If the center reaches its capacity spectators will be asked to watch from the outside. The front row of the bleachers is reserved for teams who are playing the next game.

4V4 GOALS AND GOAL AREA (BOX):

The goal box, **28 feet Wide by 18 feet Deep**, is directly in front of the goal. Keepers may handle the ball inside the goal box. The goals are approximately 6 feet high by 10 feet wide. The Penalty mark will be 6 feet outside of the Goal Area. A penalty kick will be rewarded for any defensive foul inside the goal box.

GAME DURATION:

The game shall consist of two 18-minute halves separated by a two-minute halftime period, Games tied shall end in a tie. The game clock will start on time. If one team does not have at least three players within five minutes of the game starting, the game will count as a forfeit. If neither team has enough players, it will be counted as a forfeit on both sides in a 0-0 tie.

SCHEDULING:

Organized teams were required to submit scheduling requests at the beginning of the season. Teams who request a change in schedule that was not indicated on the request for will be assessed a \$25 fee. All schedules are Locked 48 hours prior to game time. A team that requests a change with less than 48 hours will be required to forfeit.

GOAL KEEPERS:

Each team must designate a goal keeper. Goal Keepers are not allowed to punt and must wear a color different from both teams. Keepers are allowed to score and do not have to remain in the goal area. Goal keeper are allowed to slide in order to protect themselves while getting the ball. They are not allowed to slide outside of the goal area or feet first at an attacking player.

NO OFFSIDE, NO SLIDE TACKLING AND NO HEADING FOR U11 AND UNDER.

FOUR YARD RULE:

In all dead ball situations, defending players must stand at least **four** yards away from the ball. If the defensive player's goal area is closer than **four** yards, the ball shall be placed yards from the goal area in line with the place of the penalty. Offensive players must ask the referee for space. When a player asks, the referee will blow their whistle and move the defensive player back four paces. Play will resume when referee blows their whistle.

KICK-INS:

The ball shall be kicked into play from the sideline instead of thrown in. All kick-ins are indirect. The ball CAN NOT be moving when it is kicked in. If the attacking player asks for space, the referee will blow their whistle, stop play and mark off space. Play will resume when referee blows whistle again.

DIRECT KICKS:

All other dead ball kicks (free kicks, kick-offs) are direct kicks. Players have five seconds to kick the ball in or put it into play. All kick-ins are indirect. The ball CAN NOT be moving when it is kicked in. If the attacking player asks for space, the referee will blow their whistle, stop play and mark off space. Play will resume when referee blows whistle again.

4v4 GOAL KICKS:

Goal Keeper must handle the ball and throw it into play outside of the penalty area. Keeper can not touch the ball again until it touches another player. Goal Kicks are indirect

KEEPER HANDLING:

When the keeper legally handles the ball they can distribute to themselves. This is separate from a goal kick. They can only handle the ball for five seconds inside penalty area

4v4 PENALTY KICKS:

Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction It is a direct kick **the mark outside of the penalty area** with all other players behind the midfield line and outside the center circle. If a goal is not scored, the ball is live.

A non-carded foul inside the penalty area does not constitute a PK unless the referee determines a scoring opportunity was nullified. In these circumstances ball will be placed at the mark and defensive players will have to stand four paces away

SCORING:

Scored will be collected by the referee and published online and on scoreboard inside the Center

STANDINGS/RESULTS:

Teams will be rewarded three points for a win, one point for a tie and zero points for a loss. The top two or three teams will be play in a playoff/championship game. Tie breakers will be determined by head-to-head and goal differential. A team can only earn a maximum of a four goal differential.

MEDALS:

Will be rewarded to the teams that finish first and second

GAMES:

Each team will be guaranteed eight games.

MISCONDUCT:

If in the referee's opinion misconduct occurred, the player will be issued a blue card. When a team accumulates two blue cards, they will have to play a man down for two minutes. The penalty will expire if the opponent scores a goal. Any single player that accumulates three Blue Cards will receive a Red Card and ejected from the Match. The team will have to play a man down for five minutes even if the opponent scores a goal. Referees have the ability to issue straight red cards if in their opinion the misconduct called for it. Any red card will be an automatic 1-game suspension. There are no yellow cards. Any player or coach that accumulates four blue cards during the season will receive a 1-game suspension.

CONTACT:

The Metro Futsal League is designed to improve player's skills. Forceful contact is discouraged and will be called a foul. Any contact that forces a player into a wall will result in a mandatory card. Straight reds will also be given if in the refs opinion it was violent.

SPORTSMANSHIP:

Players, coaches and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event. However if it is viewed as a few direct participants causing the problem any or all may be asked to leave. ALL PARTICIPANTS MUST behave accordingly and must show full respect for the game of soccer, the children, the referee, and any and all other participants. Coaches are expected to control all participants on his/her team including parents and spectators.