



RULES & REGULATIONS

Match Specifications

- 5 v 5 (4 outfield players and one goalkeeper)
- On the fly subbing, must be made within the lines of your own team's bench. Players cannot enter the field of play until the player they are substituting in for has exited the field of play.
- 30 minute games with a running clock.

Player Conduct

The following misconducts result in an accumulative foul and a direct free kick for the opposing team unless otherwise specified:

- Pushing

- Tripping
- Obstructing opponents
- Slide tackling. NOTE: Players can go to ground to block a pass or shot but a direct slide tackle to an opponent will result in a yellow card and a direct free kick for the opposing team.
- Swearing or using abusive language.
- Time wasting or purposeful delay of game NOTE: Once the team awarded the kick-in, corner, goal-kick or free-kick has control of the ball that player has 4 seconds to restart play. Failure to do so will result in a turnover of the ball from the place of infraction.
- Punching, kicking, or elbowing
- On Goal Kicks, goalkeepers must throw the ball from their hands within 4 seconds of having it under control. If a goalkeeper plays the ball out with his feet it will result in an accumulative foul and a direct free kick from the arc.
- Players are allowed to pass the ball back to the goalkeeper once per possession. It must be touched by an opponent before it can be passed back to the goalkeeper again.

Note: If a goalkeeper goes into the offensive half of the field he is considered a 5th player having no restrictions and may touch the ball as many times as needed.

Ex. 1 When the keeper takes a goal kick out of his hands it is considered his touch. An opponent would need to touch the ball before the keeper could touch it again.

Ex. 2 When a ball goes out for a kick in or corner you could use the keeper as the last touch would have been off the opposing team.

Match Rules

- No throw-ins, only kick-ins. Players must put their hand on the ball to stop it on the touchline before passing it in.
- No offsides
- All kick-ins are indirect
- All kick-ins, goal kicks, and corner kicks must be taken within 4 seconds
- Goal kicks are from keeper's hands. They must throw the ball to a teammate. If a keeper rolls the ball to himself he will receive a warning and will be asked to take the goal kick again. If he continues to do it once again, he will receive a yellow card.
- Ball is out of play when the whole ball crosses the touch line

- Defending team must be 5 yards away from the ball on all kick-ins, corners and free-kicks
- In live play, the goalkeeper may roll the ball to himself and pass or dribble with his feet, however he may not pick it up again until the ball touches an opponent. Please note that this is only in live play.

Fouls, Penalties, and Re-starts

- Are those sanctioned by a direct free kick. Accumulated fouls by each team during each game is recorded. For the first 7 accumulated fouls recorded for either team a normal direct free kick is awarded from the spot of the infraction. For the 8th and any further accumulated fouls in one half will result in a penalty shot from the second penalty mark. The second penalty mark is a 10m penalty shot. All players must be behind the 10 meter mark and 5 meter away for the designated player taking the penalty shot. Encroachment or any form of delay of play will result in a further accumulated foul. (Official rules are on the 6th foul in each half)

*Normal futsal rules call for the 6th accumulated foul to result in a 10m penalty but because of the 30 min running clock game we have adjusted.

Penalty marks

- The 6m penalty mark located on the middle of the goal arc is to be awarded for any foul conducted within the goal arc. • The 10m penalty mark is used for each infraction after the 10th accumulative foul. (Official rules call for each infraction after the 5th in each half)

Free-Kicks

- Tripping, obstruction, pushing or any contact the referee feels is considered a foul will result in a Direct free kick. Defending team must be 5 yards back from the spot the ball is placed for the free kick.
- No slide tackling. NOTE: Players can go to ground to block a pass or shot but a direct slide tackle to an opponent will result in a yellow card and a direct free kick for the opposing team.
- If the ball hits the ceiling, play is restarted as a kick in against the team who last touched the ball. • Fouls within the penalty area will result in a Penalty shot in which all players except for the one taking the Penalty Kick and the opposing Goalkeeper must be outside the penalty area.
- Yellow cards will be given out at the referee's discretion.
- If any player is given 2 Yellow cards in one game it will result in a Red Card and the player is subsequently expelled for the remainder of the game.
- If a player is given a straight Red Card, they are immediately expelled from the game and potentially the remainder of the Jamboree at the organizer's discretion.

General Regulations

- All players must wear proper footwear. Flat shoes only, no cleats, studs, or marking bottoms. Any player that fails to wear the proper footwear will be assessed by the Richmond Olympic Oval staff and may not be able to play unless proper footwear is found.
- Zero tolerance policy when it comes to fighting, abusive language, or abusive behaviour towards other players, referees or bystanders. Please note that this pertains to coaches and parents in addition to players.
- **All players must sign the player waiver form before stepping on the courts.**