



“LDS” Futsal – Complete Laws of the Game

Spirit of the Game:

The LDS Sports program should uphold the highest standards of ethical conduct, fair play and sportsmanship. Anything that detracts from these ends is not in keeping with the spirit of the competition. Honor calls are encouraged.

LAW 1 The Pitch (The Playing Field)

- a) The match is played indoors on the basketball court. The outer lines of the basketball court are the boundary lines of the Futsal Pitch. **OR** if outdoors, on a small-sized field 30-50 yards long and 15-30 yards wide.
 - Longer lines (side lines) are the **Touch Lines**. Shorter lines (end lines) are the **Goal Lines**.
 - Lines are part of the area they enclose. A ball *on or above* the line is “*in play*”.
 - A halfway line divides the pitch. The center mark is at the midway point of the halfway line, with a 6 foot center circle around it.
- b) **Goals** are 6 feet long and 2-4 feet high centered in the goal area on the goal line.

OR, the goals can be marked with cones or discs six feet (6’) apart on the end lines. In this instance the goal area extends from the floor to waist height (3-4 feet) as judged by the referee.

Modification to goal width or height is allowed. This allows for some flexibility depending on the skill level of the players. A 2’ high goal may be just what a talented team needs but a 4’ high goal may be needed for beginners.

Manufactured goals (6’ x 4’, for example) are acceptable.
- c) **Goal Area** is the basketball free throw-lane (key) including the arc above the free-throw line.

LAW 2 The Ball

- a) Size #4 FUTSAL ball, inflated to manufactures specifications.

LAW 3 Number of Players

- a) Maximum number of field players is five (5). Minimum to continue a match is three (3) players.

These numbers can be changed to meet local circumstances.
- b) **NO GOALKEEPERS** - No player can deliberately use hands (shoulder to the fingertips) to play the ball.
- c) **SUBSTITUTIONS** - Unlimited substitution and re-entry
Method: “On the fly” - without referee’s permission, regardless if the ball is in or out of play.
 - Substitutes must enter the field and players must leave the field at the halfway line.
 - Substitutes can enter the game *ONLY* when a player has completely left the field.

Violation (Law 12.B.1): If a substitute enters before the player leaves, play is stopped and the substitute is cautioned. Re-start with an indirect free kick (IFK) from the center mark.
 - A substitute entering the game cannot score on his/her first possession.

Violation: Disallow the goal. Re-start with a goal kick for the opposing team.

LAW 4 Player’s Equipment

- a) Shirts (with numbers), shorts or pants, footwear. Church modesty standards apply.
- b) Shin guards completely covered by socks are **REQUIRED FOR ALL PLAYERS** – No exceptions.
- c) All items of jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, hats etc.) are considered to be dangerous and must be removed. Using tape to cover jewelry is not acceptable.
- d) Modern protective equipment such as knee and arm protectors made of soft, lightweight, padded material are not considered to be dangerous and are therefore permitted

LAW 5 The Referee

- a) Referee is the final arbiter of the laws of the game and decisions of fact in relation to the game.
- b) Duties – before, during and after a match:
 - Enforce the laws of the game.
 - Stop the game when deemed necessary to:
 - Apply the laws of the game.
 - Care for an injured player.
 - Caution or Send-off players guilty of misconduct.
 - When appropriate, maintain appropriate match control.
 - Signal for start of play at kick-offs, after time-outs, after a stoppage for injury, a caution, a send-off or for any game suspension by the referee. Free kicks, corner kicks, goal kicks and kick-ins can be taken without referee signal.
 - Facilitate flow and direction of the match.
 - Apply “advantage” to allow play to continue when the stoppage of play will benefit (give an advantage) the team committing the offense. The Referee can penalize the original offense if the advantage does not materialize, or caution or send-off players at the next stoppage of play.
 - Keep time of the game, in the absence of a game clock or scorekeeper.
 - Keep a record of the game (score, time-outs and sanctions) in the absence of scorekeeper.
- c) Position of the referee is on the touch line opposite of the team benches.

LAW 6 The Second Referee

- a) A second referee serves to assist the referee.
- b) Duties: Assist the referee to control the match according to the laws of the game.
Ensure that substitutions are properly accomplished.
- c) Position of the second referee is on the opposite touch line from the referee.

LAW 7 The Time-keeper / Scorekeeper

- a) Starts the clock at kick-off.
- b) Stops the clock for injury and time-outs – or by referee direction.
- c) Indicates the end of the first half, end of the match, end of time-outs and suspension times.
- d) Controls all 1-minute time-outs and the 3-minute half time.
- e) Controls 2-minute suspension time – indicates when the suspended player can re-enter.
- f) Keeps a record of scoring, time-outs, suspensions, cautions and ejections.
- g) Keeps a record of the individual and team fouls and signals to referee when a player has five fouls and/or when total team fouls reaches six in a half.
- h) Keeps or provides any other information relevant to the game, as directed by the referee.

LAW 8 Duration of the Match

- a) Two equal 20-minute halves. Can be modified for local conditions.
- b) Half time is 3-minutes. Can be modified for local conditions.
- c) Time-outs. Each team shall have one (1-minute) time out per half.
 - Unused first-half time-outs do not carry over.
 - Time-outs can be requested by the team in possession of the ball by any team member or coach - or during a referee stoppage of play.
 - When a time-out is recognized, granted and signaled by the referee, play is stopped.
 - During the time-out players must remain on the pitch. Coaches convey instructions from the touch line.

LAW 9 Start and Restart of Play

- a) Kick-off: Method of beginning play, and of re-starting play after halftime and after a score.
The coin toss winner determines which end to attack. The other team kicks-off.
After the half, teams change ends and the coin toss winner kicks-off.
A kick-off is an indirect free kick (IFK.) All IFK provisions apply. See Law 14 **AND**
This is the only free kick that requires a Referee Signal prior to play.
Opponents must be on their own half of the field, outside the center circle.
Violation: see Law 14.a

LAW 9 Start and Restart of Play - continued:

- b) Dropped Ball: Method of beginning play when referee stops play for any reason not mentioned in the laws of the game.
 - Referee drops the ball at the center mark.
 - Players cannot play the ball until it touches the ground.
 - If the ball is touched before it hits the ground the ball is dropped again.
 - Play begins when the ball touches the ground.
 - Team cannot score directly from a dropped ball.

LAW 10 The Ball “In” and “Out” of Play

- a) Ball is “IN” play at all times even:
 - When it rebounds from a goal post/cone or off of a referee on the pitch.
 - After a supposed infraction of the laws (foul or misconduct) before a referee signals for a stoppage.
- b) Ball is “OUT” of play:
 - When it wholly (entirely) crosses over a boundary line, whether on the ground or in the air.
 - After a score when indicated by the referee.
 - When the ball is kicked too high. The ball is to be under control and not kicked in the air higher than 4 feet or waist high. The ball is awarded to the opponent of the team that kicks the ball too high. Restart with a kick-in on the touch line nearest the place where the ball went too high.
 - When the referee requests that time be stopped for any reason.

LAW 11 The Method of Scoring

- a) When the whole of the ball crosses completely over the goal line between the goal post (Or cones at or below waist height - four (4') feet, as judged by the Referee.)
 - Cannot score directly from:
 - A free kick (goal kick, corner kick, penalty kick, kick-in or kick-off) or dropped ball.
 - A ball thrown, carried or intentionally propelled by the hand or arm of an attacking player.
 - Can score directly from a penalty kick, taken after a team’s sixth team foul in a half.
- b) Winning team is the team that scores a greater number of goals during the match.
- c) If the game remains tied at the end of regulation play the tiebreaker will be “Kicks from the Line”.
 - See Law 18 for details and procedure.

LAW 12 Fouls and Misconduct

A) Fouls: **All Fouls** (except the Team’s Sixth Foul in a half) **are penalized with an Indirect Free Kick.**

An IFK is awarded to the opposing team if a player:

- Plays in a dangerous manner.
 - Kicks or attempts to kick an opponent.
 - Trips or attempts to trip an opponent.
 - Strikes or attempts to strike an opponent.
 - Spits at an opponent.
 - Charges, charges from behind, jumps at or throws himself/herself toward or upon an opponent.
 - Obstructs or blocks an opponent when the ball is not within playing distance.
 - Holds an opponent.
 - Pushes an opponent.
 - While on the ground, attempts to play the ball or obstructs opponents from playing the ball.
 - **NO Sliding is allowed**, nor dropping down to the knees to block the ball.
 - Deliberately handling the ball with the arm or hand.
- Note: Inadvertent contact with the hand or arm is not intentional handling and is not penalized.

B) Misconduct:

1) Caution (shown a Yellow Card)

- a) The opposing team is awarded an IFK from the center mark for the following actions of misconduct;
 - Unsporting Behavior.
 - Showing dissent by word or action toward teammate(s), opponents, spectators or game officials.
 - Persistently infringes the laws of the game.
 - Delays the restart of play by holding the ball or by kicking it away from an opponent, etc.
 - Fails to respect the required distance (15 feet) on a free kick.
 - When playing as a substitute enters the field prior to the player leaving the field.

LAW 12 The Ball “In” and “Out” of Play - continued:

- b) Sanctions:
- Player is suspended from the game for 2-minutes and cannot be replaced until the time is satisfied or until the opposing team scores a goal.
 - Time is stopped to administer the caution. (Referee can choose to apply advantage and delay the stoppage.)
- 2) **Send-Off** (shown a **Red Card**)
- a) The opposing team is awarded an IFK from the center mark for the following actions of misconduct;
- Serious foul play against an opponent.
 - Violent conduct against an opponent, teammate, spectator or a game official.
 - Strikes or spits at an opponent, teammate, spectator or a game official.
 - Uses offensive, insulting, vulgar or abusive language or actions.
 - Denies an obvious goal-scoring opportunity by handling the ball.
 - Receives a second caution (yellow card) in the same game.
- b) Sanctions:
- Player is dismissed from the game and cannot be replaced. The team continues with one less player.
 - Time is stopped to administer the send-off. (Referee can choose to apply advantage and delay the stoppage.)
 - **Serious consideration for future game sanctions should be given for any player being sent-off.**

LAW 13 Accumulated Fouls

- a) Individual Player’s Fifth (5th) foul.
- Upon commission of a fifth (5th) foul (those fouls mentioned in Law 12) in a half, that player is suspended for 2-minutes of game time and cannot be replaced until the time is satisfied or until the opposing team scores a goal.
 - The player is also cautioned for unsporting behavior.
If that player has already received a caution in the game he/she is sent-off.
 - Play (and time) is stopped to administer the caution.
 - After serving the suspension the individual player foul count starts anew.
 - Re-start with an INDIRECT FREE KICK for the opposing team, from the center mark.
- b) Team’s Sixth (6th) Foul
- If a team accumulates six (6) fouls in one half the opposing team is awarded a DIRECT FREE KICK from their own basketball foul line.
 - After the free kick attempt, the team foul count starts anew.

LAW 14 Free Kicks

- a) **Indirect Free Kick (IFK):** The ball must touch another player before it enters the goal.
Means of re-start after a: Kick-off, Goal kick, Corner kick-ins and after a Foul.
- A team MAY NOT score directly from an IFK.
 - Opposing players must remain 15 feet away until the ball is touched.
 - Ball to be put in play within 5-seconds after is it prepared for play (except a kick-off and misconduct.)
 - Ball is ready when it is stationary (not moving) and is placed:
 - Kick-off: On the center mark, midway across the halfway line.
This free kick requires referee signal prior to play.
Opposing players on their half of the field, outside the six (6) foot circle.
 - Goal Kick: Anywhere in the kicking team’s goal area.
 - Corner Kick: At the corner closest to where the ball went out across the goal line.
 - Kick-in: On the touch line, within one yard of where the ball went out of play.
 - After a foul: At the spot of the foul, if the foul is on the field of play, outside the goal area.
Anywhere in the goal area if an offensive player fouls inside the goal area.
At the top of the goal area if a defensive player fouls inside the goal area.
 - After misconduct (Yellow or Red Card): At the center mark.
This free kick requires referee signal prior to play if time was stopped.
 - The ball can be played in any direction.
 - Kicker may not touch the ball a second time until another player touches it.
 - Play begins (and time begins if it was stopped) when the ball is touched.
- Violations:** If by the defending team, re-kick.
If by the kicking team, an IFK to the opposing team.

LAW 14 Free Kicks - continued:

- b) **Direct Free Kick (DFK):** Penalty kick, after teams' sixth foul in a half.
- Ball is placed at kicking team's basketball foul line.
 - Opponents must remain 15 feet away and cannot interfere with the kicker or the flight of the ball.
 - Referee signal is required prior to the kick.
 - After the kick, the restart is either a kick-off if a goal is scored OR a goal kick if there is no score.

LAW 15 Kick-ins

An IFK (Law 14a) is taken in place of a throw-in when the ball completely crosses the touch line.

- Ball is placed on the touch line within one yard of where it went out of play.
- Kicker must begin the kick with parts of both feet on or outside the touch line.

LAW 16 Goal Kick

An IFK (Law 14a) is taken when the ball crosses over the goal line (not a score) being last touched by the offensive (attacking) team.

- Ball is placed within the goal area.

LAW 17 Corner Kick

An IFK (Law 14a) is taken when the ball crosses over the goal line (not a score) being last touched by the defensive team.

- Ball is placed at the corner closest to where the ball went out of play.

LAW 18 Kicks from the Line

If the game remains tied at the end of regulation play, "Kicks from the Line" will determine a winner.

- Players on the field at the end of regulation play are the first to participate.
- Ball is placed behind the kickers own basketball free throw line for a **DIRECT FREE KICK**.
- Teams alternate kicks using one kick from each player for five kicks.
- The team that is ahead in goals after all have kicked is the winner.

Should a team fall behind so that the remaining kicks for the opposing team will not be sufficient to overcome the deficit, a winner will be declared prior to completion of all remaining kicks.

If at the end of the first round of kicks, the score should remain tied:

- Teams will alternate kicks using all substitutes (then field players can continue), until one team has scored more goals with the same number of kicks. That team will be declared the winner.

Referee Signals:

To stop play
Say, "Stop Play"
(Clock need not stop)



With only one second (out of 5)
remaining to put the ball in play
Say "Kick it now!"



Time out or Referee Stoppage for any reason
Say "Stop the clock"



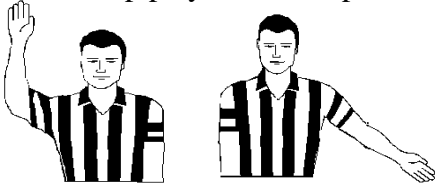
Goal Kick. Point to goal area.
Say, "Goal Kick"



Yellow (Caution)
or Red (Send- Off)

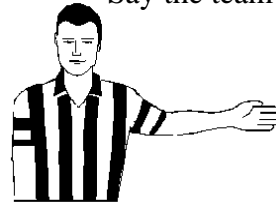


Foul: Stop play, indicate spot

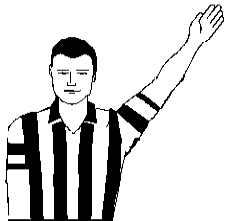


Direction of kick-in

Say the team color



Corner Kick. Point toward the corner
Say "Corner Kick"



"Goal!"



Advantage (you saw the foul,
but chose not to stop play at this time.)
Say "Advantage" or "Play on"

