



## “LDS” Futsal - Rules Summary

**Field:** Boundary lines are those of the basketball court. **THIS IS NOT “WALL BALL”**  
OR, as an outdoor game on a small field, 30-50 yards long and 15-30 yards wide.  
The ball is “in play” until it (the entire ball) completely crosses over a boundary line.  
Goals: 6 feet long and 2-4 feet high (depending on skill level), centered in the basketball “key” on the end line.  
Goals can be marked by cones or discs and the referee judges height.  
Goal Area: Basketball free-throw lane (key) including the arc above the free-throw line.

**Ball:** #4 Futsal Ball. Special low bounce construction.

**Players:** Five (5) players per team. Team can play with three (3) players minimum.  
These numbers can be changed to meet local circumstances.

**NO Goalkeepers:** No one can use their hands (shoulder to the fingertips) during active play.

**Substitutions** – unlimited substitution and re-entry.

The players, leaving the field, and substitutes must enter the field at the halfway line.  
“On the fly” - can enter during play without the Referee’s permission, once a player leaves the field.  
New player (oncoming substitute) cannot score on his/her first possession.

**Uniform:** Shirt with number, modest shorts, footwear and SHIN-GUARDS completely covered by socks.  
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.

**Time of Game:** 20 minute halves, running clock, 3-minute half-time. Each team has one (1-minute) time out per half.

**Start of Play:** ALL RE-STARTS ARE WITH A FREE KICK

**Indirect Free Kick (IFK) Provisions:** Kicking team cannot score directly from the free kick.

Ball shall be put into play within 5 seconds after being made ready for play.  
Restarts (other than at kick-offs and after misconduct) do not require Referee intervention -  
kicking team can play the ball once it is properly placed and stationary (quick kicks are allowed.)  
All defensive players must remain 15 feet away until the ball is touched.  
Ball can be played in any direction and is in play once it is touched.  
The player who puts the ball into play cannot play it a second time until it has touched another player.

**\*Violation of any IFK Provisions** results in a re-kick or an IFK for the opposing team.

**Kick-Off:** To start the game, after the half or after a score. The ball is placed at the center mark.  
Referee must signal before play can begin.

**Kick-in:** When ball completely crosses touch lines (sidelines). The ball is placed on the touch line where it went out of play. The team opposite of who last touched it kicks it into play (no throw-ins.)

**Goal kick:** When the ball completely crosses over goal line (end line), last touched by offensive team.  
The ball is placed anywhere in the goal area.

**Corner Kick:** When the ball completely crosses over goal line (end line), last touched by defensive team.  
Taken at the corner closest to where the ball went out of play.

**After a Foul:** **All fouls result in an IFK.** Ball placed at the spot of the foul,  
OR if the offensive team fouls in the goal area the ball is placed anywhere in the goal area.  
OR if the defensive team fouls in the goal area the ball is placed at the top of the goal area.

**Fouls & Penalties:** Fair play rules apply. No tripping, hitting, blocking, pushing, holding, etc.  
**NO “charging”** - this is (as much as possible) a non-contact game.

**NO sliding** (either with or without others players around), or playing while sitting, kneeling or laying on the floor.

**NO dangerous play** of any kind, including obstruction or blocking when the ball is not in playing distance.

**NO deliberate handling** of the ball (a ball that hits the hand or arm is not necessarily a violation.)

**NO high kicks.** The ball is to be under control and not kicked in the air higher than 4 feet or waist high.

**5th Foul by a player:** The player is cautioned (yellow card) and receives a 2 minute suspension. Team plays short until the 2 minutes has expired or the opposing team scores a goal. Player foul count starts anew.

**6th Foul by a team in a half:** Opposing team receives a direct free kick (DFK) from the opposite free-throw line.

Opposing team cannot block or interfere with the kick. Team foul count starts anew.

**Unsporting behavior will not be tolerated! Players can be ejected without warning.**