

Futsal Rules

The following is a summary of Futsal rules. Anything that has been modified for MYSC purposes has been noted in brackets. The highlighted rules are the differences between Futsal and the regular style of soccer. In short, Futsal is a modified form of soccer played with five players per side on a smaller, typically indoor pitch.

Players

- 5 v 5 (4 and a goalie)
- Substitutions are made on the fly at the half
- Player could only enter when the other has left
- Goalies can be substituted on the fly as well but the replacement needs a goalie jersey as well

Duration

- Two 20 minute halves
- No time outs (modified)

Fouls

- Fouls are penalized with a direct or indirect free kick and taken at the spot of the foul
- Direct is awarded due to
 - Kicking
 - Tripping
 - Charging
 - Pushing
 - Tackles an opponent
 - Holds an opponent
 - Handles the ball
- A penalty kick is awarded if these fouls are committed by a player inside his own penalty area
- An indirect free kick is awarded if a GK commits any of the following
 - Controls the ball with hands or feet in his own half for more than 4 seconds
 - Touches the ball with his hands inside own penalty area after it has been deliberately kicked in by a team mate or inbounded
- Other cautionable offences:
 - Player preventing GK to release the ball from their hands
 - Unsportsmanlike behaviour
 - Dissent
 - Delaying restart
 - Failure to respect distance

Free Kicks

- Must be taken within 4 seconds of the referees whistle
- Opponents must be 10 feet away from the ball (modified from 5M)
- Free kick beginning with 6th foul
 - Defending team player may not form a wall
 - The player taking the kick must be identified
 - GK remains in penalty area
 - All other players must be behind an imaginary line behind the ball. Players must provide space to the player taking the kick. (modified)
 - Taken from penalty spot (modified)

Kick in

- A goal could not be directly scored from a kick in
- Opponent must provide distance of at least 10 feet (modified from 5M)
- Ball must be stationary
- Must be played within 4 seconds of the ball being stationary

Goal Clearance

- Must be taken within 4 seconds
- Must be from goal keepers hands (no drop kicks)
- Can't be touched the goalie a second time until the ball is touched by another player (modified from opponent)
- No goal could be scored directly from a goal clearance

Formations

- 2 – 2
- Diamond