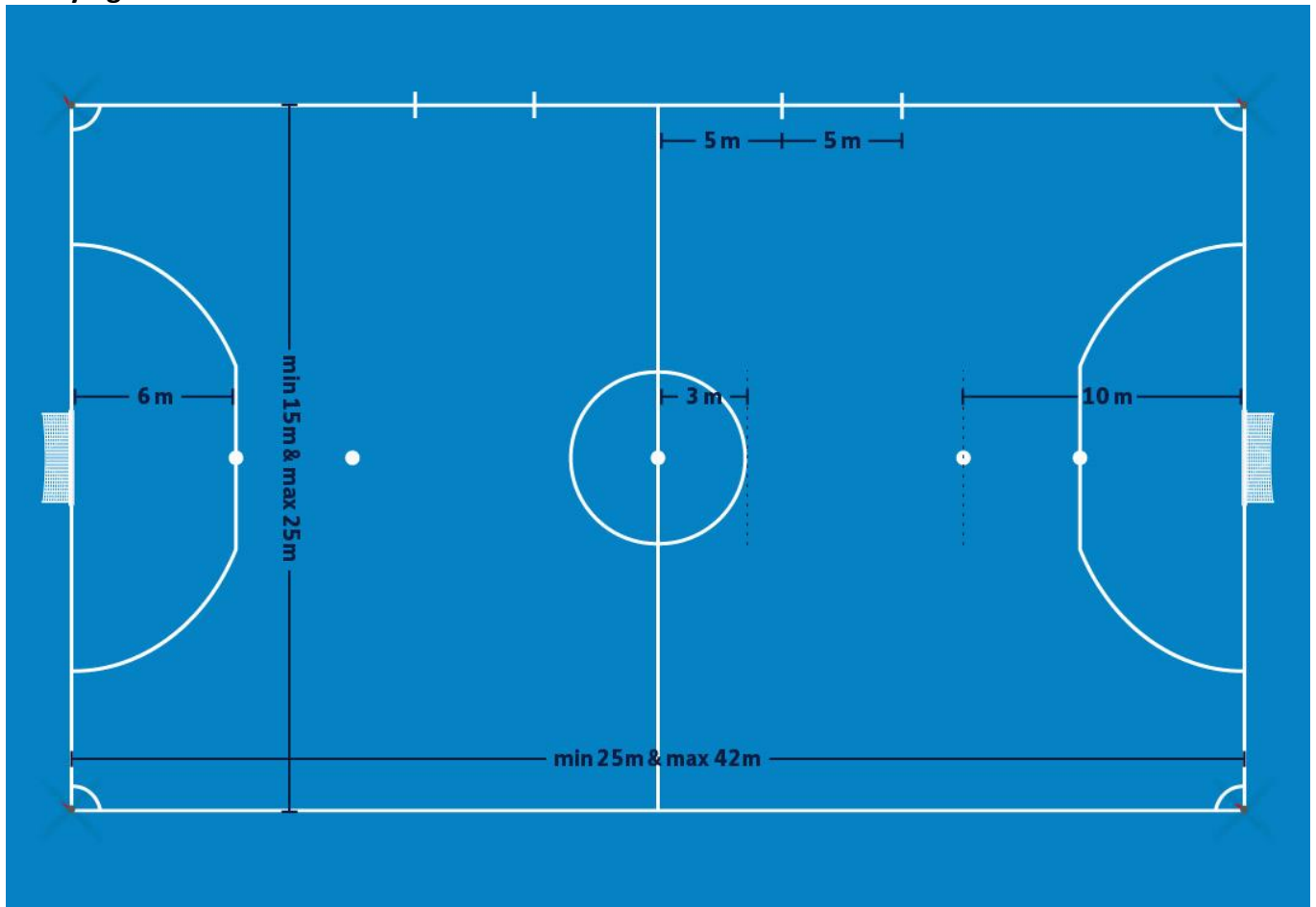


Youth Futsal Laws

1 Playing Area



- Futsal playing area dimensions are above.
- A hard surface is required. Indoors is preferable but outdoors on a hard surface is ok. The game cannot be played on grass or on AGP pitches.
- The pitch has marked lines so that the ball can go out of play. Futsal cannot be played with board or wall surrounds.

2 Ball

Under 13 to seniors: Size 4 Futsal ball

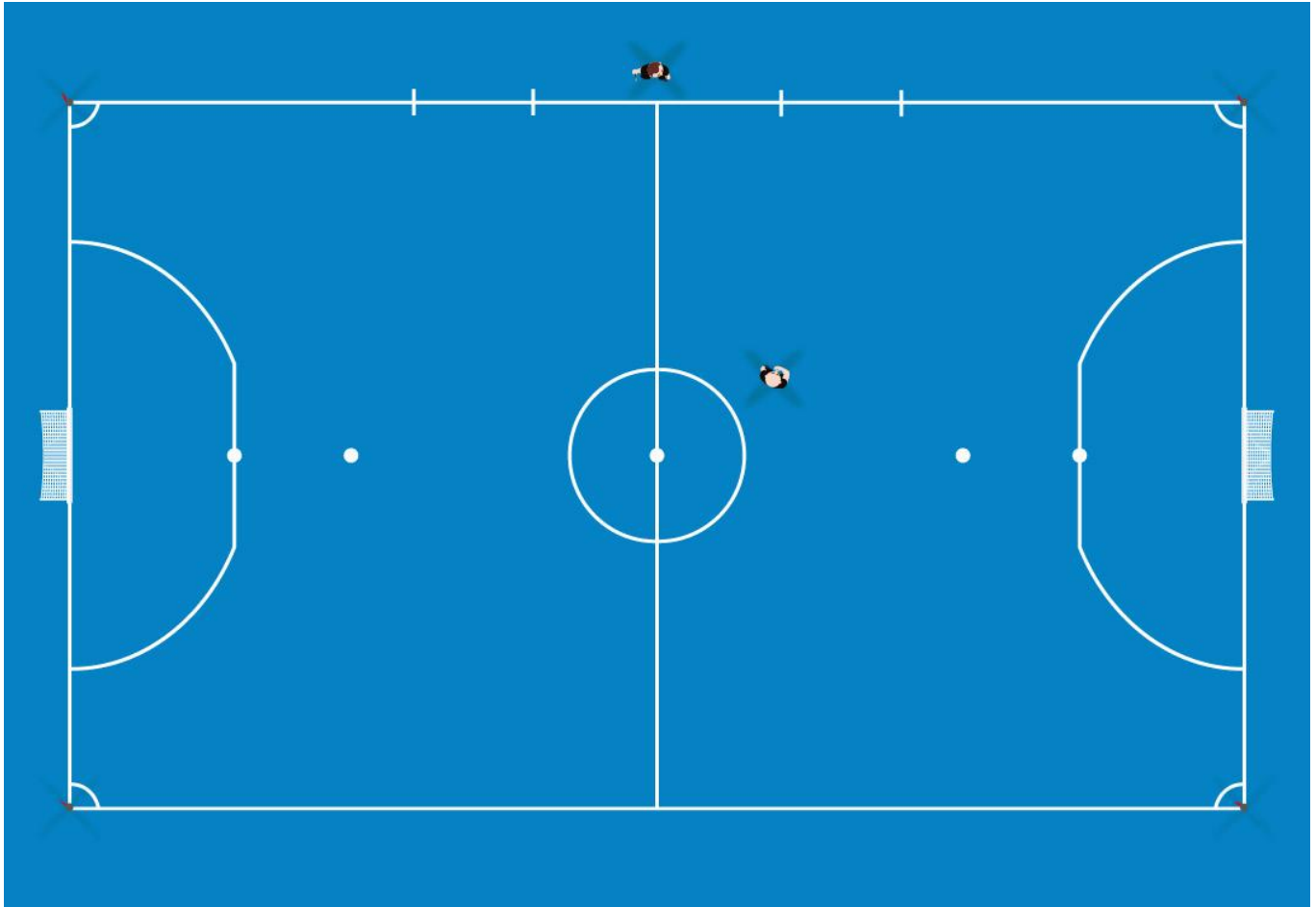
Under 12 and under: Size 3 Futsal ball

- Playing with a Futsal ball is essential.
- The ball is smaller, heavier and bounces less than a normal football.
- Futsal balls are available in age appropriate sizes.

3 Goals

- Futsal goals are 3m x 2m (the same as Hockey or Handball goal size).
- The goalposts and crossbars should be a different colour to the pitch.
- Safety is always the first consideration with any goalposts. The goals should be secured so that they do not collapse or overturn.
- Portable goals should only be used if they comply with the above.

4 Match Officials



- Two referees are normal at games in order to apply the Laws of Futsal but one can manage with younger age groups (U10 and below).
- At international level there are two referees, a third official and a timekeeper.
- A referee has the power to apply the Laws of Futsal on the day even if they are not fully qualified. At grassroots level, the aim is to get more children playing the game. The number of officials available should not prevent this.

5 Timing of Games

- A Futsal match consists of two 20-minute halves real time but this is not necessary.
- The game is played in real time. This means that the clock stops whenever the ball goes out of play.
- Each team is allowed a 60 second time out in each half.

6 Four Second Law

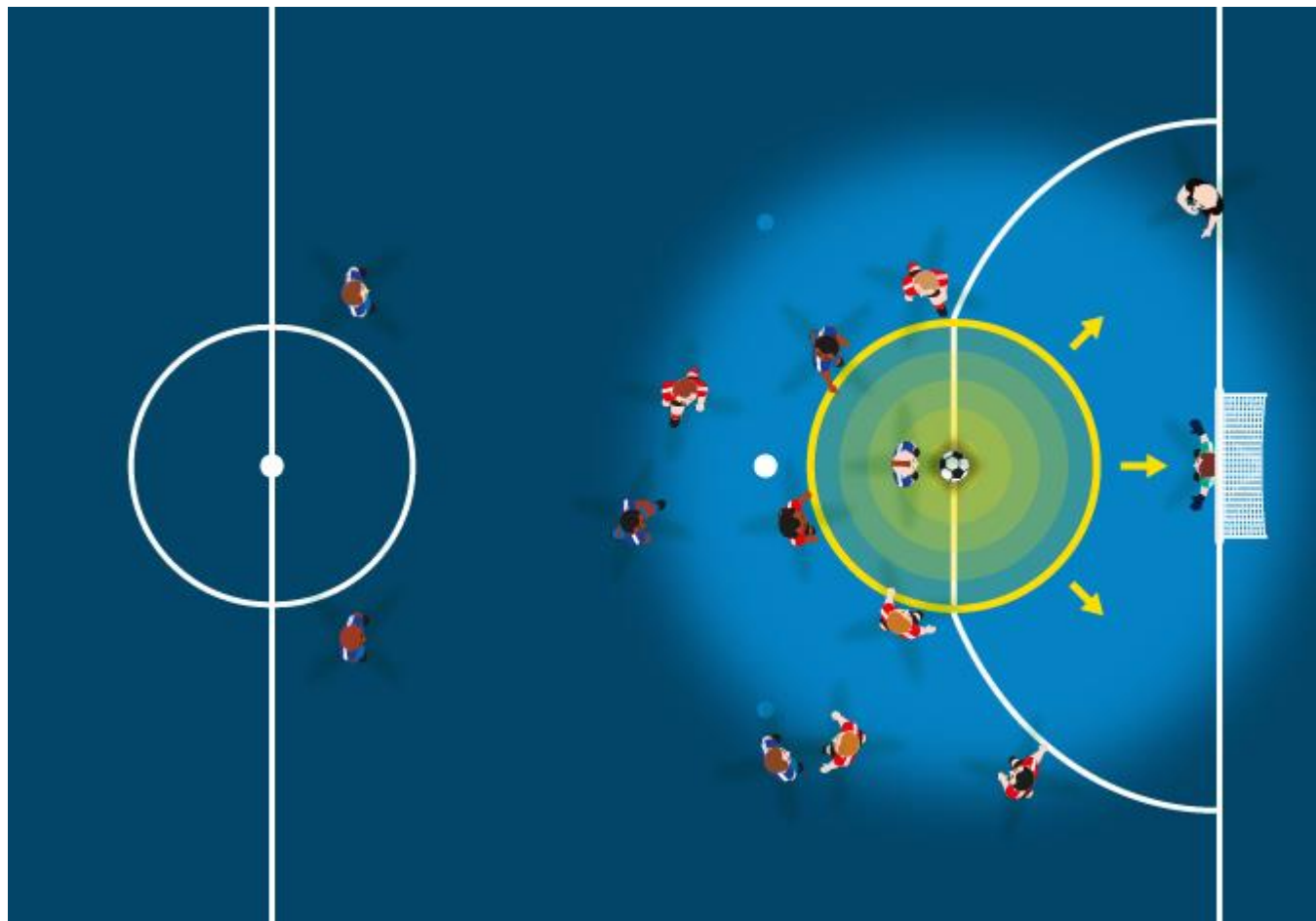
- When the ball goes out of play, the player in possession of the ball has four seconds to restart play with a kick-in, goal clearance, corner kick or free kick.
- Referees count with their fingers in the air to show how many seconds.
- If play has not restarted within the four second limit a free kick will be awarded to the opposing team.
- Goalkeepers are not allowed to control the ball for more than four seconds in their own half.

7 Kick Ins



- To restart the game after a ball has gone out of play, the ball is kicked back into play from the touch line and from corners.
- The ball must be stationary on the touch line.
- The feet of the player taking the kick-in must not cross the line.

8 Restarts



- The five-metre law applies to all kick-ins, goal clearances, free kicks, and corners.
- Penalties distance is 6m or edge of the 'D'.

Kick in: 5 metres

Goal clearances: 5 metres

Freekick: 5 metres

Corners: 5 metres

Penalties: 6 metres or edge of the 'D'

Players are required to be this distance away from the player in possession of the ball.

9 Goalkeepers



- Goalkeepers are allowed to come OUT of the penalty area. Outfield players are allowed IN the penalty area (pictured).
- A goal clearance must be thrown out by the goalkeeper. The goalkeeper cannot touch the ball again until he or she has crossed into the opponent's half or a member of the opposition has touched the ball.
- Back passes to the goalkeeper are not allowed in Futsal. The four second rule applies to the GK in possession also.

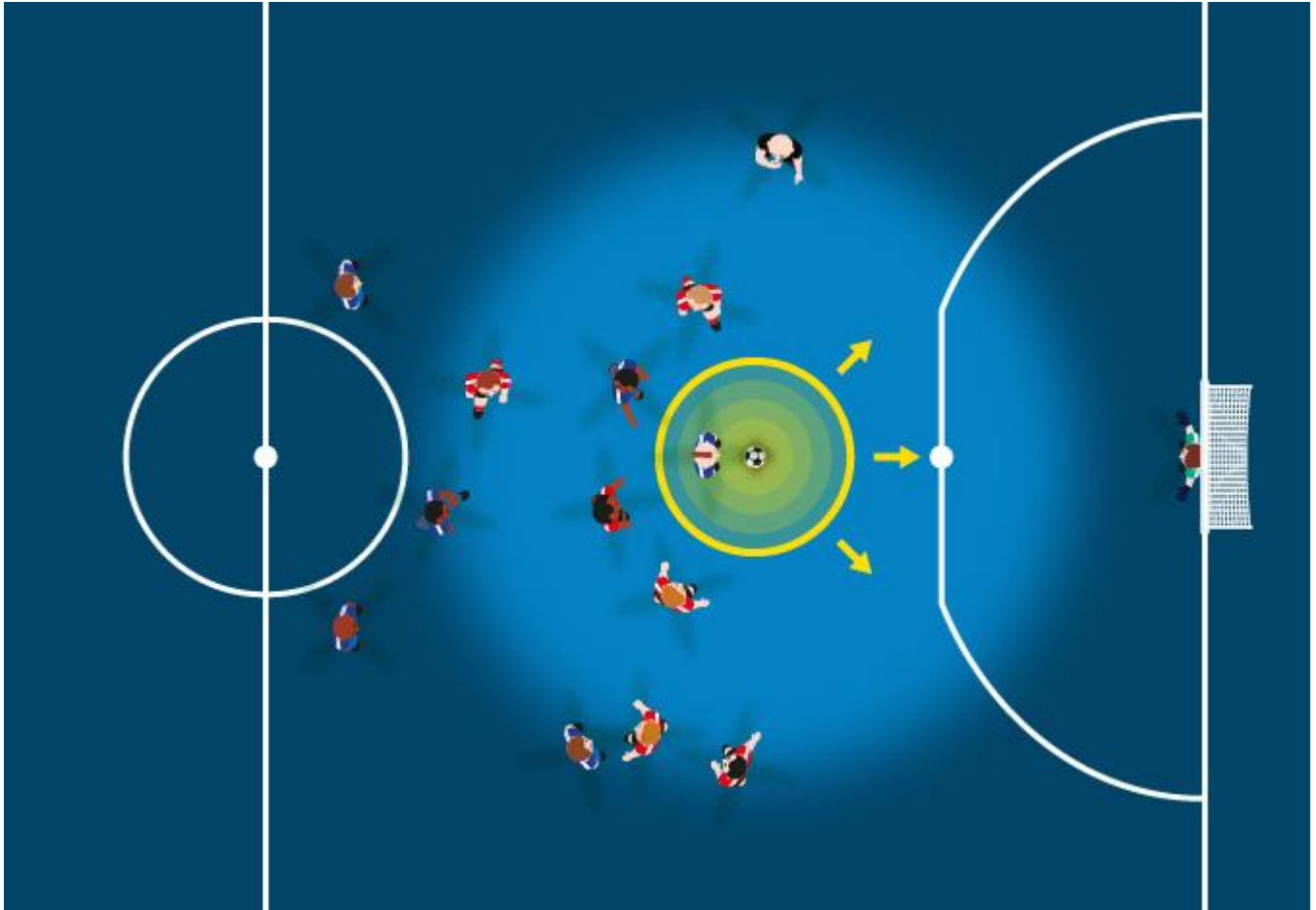
10 Rolling Substitutions

- At international level 14 players would be used in one match. At lower levels it is recommended to be 10/12.
- There is no limit on how long a player must stay on or off the pitch.
- Players must enter and leave the field of play from the substitution zone.
- Roll on roll off substitutions can be made at any time during the game with permission from the referee, including players who have already been substituted.
- For young players in the Foundation Phase 50% game time is recommended.

11 Sliding Tackles

- Slide tackles are not permitted in Youth Futsal in ENGLAND (up to age U16).
- The only time players ARE permitted to slide is to keep the ball in play.

12 Accumulated Fouls



- Each team will be allowed to give away five direct free kicks in each half. On the sixth foul, a 10m penalty kick is awarded to the opposing team and every foul after that in the same half is also a 10m penalty (pictured).
- The defending team is not allowed to position any players (other than the goalkeeper) between the ball and the goal. The kick may be taken from the 10m mark or, if the foul was committed closer to the goal than 10m, from the position where the foul took place.

13 Red Cards

- If a player is sent off, their team must remain with four players until either two minutes have passed or the opposition has scored a goal.