



CONEJO VALLEY

LAGCV HOUSE FUTSAL RULES

TIME

Two 20 minute halves with running time. Warm up is 10 minutes and Half Time is 10 minutes.

OF PLAYERS SUBSTITUTIONS

There are five players for each team in the field, one of them as goalkeeper, and a maximum number of 10 players that can be used each match.

Substitutions are unlimited and on-the-fly.

FOULS

A direct free kick is awarded for kicking, tripping, charging, jumping, pushing, striking, tackling, holding, spitting, and deliberate handling. Indirect free kicks include fouls such as playing dangerously and impeding.

CARDS

A yellow card is shown for unsporting behavior, dissent, time wasting, encroachment, persistent infringement, and illegal subbing.

A red card is shown for serious foul play, violent conduct, spitting, denying an obvious goal-scoring opportunity, abusive language, and receiving a second yellow.

Red carded players are ejected from the game and their team must play short for two minutes or until the other team scores a goal.

FREE KICKS

Taken from the spot of the infringement or on the line of the penalty area nearest the infringement (indirect only). All opponents must be at least 5m away from the ball. The kick must be taken within four seconds or an indirect kick is awarded to the other team.

PENALTY KICK

6m from the center of the goal for fouls inside the 6m goal keeper's area.

KICK FROM 2nd PENALTY

Awarded when a team commits 6 or more accumulated fouls in a half. Second penalty mark is 10m from the goal, opponents must be behind the ball, goalkeeper must be at least 5m away

GOALKEEPER

When he's in possession of the ball, the goalkeeper has 4 seconds to get rid of the ball. If taking too long, the referee will give an indirect kick to the other team. The goalkeeper may play freely when in the opponent's half.

PASS BACK RESTRICTION

Once the goalkeeper has released the ball either by kicking or throwing, the goalkeeper may not touch it again with his hands. The sanction for violation is an indirect free kick.

KICK IN

A kick-in is used instead of a throw-in. The player must place the ball on the touchline closest to the place the ball when out of play. The ball must be stationary and the kick-in must be taken within 4 seconds from the time the player is ready. During kick-in, opponents must stand at least 3m from the ball. If four seconds elapses or an illegal kick is taken, the referee will award a kick-in to the other team.

It is not allowed to score directly from a kick-in: the goal is valid only if someone else touches the ball before it enters in goal.

GOAL CLEARANCE

A goal clearance is used instead of a goal kick. The goalkeeper must throw the ball with their hands and it must leave the penalty area within four seconds. If goal clearance is taken illegally the goalkeeper may retry, but the referee will not reset the count. If four seconds elapses, the other team gets an indirect kick on the penalty area line.

CORNER KICK

The ball must be placed on the corner where the ball crossed the goal line and the opponent must stand on field at least 5 m from the corner arch until the ball is in play. The corner kick must be taken within 4 seconds of being ready or else a goal clearance will be awarded to the other team. The ball is in play when it is kicked and moves.

REFEREES

There must be two referees: one (first referee) is positioned on the touchline near the timekeeper table and communicates with the secondary ref. The first referee is the timekeeper and controls the teams' benches. While the second referee is on the opposite side of the field.

FORFEITS

Any team that forfeits will lose 3-0 according to standings and will not receive any makeup game(s).

NO COMPLAINING | JUST PLAY | DO NOT TALK TO THE REFS