



Long Island Futsal Laws of the Game

The Long Island Futsal League Inc. (also known as L.I. Futsal), founded in 1996, was established to bring the game of Futsal to the youth players of Long Island. Since its inception the L.I. Futsal League has grown to become the second largest Futsal league in the United States second only to California-North in the number of teams and participants. L.I. Futsal celebrated its 10th anniversary in 2006 and was awarded a proclamation from Suffolk County Executive Steve Levy for the positive effects it has had on the local community.

The Long Island Futsal Laws of the Games are based on the FIFA Futsal Laws of the game with modifications for the youth players that play within the league. For the most recent modifications for the L.I. Futsal Laws of the Game, visit www.lifutsal.com

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Notes for reading the L.I. Futsal Laws of the Game

References to the male gender in respect of referees, players and officials are for simplification and apply to both males and females.

All law modifications in this publication from the FIFA Futsal Laws of the Game are *italicized*.

Items of EXTREME IMPORTANCE/EMPHASIS will be printed in CAPITAL LETTERS.

For further clarification on the Futsal Laws of the Game not stated within this publication, please refer to the most up to date version of FIFA Futsal Laws of the Game: Questions and Answers[©]

| A single line indicates a new Law change

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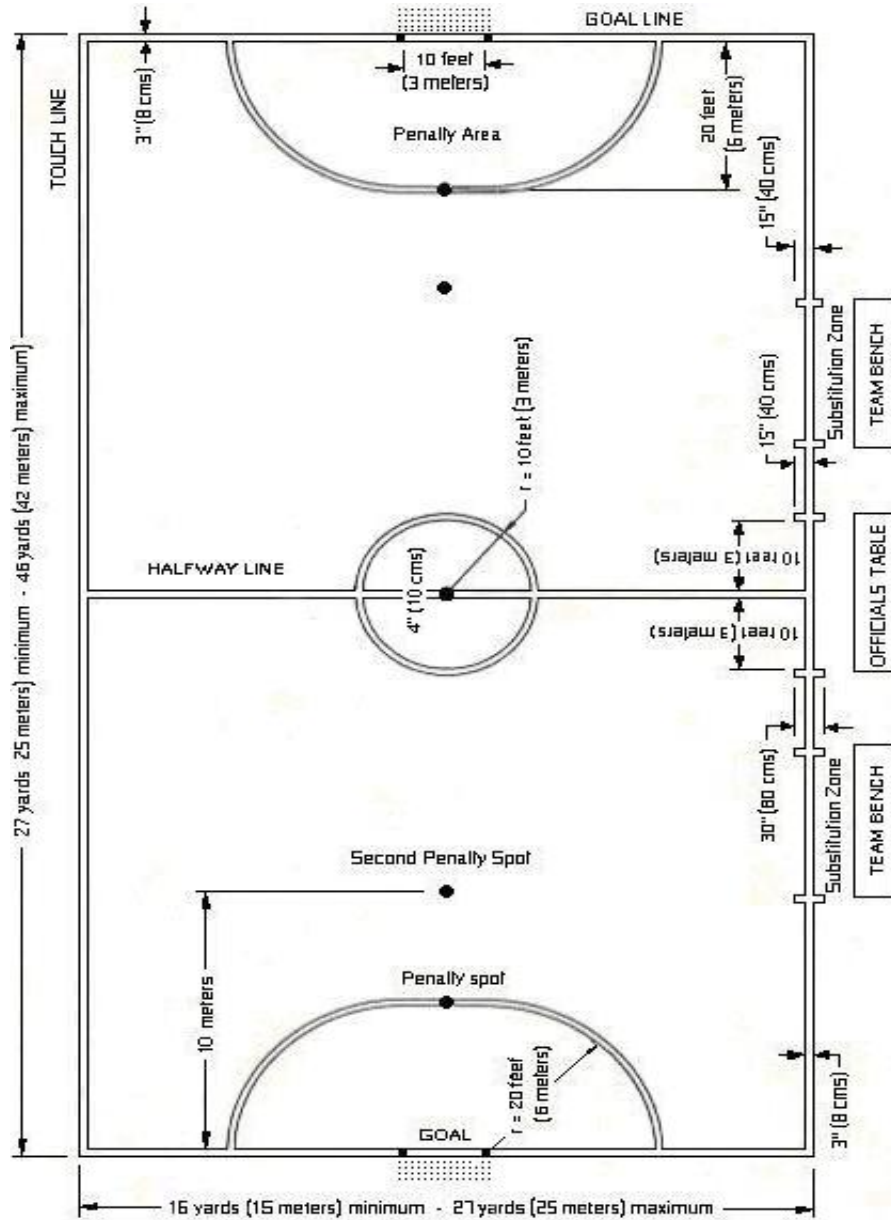
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Law 1 - The Pitch

The pitch and its features are shown in the following diagram:



Dimensions

Due to school district restrictions, not all lines are able to be marked. Usually, the goal area is defined by the basketball three point shot line and the referees are instructed to give players some latitude in making calls in and around this area.

The playing court must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:	Minimum	25 meters
	Maximum	42 meters
Width:	Minimum	15 meters
	Maximum	25 meters

Pitch Markings

The playing court is marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. All lines are 8 cm wide.

The Playing Court is divided into two halves by the halfway line. The center spot is indicated at the midpoint of the halfway line. A circle with a radius of 3 meters is marked around it.

The Penalty Area

The penalty shall be marked out at each end of the pitch as follows:

Quarter circles, with 6m radius, are drawn centered on the outside of each goal post. The quarter circles are drawn from the goal line to meet imaginary lines drawn at right angles to the goal line from the outside of the goal post. The upper part of each quarter circle is joined by a 3.16 m line running parallel to the goal line between the goal post.

Penalty Mark & Second Penalty Mark

The penalty mark is drawn 6m (20 feet) from the midpoint between the goal posts and equidistant from them.

*The second penalty mark is not used by Long Island Futsal.
All penalty kicks are from the 20 foot mark.*

The Corner Arc

A quarter circle with a radius of 25cm from each corner is drawn inside the playing court.

Substitution Zone

The substitution zone is situated on the same side of the playing court as the teams' benches and directly in front of them and is where the players enter and leave the playing court for substitutions.

The substitution zones are situated directly in front of the teams' benches and are each at least 3m in length. They are marked on each side by a line, at right angles to the touch line, 8cm wide and 80cm in length, 40cm of which is drawn on the inside of the pitch and 40cm on the outside of the pitch. There is a distance of 3m between the closest end of each substitution zone and the intersection of the halfway line and the touchline. This free space, directly in front of the timekeeper's table, is kept clear.

Goals

Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is 3m and the distance from the lower edge of the crossbar to the ground is 2m.

The goal posts and the crossbar have the same width and depth of 8cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or another suitable means of support.

The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the playing court, is at least 80cm at the top and 100cm at ground level.

Safety

REFEREES ARE RESPONSIBLE FOR ENSURING THAT THE PLAYING FIELD AND ENVIRONMENT IS SAFE BEFORE THE GAME STARTS. IF THIS RESULTS IN A DELAY OF THE START OF THE GAME, THE TIME REQUIRED TO ENSURE THE SAFETY IS DEDUCTED FROM THE PLAYING TIME.

The goals may be portable but they must be anchored securely to the ground during play.

The sand bags must be properly tied to the goal .

Spectators must be all be inside the gym when the game starts.

Spectators may sit on the bleachers that are pulled out; any bleachers that are in the stacked (closed) position are not to be used.

Players, spectators are not to climb on top of the bleachers to sit and view the game.

Nets must be secure.

NO DRINKS (OTHER THAN FOR THE PLAYERS) ARE ALLOWED IN THE GYM.

The gym bleachers at Dawnwood have metal brackets that protrude and can cause an injury if a player runs into it. The referee is to ensure that parents from each team stand in front of this area to protect the players. The referee is to ensure that each team provide an adult supervisor (other than the coach) to monitor the hallways.

IF ANY OF THE ABOVE REQUIREMENTS ARE NOT MET, THE REFEREES ARE TO STOP THE GAME UNTIL A SAFE ENVIORNMENTIS RESTORED. THE TIME REQUIRED TO ENSURE THE SAFETY IS DEDUCTED FROM THE PLAYING TIME. THE GAME CLOCK DOES NOT STOP!

Law 2 - The Ball

Qualities and Measurements

The ball Shall be:

- spherical
- made of leather or other suitable material
- of a circumference of not less than 62 cm and not more than 64 cm.
- not less than 400 grams nor more than 440 grams in weight at the start of the game.
- of a pressure equal to 0.4-0.6 atmosphere (400-600g/cm²) at sea level.

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a game:

- the game is stopped
- the game is restarted by dropping the replacement ball at the place where the first ball became defective

If the ball bursts or becomes defective while not in play, at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in:

- Play shall be restarted in accordance with the Laws

The ball may not be changed during the game without the permission of the referee.

Felt balls and outdoor soccer balls are not permitted.

If neither team has a futsal ball, then the game will not to be played and will be considered a double forfeit.

Law 3 - The Number of Players

The coach of each team is to provide the referee a "Game Day Roster" which shall include all the players names and corresponding uniform numbers as well as the names of all bench personnel (coaches/trainers). The referee is to keep this roster until after the game is over. If there are any Yellow or Red Cards during the match, the referee will NOT return the roster to the coach. The roster with the names of players or coaches who have been carded will be mailed to NY Futsal. All red cards will also be reported to the appropriate USYSA and other affiliated leagues or association for their consideration.

All players U-13 and older will be required to present an official players pass in order to participate. Players who do not present a players pass to the referee will not be permitted to participate.

Players

A game is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper. Teams must have 3 players to start the game, and may play with as few as three players during the game if required due to a player injury or a player being sent off.

If a team does not have 3 players at the scheduled start time, the referee can wait up to 5 minutes before declaring the game a forfeit.

Substitution Procedure

Substitutes may be used in any match that is part of an official competition organized by FIFA, a confederation or member association. The number of substitutions made during a game is unlimited. A player who has been replaced may return to the playing court as a substitute for another player.

A substitution is one which is made when the ball is in or out of play and for which the following conditions are observed:

- the player leaving the pitch must do so at via his own substitution zone.
- the player entering the pitch must also do so at his own substitution zone but not until the player leaving the pitch has passed completely over the touchline.
- a substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- the substitution is completed when the substitute enters the playing court, from which moment he becomes a player and the player whom he is replacing ceases to be a player.

Goalkeeper Substitution Procedure

A goalkeeper may be substituted at any time during the match, provided that the substitution procedure is adhered to and that the new goalkeeper does not wear colors that conflict with either team or the referees

The match will not be stopped for a field player and goalkeeper to switch positions.

Infringements / Sanctions

If, while a substitution, is being made, a substitute enters the pitch before the player being replaced has completely left:

- play is stopped
- the player being replaced shall be instructed to leave the pitch
- the substitute is cautioned and shown the yellow card and ordered to leave the pitch to complete the substitution procedure.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

If, while a substitution, is being made, a substitute enters the pitch or a player being replaced leaves it from a place other than the substitution zone:

- play is stopped
- the substitute is cautioned and shown the yellow card and ordered to leave the pitch to complete the substitution procedure.
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

It is acceptable during the first game of the season to give one warning to the offending players and coaches and award the opposing team an indirect free kick.

Law 4 - The Players Equipment

Safety

A PLAYER MUST NOT USE EQUIPMENT OR WEAR ANYTHING WHICH IS DANGEROUS TO HIMSELF OR ANOTHER PLAYER, INCLUDING ANY KIND OF JEWELRY. [No earrings, bracelets, watches, necklaces regardless of covering. No exceptions.]

The ONLY exception is for a player wearing a medical alert bracelet PROVIDED THAT it is clearly visible and taped securely to the players' body.

Basic Equipment

The basic compulsory equipment of a player comprises the following separate articles:

- Jersey or shirt *with a number different from that of all teammates. In the event both teams are wearing similar colors, the home team must change*
- Shorts – if thermal under shorts are worn, they are of the same main color as the shorts
- Socks
- Shinguards
- Footwear - the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material. *Cleats of any kind are not permitted.*

Shinguards

- Shall be entirely covered entirely by the socks
- Shall be made of a suitable material (rubber, plastic or similar substances) and MUST OFFER A REASONABLE DEGREE OF PROTECTION. Players must wear full length shinguards which must completely cover the bone otherwise they will not be permitted to play.

Goalkeepers

- The goalkeeper is permitted to wear long trousers
- Each goalkeeper shall wear colors that easily distinguish him from the other players and referees
- If a field player replaces a goalkeeper, he shall wear a goalkeepers jersey with his own number on the back

Eyeglasses

Players may wear sport goggles as long as they are tied around the head, have no sharp edges and are not made of metal.

Law 5 - The Referees

The Authority of the Referees

Each game is controlled by two referee, the referee and second referee who have full authority to enforce the Laws of the Game in connection with the game to which he has been appointed, from the moment he enters the locality where the pitch is situated until they leave.

Powers and Duties

The referees shall:

- enforce the Laws of the Game
- allow play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue
- keep a record of the match and provides the appropriate authorities with a game report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the game
- act as timekeeper in the event that this official is not present
- stop, suspend or terminate the match for any infringement of the Laws or due to any kind of outside interference
- take disciplinary action against players guilty of cautionable or sending-off offences
- take action against team officials who are guilty of misconduct and, if necessary, dismiss them from the pitch and surrounding area
- ensure that no unauthorized persons enter the pitch
- stop the game if, in their opinion, a player is seriously injured and ensures that he is removed from the pitch
- allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured
- ensure that any ball used meets the requirements of Law 2
- punish the more serious offence if a player commits more than one offence at a time
- *instruct the winning coach to sign off on the scorecard. In the event of a draw, either coach can sign off*

Dress Code for Referees (for L.I. Futsal Matches)

- Official referee uniform with current years US Futsal referee patch
- Black shorts
- Black socks with three white stripes
- Black shoes
- No hats
- No cell phone use during the game

Decisions of the Referees

The decisions of the referee regarding facts connected with play are final.

The referee and second referee may only change a decision if they realize that it is incorrect or if they deem it necessary to do so, provided that play has not restarted or the match has ended.

Decisions

- 1 If the referee and the second referee both signal a foul simultaneously and there is a disagreement as to which team is to be penalized, the referee's decision prevails
- 2 Both the referee and the second referee have the right to caution or send off a player, but in the case of a disagreement between them, the referee's decision prevails

Law 6 - The Assistant Referees

Two assistant referees may be appointed (a third referee and a timekeeper) who must perform their duties in accordance with the Futsal Laws of the Game.

The referees keep the match clock and each team will be required to appoint a scorekeeper prior to the commencement of the match.

Law 7 - The Duration of the Match

The match consists of two equal periods of 25 minutes

The duration of either half may be prolonged to enable a penalty kick to be taken.

Time-Outs are not used in L.I. Futsal matches

The Half-Time interval shall not exceed 2 minutes

If the ball has been kicked towards one of the goals, the referees must wait for the kick to end before giving a signal to end the playing period. The period ends when:

- the ball goes directly into the goal and a goal is scored
- the ball leaves the boundaries of the pitch
- the ball touches the goalkeeper, the goalposts, crossbar or ground, crosses the goal line and a goal is scored
- the defending goalkeeper stops the ball or it rebounds from the goalposts or crossbar and does not cross the goal line
- the ball touches any player other than the goalkeeper after it has been kicked at the opposing goal

A player who deliberately commits an offense (ie. handles the ball) to stop the flight of the ball and thus bring the playing period to an end must be cautioned for unsporting behavior. If in the opinion the player prevented an obvious goal scoring opportunity the referees must send-off the player. If the infringement results in that team's sixth accumulated foul (or more) or occurred within the team's own penalty area, the period will be extended for the taking of the penalty kick.

Law 8 - The Start and Restart of Play

The home team shall start the match with the kick-off while the visiting team kicks-off to start the second half. To start the match teams will defend the goal on the side of the pitch which is located closest to their teams bench. If a discrepancy on which is the home team, the referee shall decide which team shall kick-off.

In the second half of the game the teams stay in the ends they were defending and continue to attack the same goal as the first half.

Teams do not switch benches at halftime.

Kick-Off

A kick-off is a way of starting or restarting play:

- at the start of the game
- after a goal has been scored
- at the start of the second half of the game
- at the start of each period of extra time, where applicable

A goal may not be scored directly from the kick-off.

Procedure

- all players are in their own half of the field
- the opponents of the team taking the kick-off are at least 3m from the ball until it is in play
- the ball is stationary on the center mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker may not touch the ball a second time until it has touched another player

Infringements / Sanctions

If the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

For any other infringement of the kick-off procedure, the kick-off is retaken

Dropped Ball

A dropped ball is a way of restarting the game after a temporary stoppage for any reason not mentioned in the Laws provided that prior to the stoppage the ball was in play and had not passed over either touchline or goal line.

Procedure

The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case he drops it on the penalty area line, at the place nearest to where the ball was located when the game was stopped.

The ball is in play when it touches the ground.

Infringements / Sanctions

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the pitch after it makes contact with the ground, without a player touching it

Law 9 - The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

- it has completely crossed the goal line or touch line, whether on the ground or in the air
- play has been stopped by the referees
- it hits the ceiling or another structure (i.e. basketball backboard)

Ball in Play

The ball is in play at all other times, including when:

- it rebounds from a goal post or the crossbar onto the pitch
- it rebounds from either of the referees when they are on the pitch

When a game is being played on an indoor pitch and the ball accidentally hits the ceiling, the game is restarted by a kick-in, awarded to the opposing team to the one which last touched the ball. The kick-in is taken from the point on the nearest touch line parallel to the location of where the ball made contact with the ceiling or structure.

Law 10 - The Method of Scoring

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game have been committed by the scoring team.

Winning Team

The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals or if no goals are scored, the game is drawn.

The game score must be recorded on the weekly score sheet left at each school and signed by the winning team's coach. In the event of a draw, either coach may sign off on the score.

Law 11 - Offside

There is no offside in Futsal.

This Law was added in order to bring the FUTSAL Laws of the Game in to line with the FIFA Laws of the Game.

Law 12 - Fouls and Misconduct

Fouls and misconducts are penalized as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referees to be careless, reckless or excessively forceful:

- kicks or attempts to kick an opponent
- trips or attempts to trip an
- jumps at an opponent
- charges an opponent, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following six offenses:

- holds an opponent
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (*INCLUDING the goalkeeper in his own penalty area*) [sliding tackle]
- *slides within his own penalty area, irrespective of the position of the ball or opposing players*
- touches the opponent before the ball when attempting to win possession
- handles the ball deliberately
(except for the goalkeeper in his own penalty area)

A direct free kick is taken from the place where the infringement occurred, unless the free kick has been awarded to the defending team in its own penalty area, in which case the free kick may be taken from any point inside the penalty area.

The above mentioned infringements are accumulated fouls.

Penalty Kick

A Penalty Kick is awarded if a player commits any of the aforementioned offenses inside his own penalty area, irrespective of the position of the ball provided that it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offenses:

- *after releasing the ball from his possession, he receives it back from a team-mate without the ball first having been touched by an opponent. (this rule applies only to U-13 and above)*
- touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
- touches or controls the ball with his hands or feet in his own half of the pitch for more than four seconds
- *after gaining possession of the ball with his hands, throws the ball over the halfway line without it first touching the floor or a player*
- *punts or drop kicks the ball after making a save (restart at midfield)*

An indirect free kick is also awarded to the opposing team to be taken from the place where the infringement occurred, if in the opinion of the referee, a player:

- plays in a dangerous manner
- *attempts a sliding tackle without challenging an opponent*
- deliberately impedes the progress of an opponent while the ball is not within playing distance
- prevents the goalkeeper from releasing the ball with his hands
- commits any other offence, not previously mentioned in Law 12 for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred, unless the infringement occurred against the defending team in its own penalty area, in which case the indirect free kick is taken from the penalty area line at the place closest to where the infringement occurred.

Disciplinary Sanctions

Yellow and red cards may be shown to players, substitutes *and bench personnel (coaches/trainers)*. *In the event that a team that has all of its coaches ejected from the match, the game is terminated and the opposing team is awarded a forfeit.*

The referees are authorized to take disciplinary action from the moment players enter the pitch until the moment they leave it after the final whistle. 19

Cautionable Offences

A player or a substitute shall be cautioned and shown a yellow card if the commits any of the following offenses:

- is guilty of unsporting conduct
- shows dissent by word or action
- persistently infringes the Laws of the Game
- delays the restart of play
- fails to respect the required distance when play is restarted with a corner kick, free kick, kick-in or goal clearance
- enters or re-enters the pitch without the referees' permission or infringement of the substitution procedure
- deliberately leaves the pitch without the referees' permission
- *performs a sliding tackle near an opponent*

A player receiving a yellow card must leave the pitch and serve a 5 minute penalty and may only come back into play after receiving a signal from the referee. The player receiving the caution must be substituted for.

Sending-Off Offences

A player or substitute shall be sent off and shown the red card if he commits any of the following offenses:

- is guilty of serious foul play
- is guilty of violent conduct
- spits an opponent or any other person
- denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denies an opponent moving towards the player's goal an obvious goal scoring opportunity to by committing an offence punishable by a free kick or a penalty kick
- uses offensive, insulting or abusive language
- *performs a sliding tackle that endangers the safety of an opponent*
- receives a second caution in the same game

The referee shall report the names of any players, coaches or trainers receiving a yellow or red card. Players receiving a red card will receive an automatic two game suspension while any coach or trainer receiving a red card will receive an automatic two week suspension. Further disciplinary sanctions may be applied by the league if deemed necessary.

The roster with the names of players or coaches who have been carded will be mailed to NY Futsal. All red cards will also be reported to the appropriate USYSA and other affiliated leagues or association for their consideration.

Decisions

If a player is sent off during a break in play (ie. half time) the team who had it's player sent off shall start the next period of play down one player.

A player who has been sent off may not re-enter the game nor may he sit on the substitutes' bench, as he is obliged to leave the vicinity of the pitch (*unless in the opinion of the referee, he feels it would be inappropriate*). A substitute player may enter the game three minutes after a teammate has been sent off from the moment play is restarted, unless a goal is scored before the three minutes have elapsed, provided he has received a signal from the referee allowing him to do so. In this case the following applies:

- if there are 5 players against 4 and the team with the greater number of players scores a goal, the team with only 4 players may be completed with a fifth player.
- if there are 5 players against 3 or 4 against 3, and the team with the greater number of players scores a goal, the team with 3 players may be increased by one player only.
- if both teams are playing with the same amount of players, 4 vs 4 or 3 vs 3, and a goal is scored, both teams shall remain with the same number of players.
- if the team scoring the goal is the one with fewer players, the game shall continue without any change to the number of players.

Any act of simulation on the pitch that is intended to deceive the referees shall be sanctioned as unsporting behavior

A player or teammate who removes his shirt after scoring a goal shall be cautioned for unsporting behavior

Law 13 - Free Kicks

Types of Free Kick

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

The Direct Free Kick

If a direct free kick directly enters the opponent's goal, a goal is awarded.

The Indirect Free Kick

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

Position of the Free Kick

All opponents must be at least 5m (15 feet) in large gyms and 3m (10ft) in the smaller gyms from the ball until it is in play. The ball is in play after it has been touched and moves.

When a defending team is taking a free kick from inside its own penalty area, in addition to keeping away the required distance, all opponents must remain outside the penalty area. The ball is in play immediately after it has left the penalty area and into the field of play.

Infringements / Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance the kick is retaken.

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to opposing team, taken from the place where the infringement occurred.

If the team taking the free kick takes more than 4 seconds to do so an indirect kick is awarded to the opposing team.

If either of the last two infringements occur within a teams own penalty area, the indirect free kick is given to the opposing team from the point on the penalty area line nearest to where the infringement occurred.

Signals

Direct Free Kick:

one of the referees keeps one arm horizontal pointing in the direction the kick is to be taken. The referee shall point to the ground with the index finger of the other hand to make it known to the other referee that it is an accumulated foul.

Indirect Free Kick:

the referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Decisions

In the event of an indirect free kick restart, the referees fail to signal that the restart is indirect and the ball is kicked directly into the opponents goal; the indirect free kick shall be retaken as the initial offence punished by an indirect free kick is not annulled by the referees' error.

In the event of a direct free kick restart, one or both of the referees signal that the restart is indirect and the ball is kicked directly into the opponents goal; the direct free kick shall be retaken, as the referee misled the defending team into believing the kick was indirect.

If a player decides to take a quick free kick before and the ball directly enters the goal without the referees having enough time to indicate that the free kick was indirect; the kick shall be retaken from the original position

If a player takes a free kick quickly and the ball is intercepted by an opponent without the opportunity to position himself properly outside of the required distance; the referees shall allow play to continue.

If an player deliberately prevents an opponent the opportunity to take a quick free kick; the guilty player is cautioned for delaying the restart of play

Accumulated Fouls

- are those sanctioned by a direct free kick mentioned in Law 12.
- the first five accumulated fouls by each team during each half are recorded in the match report
- The referees may allow play to continue by applying the advantage rule if the team has not yet committed 5 accumulated fouls and the opposing team is not denied an obvious goal scoring opportunity.
- after applying the advantage rule, the referee shall signal to indicate an accumulated foul to the timekeeper and third referee as soon as the ball is out of play
- If extra time is played, accumulated fouls from the second half shall be carried into the extra period. Any accumulated fouls during extra time shall be added to the team's total from the second half

Position of the Free Kick

For the first 5 accumulated fouls recorded against either team in each half, and provided the game has been stopped for that reason:

- players of the opposing team may, but are not entitled to, form a wall to defend a free kick
- all opponents must maintain the minimum distance from the ball (3m for small gyms, 5m for large gyms)
- a goal may be scored directly in the opponents' goal from this free kick

Since the L.I. Futsal League does not use the second penalty mark; for the 6th accumulated foul and beyond the team that was infringed upon will be given a penalty kick (see Law 14 - The Penalty Kick, for details on this restart)

Law 14 - The Penalty Kick

A penalty kick is awarded against a team which commits any of the infringements for which a direct free kick is awarded inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the Ball and Players

The ball is placed on the penalty spot, 20 feet from the center of the goal line.

The player taking the penalty kick is properly identified

The defending goalkeeper remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked.

The players from both teams other than the kicker and opposing goalkeeper are located on the opposite side of the pitch and behind the halfway line

Procedure

- the player taking the penalty kicks the ball forward
- he may not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar the ball touches either or both of the goalposts, the crossbar or the goalkeeper and then goes into the goal.

Infringements / Sanctions

If a player of the defending team infringes this Law:

- the kick is retaken if a goal is not scored
- the kick is not retaken if a goal is scored

If a team-mate of the player taking the kick infringes this Law:

- the kick is retaken if a goal is scored
- if the ball does not enter the goal (whether the keeper makes a save, the kicker hits the crossbar or post, or misses the goal entirely) the referees shall stop play and restart the game with an indirect free kick to the defending team from the place where the infringement occurred.

If players from both teams infringe this Law:

- the kick is retaken

If the player taking the kick infringes this Law after the ball is in play:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty line at the place closest to where the infringement occurred.

If a teammate of the kicker who was not identified as the kicker takes the kick, play is stopped for the offence, the player who took the kick is cautioned and play is restarted with an indirect free kick for the defending team at the place where the teammate *crossed over the halfway line*.

If the kicker stops his run up to the ball, the referee shall permit the kick to continue. If the kick enters the goal, the kick shall be retaken. If the ball does not enter the goal, play is stopped and an indirect free kick restart awarded to the opposing team from the penalty mark

If the kicker kicks the ball backwards, play is stopped and restarted with an indirect free kick for the defending team from the penalty spot.

If the ball becomes defective or is struck by an outside agent prior to hitting the crossbar, goal posts or goalkeeper; the kick shall be retaken.

If the ball becomes defective or is struck by an outside agent after hitting the crossbar, goal posts or goalkeeper; play will be restarted with a dropped ball in accordance with Law 9.

Law 16 - The Kick-In

A kick-in is a method of restarting play.

A goal cannot be scored directly from a kick-in.

A kick-in is awarded:

- when the whole of the ball passes over a touch line
- from the place where it crossed the touch line
- to the opponents of the player who last touched the ball

Position of the Ball and Players

The ball:

- has to be stationary
- placed on the line or up to 10 inches directly behind the location from where the ball crossed the touch line
- may be kicked back onto the pitch in any direction

The player taking the kick-in:

- has part of each foot either on the touch line or on the ground outside the touch line at the moment of kicking the ball

The players of the defending team:

- are at least 3 meters (10 feet) in small gyms and 5 meters (15 feet) in large gyms from the place where the kick-in is taken

Procedure

- the player taking the kick-in must do so within 4 seconds of taking possession of the ball
- the player taking the kick-in may not play the ball a second time until it has touched another player
- the ball is in play immediately after it is played or touched

Infringements / Sanctions

An indirect free kick is awarded to the opposing team if:

- the player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred

The kick-in is retaken by a player of the opposing team if:

- the kick-in is taken incorrectly or does not enter the field of play
- the kick-in is taken from a position other than the place where the ball passed over the touch line
- the kick-in is not carried out within 4 seconds of the player taking it being in possession of the ball
- *in the opinion of the referee, he feels that the team taking the kick-in is taking too long retrieving the ball or is deliberately delaying the game*
- any other infringement of the Law occurs

If an opponent interferes with or hinders a kick-in from being taken properly:

- he shall be cautioned for delaying the restart of play

Not all the surfaces used for L.I. Futsal games are perfectly flat and the ball may not remain exactly stationary after placement. Referees are asked to give the players a little latitude on movement of the ball during kick-ins when placing the ball on the touch line and use you're their best judgment when penalizing for this infraction.

Law 16 - The Goal Clearance

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance.

The goal clearance is awarded when:

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11

Procedure

- the ball is thrown from any point within the penalty area by the goalkeeper of the defending team
- opponents remain outside the penalty area until the ball is in play
- the goalkeeper does not play the ball a second time until it has touched another player
- the ball is in play when it is thrown directly beyond the penalty area and onto the field of play

Infringements / Sanctions

If the ball is not thrown directly beyond the penalty area:

- the goal clearance is retaken

If, after the ball is in play, the goalkeeper touches the ball a second time, before it has touched another player:

- an indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred

If the ball crosses entirely over the halfway line prior to hitting the floor or a player, an indirect kick is awarded to the opposing team at the point where the ball crossed the halfway line.

If the goal clearance is not taken within 4 seconds from the time that the goalkeeper takes possession of the ball an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred..

If a goal clearance is done improperly and needs to be retaken, the four second count does not reset

Law 18 - The Corner Kick

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law XI.

Procedure

- the ball is placed inside the corner arc at the nearest corner
- opponents must remain at least 3 meters (10 feet) in small gyms and 5 meters (15 feet) in large gyms from the corner arc until the ball is in play
- the ball is kicked by a member of the attacking team
- the ball is in play when it is set in motion
- the kicker does not play the ball a second time until it has touched another player

Infringements / Sanctions

An indirect free kick is awarded to the opposing team if:

- the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred

A goal clearance is awarded if:

- the corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball.

For any other infringement:

- The corner kick is retaken

Procedures to Determine the Winner of a Championship Match

In divisions that have their last game as a playoff, the two teams that are in 1st and 2nd will play in a Championship Game. The winner of the Championship game takes 1st place in the division.

If, in the Championship Game only, the teams are tied after regulation time, the following procedures will be used to determine the winner

Sudden Death Period

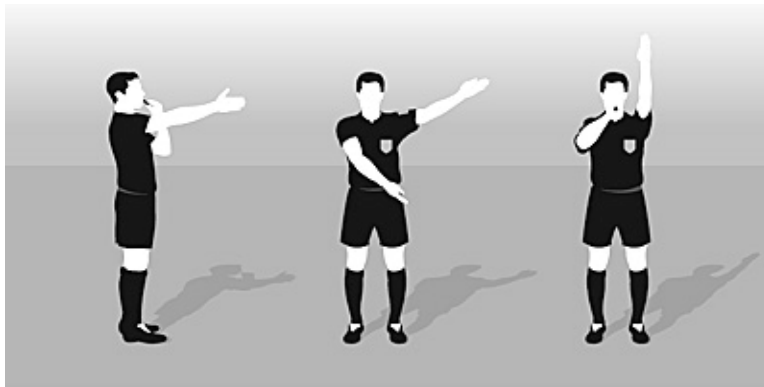
There shall be one 3-minute sudden death period. The first team to score wins the match. If after the period neither team has scored, the winner will be decided by kicks from the penalty mark.

Home team kicks-off to start the sudden death period. If a discrepancy on which is the home team, the referee shall decide which team shall kick-off.

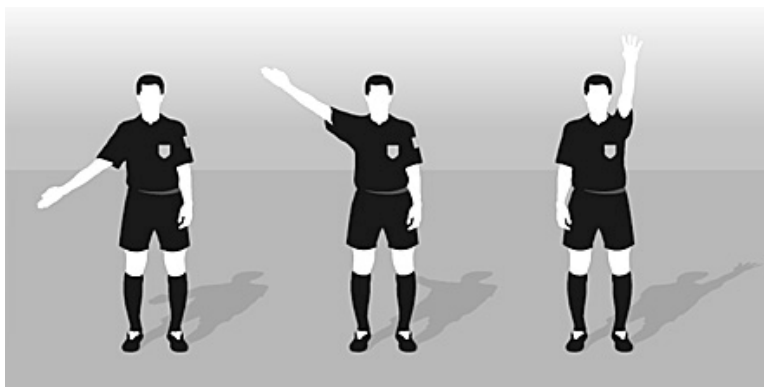
Teams will defend the goal on the side of the pitch which is located closest to their teams bench.

Kicks from the Penalty Mark

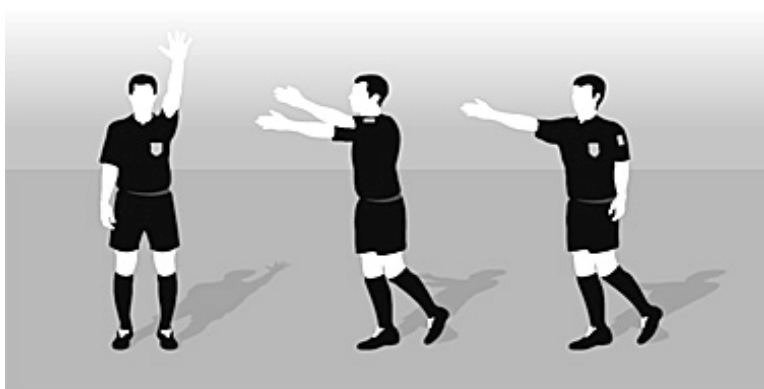
- the referee shall choose the goal at which the kicks shall be taken
- the referee shall toss a coin and the team whose captain wins the toss shall decide whether to kick first or second
- all players and substitutes are eligible to take a penalty kick
- if a team finishes with a greater number of players and substitutes than its opponents, it shall reduce its numbers until they are equal to those of their opponents and inform the referee of the names and numbers of each player that has been excluded. The team captain is responsible for this task
- only eligible players and referees are permitted on the pitch
- all eligible players except for the goalkeepers and the player taking the kick, shall remain in the opposite half of the pitch
- the Laws of the Game still apply while kicks from the penalty mark are being taken
- all eligible players from a team must take a kick before a player can take a second kick
- an eligible player may change places with the goalkeeper at any time
- kicks shall be taken alternately
- *the kicks from the mark are done on a 1 vs 1 basis. The first team to score more goals than their opponent, with both teams taking an equal number of kicks, shall be declared the winner*



Start and Restart of Play (Kick-off) Direct Free Kick Indirect Free Kick



Corner Kick Kick-in Four Second Count



Fifth Accumulated Foul Advantage Accumulated Foul Advantage Indirect Free Kick