

# SOUTHEAST CHAMPIONS FUTSAL LEAGUE RULES AND REGULATIONS

*(FIFA RULES APPLY IF NOT MODIFIED WITHIN)*

## **Players and Equipment**

**EQUIPMENT:** All players must wear shin guards. Any player without shin guards will not be allowed to play. No cleats will be allowed. Indoor soccer shoes are recommended. Pinnies will be provided to separate the teams. It is recommended that players wear a white or grey t-shirt. SECFL will provide a regulation size futsal ball for each age group.

**PLAYERS and TEAM ROSTERS:** Teams will consist of 4, 5 or in some cases 6 players. In the event that a player or two is missing and the roster drops below 4, then it will be the officials' discretion whether the team plays a player down or the other team pulls a player off the field to make even numbers.

## **Match Rules**

### **NO OFFSIDES**

**NO GOALKEEPERS :** defensive players that stand too close to the goal mouth will be warned and penalized (if necessary) by the official

**KICK-OFFS:** Kickoff may be taken in any direction and is done from half field

**GOAL-KICKS:** Goal kicks can be made from any point on the kicking team's end line. The opposing team players must stay back 5 yards until the ball is in play

**KICK-INS:** The ball shall be kicked into play from the sideline instead of throw in

**CORNER-KICKS:** Are done as usual, will be considered a direct-kick

**INDIRECT KICKS:** All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner

**FIVE YARD RULE:** In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area

**GAME DURATION:** The game shall consist of two 20 minute period with no stoppage time. Games tied after regulation play shall end in a tie

**GOAL SCORING:** A goal may be scored from anywhere on the field in the run of play

**COACHES:** There will be no coaches. The official will ensure that there are equal substitutions and that players are instructed when needed

**PLAYER EJECTION (YELLOW/RED CARD):** Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. RED CARD suspension = Rest of game PLUS next game. In the event of a red card, teams still play with 4 on the field. Referees can also warn players using a yellow card or a 2 minute penalty

**SPORTSMANSHIP:** Players and spectators are expected to act in the nature of good sportsmanship at all times. Abuse of the referees will not be tolerated. Any instance of such conduct will result in the removal of the player or spectator from the facility

## **Scores and Standings**

Each team and player on that team will be awarded six (6) points for a win, three (3) for a tie and no (0) points for a loss. Points will also be awarded for each net goal, up to three (3). A bonus point will be awarded for a shutout. Players who miss a match-day, will receive 0 points

Examples:

- 1) A defeats B 3-2. Team A would get 6 points for a win, 1 point for net GD, for a 7 point total. (players on team A would get 7 points and players on team B would get 0 points for their individual total)
- 2) A defeats B 3-0. Team A would get 6 points for a win, 3 points for net GD, and 1 point for a shutout for a 10 point total.
- 3) A ties B 0-0. Each team gets 3 points for a tie, and 1 point for a shutout for a 4 point total. (players on both teams would receive 4 points for their individual total)

Individual points will be tracked throughout the season and awards will be given to players who finish 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in each division.