

Nash County Parks and Recreation
Futsal Rules 4-6 YOs

Updates= (highlights)

Quick Rules

- One coach will be allowed on the court with the players during the game
 - Coaches may not touch the players or ball while the ball is in play.
 - Coaches must attempt to stay out of the trajectory of the players and ball in order to not interfere with the game
 - If a coach on the field directly interferes with the game, they will receive one verbal warning from the referee. If the occurrence happens a second time, the coach will be asked to return to the sideline. If there is a second coach on the same team (that has not received any interference warnings that game), then they may go on the field to guide the players on the field.
 - Accumulation: If a coach is asked to move to the side line 3 times in the season, then they will be asked to remain on the side lines for the remainder of the games for that season
- No offsides
- No punting
- No heading or sliding (excluding the goalie, if they are going after the ball and not a player)
- Goal keeper can only handle the ball (by feet or hands) for 6 seconds in their own half. Once he/she handles the ball, they cannot touch the ball a second time unless it has been touched by another player.
- A goalie is able to dribble the ball on their side of the court. They are not able to cross the half court line while dribbling the ball.
- When the goalkeeper has the ball, either during play (from the opponent) or from a goal kick, the opposing team must move behind the half court line until the ball is put into play. Once the opposing team is behind the half court line, the goalkeeper can pass, throw or roll the ball into play (Punting is NOT allowed). After the ball is put into play by the goalkeeper, the opposing team can cross the half court line, and play resumes as normal.
- All rules are in accordance of FIFA, except as specified herein.

General Rules

Game Duration:

- All games will be two 12 minute halves with a five-minute half-time.
 - All players on a team should be subbed in by the 6 minute mark of each half
 - All players should play for a minimum of 12 minutes throughout one game.
- Games may end in a tied score

Players:

- 4 v 4 (including the goalie)
- Minimum number of 3 players to play. If one team does not have enough players to field the minimum, then both teams should divide up evenly and play. There will be NO FORFEITS for this age group

- All players should be subbed in to play by the quarter mark. At this time, all players on the bench must be subbed in
- If a team only has the minimum number of players available to participate in a game, the opposing team can only play up by one participant.

Ball:

- Official futsal ball
- Practice & game balls will be provided at the gym

Uniform:

- Players must wear a jersey (with a number), athletic shorts/pants, long socks (in order to cover shin-guards), and athletic shoes (no cleats or open toed shoes allowed).
- Goal keepers must wear a different colored jersey or penny than their team/opponents

Player's Equipment

- Shin-guards
- Long socks to cover the shin-guards
- Athletic shoes (closed toed and no cleats)
- Jersey (coaches will be updated when they are available)
- Athletic pants/shorts
- No jewelry or accessories are allowed to be worn
 - This includes, but is not limited to, bracelets, necklaces, rings, earrings, hair accessories made from a hard material (such as hard plastic or metal), etc.
 - Please note that if a player has earrings or hair accessories that cannot be removed, then they can participate as long as the earring or accessory is covered or secured. For example: earrings can be covered by band aides or hair accessories made from a hard material can be covered by a soft material such as a cloth
 - If there is any question if a player may participate due to equipment, coaches must contact field site supervisor for the final verdict
- Players requiring the use of a medical protective devise, such as a knee brace, may do so at the discretion of the referee
 - Braces including plastic or metal pieces must be completely covered by a protective sleeve

Detailed Rules

Substitutions:

- All players must be substituted into the game by the 3-minute mark of every quarter
- All players must play at least half the game
- All substitutions are on the fly/flow of play. This includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions

- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone. Coaches are asked to have players slap hands at the touchline to ensure that no more than five players are on the court at once

The Goalkeeper

- Goal keeper can only handle the ball (by feet or hands) for 4 seconds in their own half. Once he/she handles the ball, they cannot touch the ball a second time unless it has been touched by another player.
- A goalie is able to dribble the ball on their side of the court. They are not able to cross the half court line while dribbling the ball.
- Opposing teams must give free kicks five (5) yards of space.
- Goalies may slide in order to block a ball as long as it is done in a safe manner

Restarts:

- Kick-offs: are indirect. The ball must move- tapped balls are not in play. Referees will determine if the ball has moved enough at their discretion. Opponents must be behind the half court line
 - Kick-Offs will occur at the start of the match and each quarter
 - A coin toss will determine who starts with the ball at the beginning of the match
- Kick-ins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 6 seconds. The ball cannot be rolling forward when kick is taken. The kicker's plant foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal – without being touched – is a goal clearance for the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team). Opponents must be at least 7 feet away.
 - Goals cannot be scored from kick-ins unless another player touches the ball
 - Three attempts will be allowed
- Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 6 seconds. Opponents must be at least 7 feet away.
- Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick may be taken. Opponents must be at least 7 feet away.
- Penalty Kicks: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 10 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot
 - 4-6 YOs: Free-throw line
- Ceiling/wall: If the ball hits the ceiling, wall, or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline

Fouls & Misconduct: Players

- Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), prevents the goalkeeper from releasing the ball with her hands or commits any offence for which play is stopped to caution or eject a player. Heading the ball is an offence and

is restarted with an indirect free kick. The ball must move- tapped balls are not in play. Referees will determine if the ball has moved enough at their discretion.

- Slide Tackles: Are considered a major foul. There are exception for goalies (see goalkeeper section) and some rare instances for field players. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur.
- Aggressive Play: The offending player and coach will be verbally warned by the referee for aggressive or dangerous play. If the player continues to show the same aggressive/dangerous play, then they will be sent to the bench for two minutes. A coach will not be able to sub in another player to replace that player that was sent off for those two minutes.

Fouls & Misconduct: Coaches

- Yellow card/caution: offending coach is shown a yellow card. If a coach receives a second yellow card in the same game, then it is an automatic red card and the consequences shall be applied
- Red card/ejection: The offending coach must leave match and facility. The offending coach serves a minimum one-match suspension of the next scheduled game for their team. Any coach that earns two red cards during a league season will be suspended for the remainder of the session, including playoffs.
- Accumulating yellow/red cards: During the season, if a coach accumulates 4 single yellow cards, or 2 red cards, then they shall be suspended from the remainders of the season from attending the games.

Fouls & Misconduct: Spectators

- Spectators are expected to adhere to the Physical & Verbal Abuse Policies of Nash County. The policies will be enforced
- Coaches must review the verbal and physical abuse policies with their team and their parents/guardians
- Coaches are expected to aide in ensuring the spectator of their team are behaving in a respectful manner during league related activities