



Soccer Rules

**Participants are responsible for possessing a thorough understanding of these regulations and their implications. All Futsal games will be governed by Federation International of Football Association (FIFA) and United States Futsal Federation (USSF) rules with the following modifications.*

RULE 1: TEAM COMPOSITION

1. Seven (7) players will constitute a team. Each team is allowed to have, maximum two (2) substitutions.
2. Teams may not remove players from their roster once they've completed registration and participated in the team's first game.
3. Players may not, at any point, change teams once they have registered and participated in a game with that team, regardless of the result of the game.

RULE 2: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All games will be played on the Texins Fitness Center fields.
2. **GAME BALL:** Teams may furnish their own game ball or select to use a ball provided by Texins. If a team wants to use their own game ball, it must be approved by the opposing team. If they are unable to agree, a game ball will be provided by Texins staff.
3. **ATHLETIC ATTIRE:** All players must wear athletic shoes. Soccer cleats are permitted (no football soft ball or baseball cleats). Participants **MUST** wear **closed-toe shoes**, at all times, while competing. No metal cleats.
4. **JEWELRY:** Jewelry must be off or taped. Extra time will not be allowed for participants to remove or tape jewelry.
5. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. If available, a sub may enter the game immediately. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody clothing item is changed or removed.

RULE 4: LENGTH OF THE GAME

1. **TIME:** Games will be one thirty (30)-minute half. The clock will run the entire time, unless stopped due to injury or unforeseen circumstances.
2. **TIME OUTS:** Each team will be allowed one 60 second time out. Each time out shall last no longer than 60 seconds. A request for a timeout by a player in the game shall be granted only

when the ball is dead or in control of a player on the team making the request. A request at any other time shall be ignored. The clock will stop during time outs.

3. **OVERTIME:** If a tie occurs in playoffs, a Golden Goal extra time session will occur. Extra Time will consist of one 5 minute golden goal half. As soon as one team scores, the game is over.
4. If no team scores then a best-of-5 penalty kick shootout will determine the winner. A coin toss will determine which team kicks first. Teams may only select five players for the penalty kick shootout out of players who are on the court at the end of extra time. If a shootout goes more than 5 frames then the shooters will repeat in the same order that they did for the first 5 frames.

RULE 5: PLAYING THE GAME

1. **STARTING THE GAME:** Possession to start the game will be determined by a coin toss. The team that wins the toss will have the choice of the kickoff or the side the team wishes to defend. The second half begins with an automatic reversal of the first choice of the options.
2. **SCORING:** After a goal has been scored, the game is restarted in exactly the same manner with the kickoff being taken by a player of the team that did not score the goal. ***A goal cannot be scored directly from a kickoff. If a female scores the goal, it is worth 2 points.***
3. **BALL IN AND OUT OF PLAY:** The ball is out of play when it has completely crossed the sidelines or end lines whether on the ground or in the air.
4. **SUBSTITUTIONS:** Substitutions are free and unlimited during game play except for the goalkeeper. Any player may change places with the goalkeeper, provided that the opposing team is informed before the change is made and the change is made during a stoppage in play.

RULE 6: PLAYING RULES

1. Offsides: The floor is divided into 4 sections by 3 lines. Anytime the ball is kicked or thrown completely over three lines, toward the opponent's goal by the attacking team, a three-line violation is called. The opponents are given a "Restart" with a free-kick at the center of the first "red" line the ball crossed.
2. The goalie may put the ball in play by either throwing it in or kicking it.
3. ***Absolutely no slide tackling allowed (Foul: Red Card ejection) Goalies may only slide in their box to block score.***
4. The goalie can use his/her hands only within the penalty area.
5. All kickoffs, goal kicks, kick-ins, and corner kicks are indirect.
6. A team may score off of any direct kick or penalty kick.
7. On an indirect free kick, the wall must be 5 yards away.

RIGHTS OF THE RECREATION STAFF

1. The Recreation Specialist or designated On-Site Monitor is responsible for all aspects of the league play. **Any disputes will be settled by the Recreation Specialist– all of their decisions are FINAL!**

2. In the event of continuous rough play or disputes over foul calls, the Recreation Specialist has the authority to confirm or overrule any call which has been made.
3. The Recreation Specialist has the right to eject any player for unsportsmanlike conduct or unnecessary rough play.
4. Any misconceptions not stated here will be determined by the Recreation Specialist.
5. **GRACE PERIOD:** Both teams will be granted a 5 minute grace period from the original game time. **Please keep in mind that this means teams MUST BE READY TO PLAY at the 5 minute mark. Failure to do so will result in a forfeit. The Recreation Specialist timepiece will be the official time.**

****Texins Recreation staff reserves the right to put into effect any new ruling regarding league policies and unsportsmanlike conduct******