# **Connect Sports London Futsal Soccer Rules**

Connect Sports London offers fun, rec sports for adults to stay active and meet new people in the community. Any aggressive play or unsportsmanlike conduct will result in immediate rejection.

### The Field

The game of Futsal is played on a marked field and the ball can go out of play.

### The Ball

Given that Futsal is played on a smaller field and emphasizes skills and passing, the game is played with a smaller ball that has 30% less bounce than a standard soccer ball.

### **Offside Rule**

There is no offside rule in Futsal.

# **Rotating Substitutions**

There is no limit on how long a player must stay on the field, nor is a stoppage required for player substitutions which are permitted during play. Players substituting must enter and leave the field via their team bench

#### **Kick-ins**

In order t re-start the game after the ball has gone out of play, the ball is kicked back into play from the touchline and from corners. The play must be placed stationary on the touchline and the feet of the player taking the kick-in must not cross the line.

# The 4 Meter (or 12 Foot) Rule

Players are required to keep 4 meters (just over 12 feet) from the player in possession of the ball on free kicks, corners, goal clearances, kick-ins and penalties.

### Goalkeepers

Goalkeepers are allowed to come out of the penalty area and players are allowed to go into the penalty area. A goal clearance must be thrown (and not kicked) and the goalkeeper cannot touch the ball again until it has crossed midfield or a member of the opposing team has touched the ball.

### **Fouls**

All fouls will result in in-direct kicks. This means the ball must be touched by the attacking team prior to the ball going into the net.

# **Game Played in Real Time**

A Futsal match consists of two 25 minute halves that are played in continuous time. Teams will have a 5 minute warm up period and half time will consist of a 5 minute break.

### **Time Outs**

Each team is allowed one 30-second time out per half.