



The Casper Soccer Club Amateur Adult Futsal program comes under the direction, policies, and By-Laws of the Casper Soccer Club. All guidelines outlined in these policies, rules and procedures shall be superseded and comply with the Wyoming Soccer Association, USASA and USSF rules, policies, and procedures. The Casper Soccer Club reserves the right to decide on matters not addressed in the following information and refer to the National Governing Bodies rules, policies, and procedures.

We are guests of the Indoor facility. YOU are responsible for the actions of your family, friends, and spectators. No food in the gym. Please keep hallways clear and do not play soccer in the hallways.

**LAW 1 - Field - Gym Floor** - Spectator's space is limited and is available on the bleachers only. Please keep hallways clear and do not play soccer in the hallways.

**LAW 2 - The Ball** Size #4 - Futsal Ball - Provided

**LAW 3 - Number of Players** - 5v5 with a maximum roster of 10 players.

The minimum number of players to start the match is 3, one of whom shall be a goalkeeper. The minimum number of players to finish the match is 3.

**AGE** - Players must be 19U (18 yrs.) or older to participate in the Adult Futsal Program. Must be 18 at the time of registration.

**COED**-Teams are Coed. A female player for each team will be on the floor at the same time. If a female player subs out, and the opposing team female stays on, the team with the female on the bench plays a player down. If both females sub off at the same time, then teams can play with all males on the floor.

The minimum number of players to start the match is 3, one of whom shall be a goalkeeper. The minimum number of players to finish the match is 3.

Substitution Method: All players including the goalkeeper enter and leave as they please through the substitution area (near the center line of the field). "On the fly substitution"

**LAW 4 - Players' Equipment** - Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards, and footwear with rubber soles. Colored pinnies will be provided for each team that does not have the same-colored numbered shirts. No cleats. No jewelry will be worn during the games, players will be asked to remove earrings, piercings, watches, bracelets, etc.

**LAW 5 - Main Referee** - Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsporting behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game clock to be restarted at the beginning of the second half, decide that the ball meets with the stipulated requirements. Record the official game score.

**LAW 6 - Second Referee** - Same duties as the main referee.

**LAW 7 - Timekeeper (may also be a 2<sup>nd</sup> Referee)** - Responsible to start the game clock after kick-off at the beginning of the game and the start of the second half. The timekeeper will record the scores on the time clock. The accumulated fouls will also be indicated on the time clock. The main referee will be responsible for the final score.

**LAW 8 - Duration of the Game** - Two equal periods of 25 minutes with a continuous clock. Any stoppage during the period will be stopped and started by the referee whistle. Half-time: Maximum 5 minutes.

**LAW 9 – The Start of Play** - Procedure: Home team will kick off while the opposing team waits outside center circle. The ball deemed in play once it has been kicked and clearly moves. The kicker shall not touch the ball before someone else touches it. Ensuing kick-offs taken after a goal is scored and at the start of second half. A goal may be scored directly against the opponents from the kick-off.

**LAW 10 – Ball in and out of Play** – When it has completely crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling or other permanent building fixtures (restart: kick-in at the place closest to where the ball touched the ceiling). Touchlines and goal lines are considered inside the playing area.

**LAW 11 – Method of Scoring** – When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means). A goal may not be scored if the attempt on goal was initiated from the attacking team's defensive half.

### **LAW 12 – Fouls and Misconduct**

**Direct free kick** is awarded if a player commits any of the following offenses against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

- Charges
- Jumps at
- Kicks or attempts to kick
- Pushes
- jumping at an opponent
- Tackles or challenges
- Trips or attempts to trip
- Sliding at an opponent with contact (i.e., sliding tackle)
- Handling the ball (except goalkeeper)

**Indirect free kick** is awarded when any of the following offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

- Plays in a dangerous manner
- Sliding at an opponent without contact (i.e., sliding tackle)
- Impedes the progress of an opponent without any contact being made
- Is guilty of dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences
- Preventing the goalkeeper from releasing or throwing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing or throwing it
- goalkeeper controls the ball with the hands, their own half of the pitch for more than 4 seconds
  - goalkeeper touches the ball with the hands or arms inside their own penalty area after it has been deliberately kicked to the goalkeeper by a team-mate

**Players shall be cautioned** (i.e., shown yellow card) when:

- a substituting player enters the pitch from an incorrect position or before the player he is substituting has left the pitch
- Persistently infringes the Laws of the Game
- Shows dissent with any decision of the referee
- Is guilty of unsporting conduct

These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area).

**Players shall be sent off (i.e., shown the red card) for:**

- (a) serious foul play
- (b) violent conduct

- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g., through a “professional foul”)
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks or penalty kicks accompany the expulsion for (a), (b), (e) and (f): indirect free kicks for (c) and (d) from the 6-meter line when the infringement takes place in the penalty area.

**Rules of Expulsion:** The player sent off (shown a red card) is out for the rest of the game and is not permitted to be in the gym area. The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores, whichever comes first.

The 2-minute punishment shall be checked by the assistant referee or timekeeper if available.

The substitute cannot come on until the ball is out of play and he has the referee’s consent.

In addition to being sent off for the current game, the player will sit out for the next scheduled games and cannot participate as a guest player until the game suspension is served. All expulsions (red card send offs) are subject to review by the appropriate committee and may result in additional discipline actions based on the rules, policies, and procedures of CSC, WSA and USSF.

**LAW 13 – Free Kick** - Direct free kicks and indirect free kicks

Wall: At least 5 meters away until the ball is in play

Ball in Play: "the ball is in play when it has been kicked and clearly moves

Time Limit: Kick must be taken within 4 seconds

Restriction: Kicker cannot touch the ball again until it has been touched by another player

**LAW 14 – Accumulated Fouls** -Accumulated fouls refer only to all the fouls mentioned in Law XII.

**Once a team has accumulated 5 fouls during a half; from the 6th foul:** <sup>[00B]</sup>

- That team shall not be allowed a defensive wall
- All free kicks shall be direct (no indirect free kicks)
- All accumulative foul infringements committed within 10 meters of the goal line shall be punished with a direct free taken from the point of infringement or from the second penalty spot.
- infringements committed from 10 meters or further from the goal line shall be punished with a direct free kick to be taken from the Second Penalty Spot

**Procedure:**

- Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
- The goalkeeper shall remain in his penalty area at least 5 m away from the ball.
- The kicker must aim at the goal with the intention of scoring.
- No other player may touch the ball until it has been touched by the goalkeeper or rebounded from the goal post or crossbar.

**LAW 15 – Penalty Kick**

- To be taken from the penalty mark on the mid-point of the 6-m-line.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.
- The kicker shall not play the ball a second time until it has been touched by another player.

**LAW 16 – Kick-in**

- To be taken in place of the throw-in.
- The ball is placed on the touch line or 10 inches behind the line before kicking. The ball must be stationary.
- The kicker’s foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline, into the pitch, the kick-in is given to the opposing team.

- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing from the point of infringement.
- Players on the opposing team must be at least 5 m away from the point of kick-in.
- Cannot score directly from a kick-in.

**LAW 17 – Goal Clearance**

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws or rolls the ball into play.
- The ball is in play when it is thrown or released and clearly moves.
- A goal may not be scored directly from a goal clearance.
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**LAW 18 – Corner Kick**

- Ball placed on the corner of the pitch. If the ball is misplaced or is moving during the kick, a goal clearance to the opposing team.
- Must be taken within 4 seconds; failure to do so entails a goal clearance to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing from the point of infringement.
- Players on the opposing team must be at least 5 m away from the point of the corner kick.
- A goal may be scored directly from a corner kick.

The Casper Soccer Club can update the rules without notice for the program's betterment. Casper Soccer Club reserves the right to decide on matters not addressed in the information above.