

## CSC MODIFIED FUTSAL RULES

**The YMCA has generously allowed us to use the facility for the CSC Futsal League.**

Please be aware of the general rules of use of the YMCA

- Must have appropriate footwear (no snowy or wet shoes or black soled shoes on the court)
- Must wear shoes at all times
- NO FOOD OR DRINK in the gym. Water Only in a sealed bottle (water bottle, no cups) is allowed.
- No players/parents are to be in back area accessed through two doors in middle of the gym on bleachers side. There are no areas (bathrooms, etc...) that need to be accessed by anyone in this area.
- As a family facility, we expect all players to act within the boundaries of the Y core values of Honesty, Respect, Responsibility and Caring. Please no foul language, physical play etc.
- For a full list of facility use rules visit <http://casperymca.org/youth-development/>



**CSC General Information:** The Casper Soccer Club will randomly select coed teams based on the following age groups. Maximum number of players per team will be 8 players.

2009, 2010 & 2011

U8-U9-U10 Coed Teams

2007 & 2008

U11-U12 Coed Teams

2004 & 2005 & 2006

U13-U14-U15 Coed Teams

Casper Soccer Club reserves the right to combine age groups to have enough teams in a designated bracket. No standings will be recorded, and no awards will be presented for the Club.

### Modified Age Group Rules (Game Duration; # of Players)

- **U10**
  - 20 Minute halves / 40 Minute Games / Three-minute halftime teams change sides
  - 5v5 with Goalkeepers
  - Minimum number of players to start the match = 4
  - No limit to the number of substitutions.
  - Substitutions are on the 'fly'. The entering player may not enter the field of play until the substituted player is a few steps from the designated spot on the touch line. A pinnie will be exchanged.
- **U12 & U15**
  - 25 Minute halves / 50 Minute Games / Three-minute halftime, teams change sides
  - 5v5 with Goalkeepers (6v6)
  - Minimum number of players to start the match; 4, one of whom shall be a goalkeeper
  - No limit to the number of substitutions.
  - Substitutions are on the 'fly'. The entering player may not enter the field of play until the substituted player is a few steps from the designated spot on the touch line. A pinnie will be exchanged.
  - Goalkeeper substitutions can only be made when the ball is out of play and with the referee's consent.

### **Other Rule Modifications:**

- In order to for a player to score, the attacking player must be on their attacking half of the court.
- To stay consistent with outdoor games, whistles will be as follows:
  - Started with ONE whistle
  - Halftime with TWO whistles
  - End of game with THREE whistles
  - Fouls are indicated by ONE whistle

### **Players' Equipment/Uniform**

- Usual Equipment: Gray or white shirts, black shorts, black or white socks. Pinnies with numbers will be provided the night of the games.
- Protective shin-guards, socks covering the shin-guards.
- Athletic court footwear with rubber soles—no cleats, molded or otherwise, and no black soled shoes.

### **The Start of Play (Kickoff)**

- Procedure: The home team (listed first on the schedule) will kick off.
- Opposing team waits outside the center circle. Ball deemed in play when the ball is moved in any direction; the kicker shall not touch the ball before someone else touches it.

### **Goalkeeper (Normal Run of Play)**

- **U10**
  - When the goalkeeper has the ball, during play, the opposing team must retreat to the build out line (the half-line)
  - The goalkeeper cannot punt the ball. They must pass, throw or roll the ball to a teammate, or release it to the ground from where they can pass it. Once the ball has been played by another player, or crossed the build out line, play resumes as normal.
  - In the run of play, thrown releases by the goalkeeper may not go over the half line in any division. An indirect free kick at midfield is awarded to the opposing team should a keeper release go over the half line without first touching a player or the floor.
  - A goal may not be scored directly from a thrown ball.
  - Infractions of this rule will result in the goalkeeper back in possession of the ball.
- **U12 & U15**
  - When the goalkeeper has the ball during play, the goalkeeper cannot punt the ball. They must pass, throw or roll the ball to a teammate, or release it to the ground from where they can kick it.
  - The keeper may not handle kick-ins or balls intentionally played back to the keeper. The keeper has 6 (six) seconds to release the ball.
  - In the run of play, releases by the goalkeeper cannot go over the half line unless the goalkeeper is first established as a field player (for that ball possession).
  - The keeper is considered a field player if the ball has not been handled during that possession. If the ball has been handled, the keeper can reestablish himself or herself as a field player by allowing the ball to bounce on the floor before passing it in the air over the half line.
  - In the run of play, thrown releases by the goalkeeper may not go over the half line in any division. An indirect free kick at midfield is awarded to the opposing team should a keeper release go over the half line without first touching a player or the floor.
  - A goal may not be scored directly from a thrown ball.

## **After a Goal is Scored**

- **U10 - U12 - U15**
  - Follow the normal kickoff procedure

## **Ball in and out of Play**

- Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling, basketball goal, etc... (restart: kick-in at the place closest to where the ball touched the ceiling).
- Lines: Touchlines and goal lines are considered inside the playing area.

## **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).

## **Free Kick**

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 yards away until the ball is in play
- Ball in Play: The ball should be stationary when the kick is taken, and is in play after it has been moved  
Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

## **Kick-in**

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kicker must have one foot on the touch line or on the ground outside the pitch and kick the stationary ball either from the point where it left the pitch or on the ground outside the pitch at a distance no greater than 10 inches.
- The ball is in play when it enters the pitch
- 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 opposing team must be at least 5 yards away from point of kick-in.
- Cannot score directly from a kick-in.

## **Goal Kick**

- **U10**
  - Taken from inside the penalty area by a player
  - The ball must be placed in the penalty area, near the goal and played with the feet from a stationary ball.
  - The opposing team must retreat to the build out line (the half-line)
  - The ball is not in play until it has passed outside the penalty area. If the goal clearance is received inside the penalty area, the goal clearance shall be taken over.
  - Infractions of this rule will result in a retake of the goal kick

- **U15**
  - Taken from inside the penalty area
  - The ball must be placed in the penalty area, near the goal and played with the feet from a stationary ball.
  - The ball is not in play until it has passed outside the penalty area. If the goal clearance is received inside the penalty area, the goal clearance shall be taken over.
  - Once the ball has been played by another player, or crossed the penalty arc, play resumes as normal.
  - Infractions of this rule will result in the retake of the goal kick

### **Corner Kick**

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds; failure to do so will result in an indirect free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player.
  - Infringement of this rule will result in an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 yards away from point of the corner kick.
- Can score goal directly from a corner kick.

### **Fouls and Misconduct**

- **Direct free kick** awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)
  - Kicking or attempting to kick an opponent
  - Tripping an opponent
  - Jumping at an opponent
  - Charging an opponent (shoulder charging)
  - Striking or attempting to strike an opponent
  - Pushing an opponent
  - Tackling an opponent
  - Holding an opponent
  - Spitting at an opponent
  - Playing the ball deliberately with the hands or arms (except goalkeeper)
- **Indirect free kick** awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):
  - Playing in a dangerous manner in the presence of an opponent
  - Impeding the progress of an opponent
  - Preventing the goalkeeper from releasing the ball either by throwing, kicking or releasing the ball from his hands
  - Offense against teammate
  - Other infringements to caution or dismiss
  - Attempts to play the ball while the goalkeeper is throwing, kicking, or releasing the ball from his hands
  - Penalized for playing in a dangerous manner
  - Restricting the movement of the goalkeeper

- Players shall be **cautioned (i.e., shown yellow card)** when:
  - Failure to respect required distance
  - Entering or re-entering field without permission
  - Dissent by word or action
  - Delaying the restart of play
  - Deliberately leaving field without permission
  - Unsporting behavior
  - Persistent infringement
  
- Players shall be **sent off (i.e., shown the red card)** for:
  - Serious foul play
  - Violent conduct
  - Abusive language
  - Spitting at an opponent or any other person
  - Denying goal scoring opportunity with hand
  - Denying goal scoring opportunity with foul
  - Receiving second yellow card in same game

All decisions made by the referee are final.

No standings will be recorded, and no awards will be given for the league.

Casper Soccer Club reserves the right to address matters not specifically stated in the league rules. Extraordinary circumstances or matters not addressed will be considered by the league committee and all decisions are final.