



iFutsal

version 20.12

iFutsal League Futsal Rules

- Game Duration:** 45 minutes, 22 minute halves
3 minute half time
4v4 plus goalkeepers (5v5 total)
- Keeper Restarts:** Goal Kicks start in keeper hands (throw)
4 seconds to put ball in play (count begins when ball is picked up)
*U10-U13; Keeper must play ball inside own half (ball must touch inside half before ball can travel into opponents half)
Encourages problem solving, creative solutions, and team/individual management of pressure in own half, discourages long ball/panic
After Keeper puts ball in play, the ball may NOT be played back to keeper until the ball has:
1. Crossed the mid line
 2. Touched by the other team
- Keeper may not pick up ball upon teammates playing it back (may use feet only; 4 second rule applies)
- Foul Accumulation:** 6 accumulated fouls
U8-U14: 5 fouls; defensive wall permitted (5ft from ball)
U16-Open: 5 fouls in each half; defensive wall permitted (5m from ball)
Beginning w/6th foul:
Direct from second penalty spot (no wall)
Players must be parallel to ball
Direct from 1st penalty at arc or spot of foul (no wall)
- Substitutions:** Unlimited at anytime
Players must leave and enter from technical zone
Players may enter AFTER teammate crosses sideline:

sub infraction



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Play is stopped
Both are yellow carded
Indirect from spot of ball

Timeouts: 1 per team, per game
30 seconds
May be called on any dead ball

Kick-Ins: 4 seconds to put ball in play
Ball stationary on line
May not score directly from kick in
No part of players feet may be on field of play (line acceptable)
Defending team must be 5ft from ball