

## Ascension St. John Sportsplex – Youth Futsal Rules

### General Rules

1. Teams consist of four outfield players and one goalkeeper.
  2. There are no throw-ins. A kick-in is used to restart play.
  3. There is no offsides in futsal.
  4. Each team is allowed one (1) timeout per half. Timeouts may be used only when the team is in possession and the ball is out of play.
  5. Goalkeepers restart play with their hands (no goal kicks).
  6. Substitutions can occur at any time during play and must be made through the substitution zone in front of the team's bench.
  7. Direct free-kick fouls accumulate each half. If a team commits six (6) or more, the opponent is awarded a direct free kick without a wall.
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### Substitutions

- All substitutions are on the fly, including goalkeeper substitutions.
  - A substitute may not enter the pitch until the exiting player has fully left through the designated substitution zone (in front of their team bench).
  - Improper substitutions may result in a yellow card.
  - Teams switch benches at halftime to ensure substitutions remain in the defensive half.
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### Restarts

- **Kick-Offs:** A goal may be scored directly. The ball is in play when it is kicked and clearly moves.
- **Kick-Ins:** Indirect. Must be placed on the line and taken within 4 seconds. A goal cannot be scored directly. If the ball goes directly into the opponent's goal, it results in a goal clearance. If into the kicker's own goal, it results in a corner kick.

- **Goal Clearances:** The goalkeeper throws the ball from within the penalty area. The ball must be released within 4 seconds. Opponents must remain outside the penalty area.
  - **Corner Kicks:** Direct. Must be taken within 4 seconds.
  - **Free Kicks:** May be direct or indirect. The ball must be stationary.
  - **Penalty Kicks:** Taken from the penalty spot. Defenders must be at least 16 feet away and even or behind the ball.
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### Fouls and Misconduct

- **Indirect Free Kicks:** Awarded for non-contact offenses such as dangerous play, obstruction, delays by the goalkeeper, and technical infractions.
  - **Direct Free Kicks:** Awarded for physical fouls like kicking, tripping, pushing, holding, spitting, or deliberate handball.
  - **Yellow Card (Caution):** A second yellow card results in a red card and ejection.
  - **Red Card (Send-Off):** The team plays down one player for 2 full minutes or until the opponent scores. The player is suspended for at least one match.
  - **Coach Ejection:** Coaches may be removed by the referee. If removed, they may allow play to continue or forfeit the match.
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### Accumulated Fouls

- All direct free kick fouls are recorded.
  - Upon the 6th foul in a half, the opposing team is awarded a **Direct Free Kick Without a Wall:**
    - Taken from the second penalty spot (32 ft) or the location of the foul (if closer but outside the penalty area).
    - Defenders may not be closer than 16 feet and cannot form a wall.
    - The kick must be taken by a clearly identified kicker with the intent to score.
  - Accumulated fouls reset at halftime but carry into extra time.
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## Penalty Spots

- **Penalty Spot:** 5 meters (~16 feet) from the goal line.
  - **Second Penalty Spot:** 10 meters (~32 feet) from the goal line.
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## Advantage Rule

- Advantage may be applied. If signaled with two arms, it counts as an accumulated foul. One-arm gestures indicate an indirect free kick (not accumulated).
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## Goalkeeper Rules

1. Must wear a different colored shirt.
  2. May wear long pants and appropriate padding.
  3. May receive a kick-in directly.
  4. May kick or throw the ball across half-line.
  5. May score with feet during play.
  6. May not hold the ball for more than 4 seconds in their half.
  7. May not score by throwing or punching the ball into the goal.
  8. May not touch the ball again in their own half unless it has touched an opponent or gone out of play.
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## Sportsmanship

- Players, coaches, and spectators are expected to demonstrate good sportsmanship at all times.
  - Abuse of referees will not be tolerated and may result in disqualification from the league.
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## Refund Policy

- **No refunds** will be issued unless the league does not form.

- If a league is canceled, refunds will be processed within 10 business days.