

# **Rules and Regulations for Futsal**

Memphis Futsal Arena is dedicated to providing a creative space for the Memphis Community to learn and practice this growing sport in a positive and encouraging environment. In order to ensure we can continue to provide such an environment; the following rules and regulations will be strictly adhered to.

## **General Field Rules and Required Equipment (No Exceptions)**

- No Chewing Gum on field
- No Spitting on field
- No Jewelry is to be worn while playing. This includes but is not limited to: earrings, rings, nose rings, lip rings, and necklaces
- Only players and one (1) coach are allowed in the Team Box
- Children must remain in spectator spaces during the game
- Shin guards are required for all players.
- Each team must have matching uniforms with numbers. Uniforms cannot be shared between players as each player must have a different uniform number. Uniforms should be the same color, with the exception of the goalie.
- Proper footwear includes tennis shoes, turf shoes, or indoor shoes. No cleats will be permitted.
- Players whose equipment does not properly conform to league standards are ineligible to participate at the direction of the referee. Violations include non-matching jerseys, improper numbering on jerseys, wearing of jewelry or related items, lack of shin guards, and any other equipment violations. If the referee detects the equipment violation prior to the match, the player in question will not be allowed to enter the field until the violation has been corrected. If the referee detects the violation during play, the player will be directed to leave the field until they can return with the proper equipment.
- While it is not required to agree with all decisions made by the referee, Memphis Futsal Arena asks that you do show appropriate respect. A referee is not required to clarify his/her position or calls and may issue yellow cards for dissent, inappropriate language or disrespectful behavior.

## **Registration**

- All players must be registered through Memphis Futsal Arena with a valid MFA playing card. MFA player card will require a photo along with player's date of birth and will be valid for one calendar year. All coaches must provide proof of registration of each player on their team at each game, by showing a Player Card for every player who is to participate in that match. Any players who are unable to provide a player card will NOT be allowed to participate in that match. NO exceptions.
- Each player on the roster must register in advance to be eligible for the start of the season. Players may also register throughout the season, up to each season's "roster freeze deadline". No new players will be added after the fourth scheduled game of each season. Players registering after the season begins will only be able to participate in those matches after their registration process is complete.
- Every player must sign a Memphis Futsal Arena waiver form to be eligible to participate.
- Players are not permitted to play for more than one team simultaneously within the same division. Example: A male player could play for one coed turf team, one coed futsal team, one male turf team and one male futsal team. If there are both recreational and competitive subdivisions within a division, the player must choose one.
- All players must be at least 18 years of age prior to December 31, in the year in which they are participating, to be eligible to play in Memphis Futsal Arena Adult leagues. No exceptions.
- Any team caught using players who are ineligible (for any reason) will automatically forfeit the match in question. The ineligible player will be suspended and will not be allowed to register for the remainder of that season. Illegal participation puts MFA in serious legal risk and subjects the league to potentially damaging liability issues; **ILLEGAL PARTICIPATION WILL NOT BE TOLERATED.**
- The referee will not allow players to participate without proper paperwork. If necessary, the referee may wait for a stoppage in play (or halftime, at the referee's discretion) to validate a player's paperwork. If the referee cannot independently verify the player's eligibility, the player will not be allowed to participate in that match.

### **Game Time, Length of Game & Forfeits**

- Games will start on time and teams should be prepared to begin the game at their scheduled time. All players must be at the field, dressed in appropriate uniform and equipment and checked-in prior to the start of the game.

- Futsal games will consist of two 23-minute halves; 5-minute half time
- Should a team not have enough players at the start of the game, they will be given a 5-minute grace period after which a forfeit will be ruled, and the forfeiting team will be responsible for the referee fees for both teams. All forfeit fees must be paid in full to Memphis Futsal Arena prior to teams next scheduled game. Forfeited games will be documented as a 5-0 loss.
- In order to not incur the responsibility of both team's ref fees, a team must provide 48 hours' notice to Memphis Futsal Arena via email or phone. The game will still be recorded as a 5-0 loss.
- In instances where a team exhibits of pattern of forfeits the following offense schedule will be adhered to:
  - 1<sup>st</sup> Offense: Loss is recorded.
  - 2<sup>nd</sup> Offense: Loss is recorded, and warning will be issued.
  - 3<sup>rd</sup> Offense: Memphis Futsal Arena will remove team from league and no refunds will be made.

### **Minimum Number of Players**

- Each team will play with five players, four field players and a goalkeeper.
- For coed leagues, each team shall field five players of which one must be female. Should a team not have a female, they may play with four males. The minimum number of players needed to play a game is four.

### **Kickoff**

- Kickoffs are taken from the center spot and must be played forward first. Tapped balls are not in play – the ball must move forward.
- A player other than the one who takes the kickoff (from either team) must touch the ball before the kicker can touch it a second time. A violation of this rule will result in a re-kick.
- A goal may not be scored directly from a kick-off.

### **Free Kicks**

- May be indirect or direct
- Ball must be stopped completely before the kick may be taken
- When a free kick is awarded, the penalized team shall give the kicker at least 5 yards clearance. If the spot of the infraction is within 5 steps of the goal, the penalized team may stand on the goal line.

- Players may not step directly (within about 3 yards) in front of the ball to prevent a team from taking a free kick. Doing so may result in a yellow card.
- However, a full 5 yards does not have to be granted unless the team taking the kick asks the referee for it.
- By asking the ref to walk off 5 paces, the kicking team must wait for the whistle to put the ball in play.

### **Substitutions**

- All substitutions will be “on the fly” and can be made at any point during the game.
- A player entering the game may not become involved in the play until the player being subbed is out of the playing field.
- Should the subbing player become involved prematurely, a penalty will be called for “too many players” on the field and the opposing team will be rewarded the ball. It is at the referee’s discretion on whether a yellow card is warranted.

### **Out of Bounds/Restart of Play**

- When the ball crosses either sideline or goal lines, this is considered out of bounds and the ball will be awarded to the other team for a kick-in. Kick-ins are indirect. The kick-in must be taken at the point that the ball “left the field” and must be taken within four seconds. The kicker’s non-kicking foot must be out of bounds or on the line. If the ball touches the net at either end of the field along the goal line, a resulting corner kick or goal clearance will be taken. A kick in that goes directly in the opposing goal is a goal clearance for the opposing team. A kick in that goes directly in the defensive goal is a corner kick of the opposing team
- Corner kicks are direct and should be placed at the corner of the field that was closest to where the ball left the field. The kick must be taken within four seconds.
- Goal clearances can be placed anywhere in a team’s own penalty area. In order to be a “live” ball, the goal clearance should leave the penalty area completely before touching another player.
- If the ball hits the ceiling, the indirect free kick should be awarded at the spot directly below where it hit.

### **Direct Free Kicks**

- Some examples of fouls or illegal actions that may result in a direct free kick for the opponent include but are not limited to:

Attempting to/Kicking Opponent
Attempting to/Tripping Opponent
Jumping or Lunging at Opponent
Charging Opponent
Attempting to/Striking Opponent
Attempting to/Pushing Opponent
Checking Opponent Into Wall
Slide Tackling
Dangerous Play
High Kicks

Spitting at Opponent
Holding of Opponent by Body or Uniform
Tackling of Opponent
Denial of Obvious Goal Scoring Opportunity

### **Indirect Free Kicks**

- When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball, or commits any offense for which played it stopped to caution or eject a player.
- Some examples of fouls or illegal actions that may result in a indirect free kick for the opponent include but are not limited to:

Places both hands on wall in effort to gain an unfair advantage
Prevention of Keeper from Releasing Ball
Impeding of an Opponent
Ball Hits Ceiling/Netted Areas
Handling of Ball

### **Offsides**

- There is no offsides.

### **Slide tackling**

- There is no slide tackling with exception of keeper within own penalty area.
- Keeper cannot slide outside penalty area or foul will be called and yellow card will be given.

### **Goalkeeper**

- The goalkeeper has four seconds to release the ball, from his/her hands or feet.
- Should keeper exceed four second rule, the opposing team will receive the ball via a kick restart from the top of the arc.
- Goalkeepers may not punt or drop kick the ball or a free kick from the top of the arc will be awarded.
- Once the ball is released from the goalkeeper's hands the ball must leave the penalty area and touch at least one other player before the keeper may pick it up again.
- Goalie infarctions results in a direct kick at the top of the arc. Defenders may be inside the penalty area as long as they are 5 yards away from the ball.
- Must wear a different color shirt. May wear long pants and/or other padding as deemed safe by the referee.
- May receive a kick in directly.
- May score directly with his feet during the run of play.
- A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.

- May kick the ball directly over the halfway line.
- May throw the ball directly across the half-way line.
- Can slide within penalty area only.

### **Yellow Cards (2 Minute Penalty)**

- Should a player receive a yellow card, they will be required to serve a two-minute penalty off the field. During such penalty period, their team shall play down one player until either the other team scores or the two-minute period ends. If a goalkeeper receives a yellow card, a fellow teammate may serve the keeper's two-minute penalty.

#### **Yellow Card Offenses**

Persistent Infringement/Repeated Fouls
Inappropriate language or dissent to the referee
Slide Tackling by any field player or a goalkeeper who is outside penalty area
Foul resulting in a penalty kick
Delay of Play/Game
Chewing Gum/Spitting on Field
Encroachment
Denial of Obvious goal scoring opportunity (referee discretion)

### **Red Cards (5 Minute Penalty)**

- A red card may be given for serious penalty offenses OR in cases where a player has previously received a yellow card and commits a second yellow card offense. Any player receiving a red card will be expelled from the game and must leave the field immediately. The team of the player receiving a red card will play down a player for a full five minutes before a new player can be added to the field.

#### **Red Card Offenses**

Fighting
Use of Illegal Substances
Second Yellow Card Received is equal to a Red Card
Physical or verbal abuse toward player, coach, referee or spectators of Memphis Futsal Arena
Denial of Obvious goal scoring opportunity (referee discretion)

- Any individual who receives a red card or is removed from the game/field must immediately leave. A red card will result in immediate expulsion from the current game and a minimum of one future game suspension. Memphis Futsal Arena reserves the right to adjust length of punishment depending on the severity of the situation.

### **Penalty Kicks (During Game)**

- A penalty kick shall be given for any foul in the penalty area. All players besides the goalkeeper must stand behind the ball and may not enter the penalty area until the ball is touched. A missed penalty shot is a live ball. Ball must be touched by a second person before shooter can touch the ball again.
- Any foul resulting in a penalty kick will also carry a mandatory yellow-card (2:00-minute penalty) foul.

### Penalty Kicks (After Game)

- In instances where a game winner is required, three players from each team will be selected to shoot in a first round of penalty kicks.
- For coed games, at least one of the three players must be a female.
- Following the round of three kicks by each team, if there is still a tie, the teams will alternate taking shots on a sudden death basis.
- After the original three kicks per team, the alternating female shooter is no longer necessary.
- Shooting will continue in this manner until a winner is decided.
- All players present for game must partake before any player can take a second turn.

### Shootout

- A record of fouls will be kept throughout the game. For every seventh foul, a resulting shootout will take place for the opposing team.
- After a shootout, teams fouls return to zero. There is no limit to the number of shootouts per game.
- A shootout may be taken by any player on the field.
- All other players must be at the halfway line. Defending team players can stand within center circle while attacking team players must be outside the center circle.
- Shootout player will have six seconds to shoot on goal. If shooter exceeds six seconds, a free indirect kick will be awarded to the opposing team.
- The Goalkeeper must have at least one foot on his Goal Line and may not move off of it until after the Referee whistles to begin.
- Once the Referee whistles to begin, the ball is "in play" and the player taking the Shootout plays the ball. The player only has 6 seconds to shoot the ball after the whistle.

### Scoring/Standings

- Group standings will be determined using a 10-point scoring system as follows:
  - **Win: 6 points**
  - **Tie: 3 points**
  - **Loss: 0 points**
  - **Shut Out: 1 point**

#### **Tiebreakers:**

Head-To-Head Result
Goal Differential (Max +/- 5 per game)

Fewest Goals Allowed
Most Goals Scored
Penalty Shootout

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*\*For occurrences not addressed in the above, FIFA laws of the game will be applied.*