

Tinley Park Bobcats FUTSAL – 2019-2020



Rules:

- All players **MUST** wear shin guards and socks pulled up over them, no jewelry of any kind is allowed. Earrings **MUST** be removed, they cannot be covered with tape. Arm and/or hand casts must be properly covered in sponge and not be dangerous to the player or others.
- Indoor (flat) soccer shoes or athletic shoes are to be worn. Spikes or outdoor cleats are **NOT** allowed. 5 Players on the court (4 players + 1 Goalie)
- Substitution on the fly.
- If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick in from the nearest point on the touchline.
- There is no offside for any age group
- **Kick Ins:** Kick Ins are to be taken in place of throw ins. The ball is placed on the touch line before kick in. The kick in must be taken within 5 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 entail an indirect free kick to the opposing team from the point of infringement. Players on the opposing team must be at least 15 feet away from the kick in. Cannot score directly from a kick in.
- **Goal clearance:** Goal Clearance or ball distribution is to be taken in place of goal kick. From inside the penalty area, the goalkeeper throws/rolls the ball into play. The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over. No punting or drop kicks
- **Corner kicks:** The ball must be placed on the corner. If ball is misplaced, the corner kick is taken over. It must be taken within 5 seconds; failure to do so entails 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 entail an indirect free kick to the opposing from the point of infringement. Players on opposing team must be at least 15 feet away from point of the corner kick. A goal can be scored directly from a corner kick.
- **Penalty Kicks:** are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.
- **Free kicks:** Wall must be at least 15 feet away from the free kick Direct free kick is 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 in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)
- **Indirect free kick** is awarded when any of the following 8 offenses is committed (kick taken from the 6- meter line when infringement take place in penalty area):
 - dangerous play (e.g. attempting to kick ball held by goalkeeper)
 - Obstruction
 - charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
 - goalkeeper throws ball directly over the halfway line (without it first touching his own side of the pitch or any player)
 - goalkeeper picks up or touches with his hands a back pass
 - goalkeeper picks up or touches with his hands a kick-in from a teammate

In case of a red card (expulsion): The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench. 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 substitute cannot come on until the ball is out of play and he has a referee's consent.

Games format:

Each team will play 4 games of 15 minutes running clock. The games will start at 5:30PM as follow:

- 5:30PM Game 1: Team X vs Team Y
- 5:45PM Game 2: Team Y vs Team Z
- 6:00PM Game 3: Team Z vs Team X
- 6:15PM Game 1: Team X vs Team Y
- 6:30PM Game 2: Team Y vs Team Z
- 6:45PM Game 3: Team Z vs Team X

Special Rule:

In the event team X only has 3 or 4 players, the team is allowed to borrow players from either team Y or Z to fill their roster for the game.

Updated 12/16/19