



iFutsal

version 20.14

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)

*** NEW RULE TO THIS YEAR:**

When the keeper has the ball in their hands from either a save or a goal kick, the defending team must retreat to their defending half. Once the ball is played from the keeper the defending team may re-enter their attacking half to defend.

Keepers can throw the ball past half at all ages

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)



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- Foul Accumulation:** 6 accumulated fouls
5 fouls; defensive wall permitted (5ft from ball)
Beginning w/6th foul;
- Direct from 1st penalty at arc or spot of foul
(no wall)
- All fouls will be in-direct unless it is the 6th foul or PK
- Substitutions:** Unlimited at anytime
Players must leave and enter from technical zone
Players may enter AFTER teammate crosses
sideline
- 2nd sub infraction:
- 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