**SHEFFIELD & DISTRICT JUNIOR FOOTBALL LEAGUE**

**WINTER 2015/16 FUTSAL EVENT**

**RULES AND GUIDANCE**

**The League has sought advice and clarification from the County FA, as well as the National Futsal Steering Group. The following rules/guidance shall apply to our winter event:**

**GENERAL INFORMATION**

* Fixtures will be held on an FA-approved 3G surface. Although this is not in the true Futsal tradition, the FA support this where suitable indoor ‘hard’ facilities are unavailable (there were very few available at such short notice)
* Each match will be in a 5v5 format
* Duration of **20mins** continuous play (no half-time stoppage or timeouts)
* 2-3 minute warm-up period prior to kick-off
* Respite period before next fixture
* Squad size is at the manager’s discretion, but in a 5v5 format it is advised that no more than 8 players be used per game
* The event is in the form of a ‘round robin’ fixture list – it is NOT a league or cup format
* All results will be recorded but not publicised. The results will be used to guide future events, and ensure teams of equal strength are grouped together
* Matches can end in a draw; there will be no penalty shootout

**THE FIELD OF PLAY**

* The game of Futsal is played on a marked pitch, and the ball CAN go out of play

**THE BALL**

* Given that Futsal is played on a smaller than normal pitch, and emphasises skill and passing, the game is played with a smaller ball (usually size 3 or 4)

**OFFSIDE RULE**

* There is NO offside rule in Futsal

**ROLLING SUBSTITUTIONS / SQUAD MANAGEMENT**

* Squad size is at the manager’s discretion, but in a 5v5 format it is advised that no more than 8 players be used per game
* There is no limit as to how long a player must stay on the field
* Substitutions are permitted at any time during play, and the game will NOT be stopped for this purpose – subs ‘roll on and roll off’

**KICK-INS**

* In order to restart the game after the ball has gone out of play, the ball is KICKED back into play from the correct place on the touchline
* There are NO throw-ins
* Corner kicks/goal clearances remain unchanged
* A goal CANNOT be scored directly from a kick-in

**THE FOUR SECOND RULE**

* For kick-ins, free kicks, goalkeeper clearances and corner kicks, the player in possession of the ball has FOUR SECONDS to restart play which the referee will count out loud
* If play is not restarted within the four second time limit, an indirect free kick will be awarded to the opposition
* This applies to the goalkeeper as well as all outfield players

**THE FIVE METRE RULE**

* Players are required to keep 5 metres from any player in possession of the ball at set-piece situations (includes kick-is as mentioned above)

**GOALKEEPERS**

* Goalkeepers are allowed to come out of their penalty area, and outfield players are allowed to enter it
* A goal clearance MUST BE THROWN and NOT KICKED
* The goalkeeper cannot touch the ball again unless the ball has crossed the midfield area, or member of the opposition has touched the ball. This is to encourage positive outfield play

**ACCUMULATED FOULS**

* Each team is permitted to concede FIVE direct free kicks. However, on the sixth foul, the referee will award a penalty kick to the opposition
* In this situation, the offending team is NOT ALLOWED to position any players other than the goalkeeper between the ball and the goal

**PLAYING KIT / FOOTWEAR**

* It is advised that teams wear their club kit as worn during the regular season
* If this is not possible, clubs must provide coloured bibs for their players to wear
* Suitable footwear must be worn – remember the surface is 3G
* NO STUDS OR BLADES – the referee will not allow any player to participate if found to be wearing this type of footwear

**THERE WILL BE NO SLIDE TACKLES – any player attempting to do so will be SENT OFF**