

Coquille Youth Futsal – Laws of the Game and Procedures

Coquille's youth futsal league is a friendly, developmental recreational league for persons under 18 years of age. It is designed to provide area youth with a safe and enjoyable futsal experience. Games are in Coquille basketball gyms with full size futsal goals.

Laws of the Game - Follow regular soccer Laws of the Game except as modified below.

Rosters and Playing Court

Coquille will manage player check in and rosters. Use outside green lines for the court unless coaches otherwise specify.

Uniforms and Equipment

Home team will wear program t-shirt; away team will wear scrimmage vest. Keeper should be in a contrasting color. All players are required to wear shin guards and socks. Non-streak shoes are the only shoes permitted for the court. Hard casts and braces must be covered with foam and are subject to the referee's discretion. The home team will provide game balls.

Referee/Referee Positioning

Matches will be officiated by using a single referee system. The referee positions oneself along the touchline opposite the benches, (off the court to avoid interfering with play), and moves along the touchline as needed to adjust angle of view.

Game Day Procedures

Conduct normal safety check to ensure players are properly equipped (shin guards, no jewelry, etc.)

Player Conduct

This is a for fun, developmental summer league. Manage player conduct as needed with verbal warnings, cautions, and send offs. Send off's must be followed up with RC Report to mybassignor@gmail.com within 24 hours.

Match Length

All matches 40 minutes in length (two 20-minute halves - continuous running clock) with a 5-minute halftime. Any match that must declare a winner that ends in a regulation tie will have a 5-minute overtime followed by penalty kicks. No Time outs.

Number of Players

The playing format is 5v5. Teams must have at least 4 players to begin the match. Teams with fewer than 4 players will have a 5-minute grace period before the match is forfeited. Teams are comprised of four field players and one keeper.

Substitutions

Substitutions are on the fly, including keeper substitutions. Referee will not stop play for subs. Sub may not enter the pitch until the player leaving the pitch leaves through the substitution zone, which is defined as the area directly in front of the team's bench. Violation is an indirect free kick.

Bench Areas:

Teams will occupy the same sideline on opposite halves of the field. A team may have one designated coach in their bench area. Spectators and fans from each team should occupy the touchline and half on the opposite side of the field.

Spectator/ Fan Control

Only uniformed rostered players are permitted to be on the field during games. Each team is responsible for the actions and the conduct of their fans and spectators. Referees and/or league officials reserve the right to expel fans and spectators and may discipline teams accordingly.

Slides Tackles and General Sliding

Slide tackling is not permitted at any time, except for goalkeepers in their penalty area. Sliding for a ball without an opponent present is permitted. Infractions result in a direct kick, infractions inside the attacking team's penalty area result in a penalty kick.

Offside

There is no offside in Futsal. However, Goal Clearances may not cross halfway line in air. IFK restart.

Accumulated Fouls Rule

This youth league will not use the accumulated foul rule.

Second Penalty Mark

This is the place where a kicker from the opponent kicks the ball from, when an accumulated foul has been committed. It will not be used for this league.

Ceiling

If the ball hits the ceiling while in play, the game is restarted with a kick-in, to be taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touchline nearest to the place on the floor above which the ball hit the ceiling.

Restarts – Four Second Rule

For kick-ins, free-kicks, goal clearances and corner kicks, the player in possession of the ball has four seconds to restart play ***which the referee will count with their fingers in the air, hand held above their head***. If play is not restarted within four seconds an indirect free-kick will be awarded to the opposing team. The goalkeeper is not allowed to control the ball for more than four seconds in his own half.

- Kick-ins replace Throw-Ins.

They are indirect. The ball must be placed on the line and the kick must be taken within 4 seconds. (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.) Keeper may receive a kick-in directly.

- Goal Clearances replace Goal Kicks.

The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team. The ball is in play when it is thrown or released and clearly moves. The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signaling that the team is ready to put it into play. Opponents must be outside the penalty area until the ball is in play.