



Diablo Valley Futsal - League Rules

This document contains the basic rules and guidelines that will be used by the League. Any rules not mentioned or modified here will follow the official FIFA Futsal rules.

- 1) Each team needs to provide one score keeper for each game.
- 2) Game Reschedule: DVFL does NOT guarantee reschedule under any circumstances!
 - a) Exceptions to this rule may be made for conflicts with State Cup or Association Cup games; and if the gym becomes unavailable for any reason.
 - b) Exceptions may also be made if the requesting team gets the opponent coach to agree with the change and can also provide a suitable gym to play the rescheduled game. This change needs to be coordinated with DVFL at least 72 hours before the original game time.
- 3) Game will start on time - there is no time for warming up inside the courts - both teams need to be ready to play when entering the court.
- 4) The clock keeps running except for either team timeout, injuries or when requested by the Referee.
- 5) Timeouts: each team may request a one-minute timeout on each half when in possession of the ball and it's the restart of the game.
- 6) To start the game, each team will need to field 5 players. If one of the teams cannot field 5 players, the Referee will give a 5-minute grace period (COUNTED FROM THE TIME THE GAME WAS SCHEDULED TO START). After the 5 minutes, it will be considered a forfeit and this will award a 3x0 win to the opposing team. If both teams are not able to field 5 players to start the game, both teams will forfeit the game. There will be no score posted in this situation and no points will be awarded.
- 7) The Away Team will have the kick-off. There will be no coin-toss.
- 8) The Home Team will need to provide vests or another color jersey in case of color conflict.
- 9) Points – Teams will be awarded points after each game as follow:
 - a) 3 points for a win
 - b) 1 point for a tie
 - c) 0 points for a loss
- 10) The total points will be considered for the final classification of the teams. In case of more than one team with the same number of points, the following tie break rules will apply:
 1. Head-to-Head result
 2. Goal differential (GD on the schedule table)
 3. Number of goals scored (GS on the schedule table)
 4. Least number of goals allowed (GA on the schedule table)
- 11) NO PLAYER will be allowed to play for more than one Team within the same age group – NO EXCEPTIONS! (a player may play in multiple teams during a season, if the Teams are playing on different age groups)
- 12) Players can be added to the roster anytime during the season, up to a maximum of 12 players. In order to be eligible to play, a player's registration needs to be complete (signed release form and registration fee) and received by the League at least 48 hours prior to game time.
- 13) Substitutions

Substitutions are made “on the fly” during the whole game and there are no limits to the number of substitutions that your team can make; but there are specific rules that your team needs to follow:

- a) the sub can only enter the court after the player comes completely out of the court
- b) substitutions should occur in the area in front of the team's bench and it should never obstruct the opponent's play

In case of violation of these rules, the Referee will first warn the coach and if subsequent infringements occur, the player entering the court will be cautioned with a yellow card.

14) Kick-off

- a) A kick-off happens at the beginning of a game or as a restart after one of the teams scores a goal. The ball needs to move forward for a kick-off to be valid



- b) A goal CANNOT be scored directly from a kick-off .
- c) If the player taking the kick-off, touches the ball twice, there will be an indirect free kick awarded to the opposing team.

15) Ball hitting the basketball hoop

- a) The restart may be a goal kick or a corner depending on the player that last touched the ball before it hit the basketball hoop.

16) Fouls – direct free kicks

There are some infringements that, if committed by one team, will award the other team with a direct free kick. These infringements are cumulative per half. Once the number of fouls reaches 5, the Referee will alert both coaches and any subsequent foul will award the opposing team with a direct free kick from the second penalty mark (no wall will be allowed). Players must stay behind the line of the ball the ball is touched by the player taking the free kick.

The infringements are:

- a) Sliding – (goal keepers can slide but only sideways and inside their goal area, **NO SLIDE-TACKLE IS ALLOWED**);
- b) Tripping, holding, pushing and charging an opponent;
- c) Using the hands to stop the ball (exception to the goalie inside his goal area)

17) Indirect free kicks

An indirect free kick is awarded in the following circumstances:

- a) if the team with a direct or indirect free kick takes more than 4 seconds to kick the ball;
- b) if the same player touches twice on the ball during the kick-off or during an indirect free kick;
- c) if the goalie throws the ball (in a goal clearance) directly over the half line;
- d) kick-in is considered indirect kick

18) Passing the ball back to the keeper – **THIS RULE HAS BEEN RECENTLY CHANGED BY FIFA**

An indirect free-kick will be awarded if, after playing the ball, a goalkeeper touches the ball again in his own half of the pitch after it has been deliberately kicked to him by a team-mate without an opponent playing or touching it, even if the ball passes the half line. The position of the free-kick will be determined from where the infringement took place. Even in this situation, if the ball is passed back to the keeper, he/she is NOT allowed to touch the ball with his/her hands.

19) Every start/restart of the game needs to be done within 4 seconds and the keeper is only allowed to have the ball for 4 seconds

20) Basic rules for goal keepers:

- a) The keeper has 4 seconds to release the ball;
- b) Goal clearance: when the ball goes out of bounds (behind the goal line) and it's not a corner kick situation. The restart is called goal clearance and the keeper has to use his/her hands to release the ball. The ball has to clear the penalty area in order to be considered in play.
- c) In a goal clearance, the ball cannot be thrown directly over the half line – it needs to either touch a player or its own court. If the ball is thrown over the half line, an indirect free kick, taken from the half line, will be awarded to the opposing team (Exception for High School and Adult age groups where the keeper can throw directly over the half line).
- d) When the keeper saves the ball, he/she is allowed to roll the ball and dribble or kick it (**NO DROP KICKS** will be allowed, the ball must roll before the keeper can kick it – the keeper has always 4 seconds to release the ball (shoot or pass to another player)).
- e) The keeper can be used as a 5th player but he/she will have 4 seconds to release the ball while in his/her court.

21) Cautions (yellow card) and Ejections (red card)

a) Any player receiving a red card will be automatically suspended from his/her team's next game. (Suspension may be increased depending on the severity of the situation. League decision is final and not subject to appeals)

22) Championship Games: As done in past seasons and whenever is possible, DVFL will schedule all its championship games to be played on a bigger court, usually Tice Valley's courts 1 & 2 combined.