



Richardson YMCA Futsal Playing Rules, Policies, and Procedures

Grade	Kinder	1st Grade	2nd Grade	3rd – 8th Grade
	3v3	4v4	5v5	5v5
Numbers of Players on Field	3	4	5	5
Minimum Players to Start	3	3	4	4
Game time	<ul style="list-style-type: none"> •5-minute quarters •2 min between quarters •5 min half 	<ul style="list-style-type: none"> •10-minute quarters •2 min between quarters •5 min half 	<ul style="list-style-type: none"> •20-minute halves •5 min half time 	<ul style="list-style-type: none"> •20-minute halves •5 min half time
Player Substitution	<ul style="list-style-type: none"> •Quarters •Injury 	<ul style="list-style-type: none"> •Quarters •Injury 	<ul style="list-style-type: none"> •Anytime 	<ul style="list-style-type: none"> •Anytime
Goalie	No	Yes	Yes	Yes
Out of Bounds	No	Kick In	Kick In	Kick In
Penalty Kicks	No	No	Yes	Yes
Direct/Indirect Kicks	Indirect only	Indirect only	Both	Both
Ball Size	3	3	3	4
Max Roster: 6	Max Roster: 6	Max Roster: 8	Max Roster: 10	Max Roster: 10

- Restarts are kick offs/ins, corner kicks, goal clearance, and free kicks which must be performed within four seconds. Referee must be visible when performing this count. Referee does not need to be visible when performing the count for indirect/direct kick offs and free kicks.

Richardson YMCA Futsal League

General Information:

- Shin guards are mandatory Indoor soccer or Tennis shoes, no cleats.
- Kinder-2nd Grade "Junior" Size Ball.
- 3rd Grade-7th Grade "Senior" Size Ball.
- For your child's safety, players cannot wear jewelry during games except for medical or religious purposes- in this case it must be taped to the body. Earrings, necklaces, and bracelets must be removed. Band-Aids/tape must be placed over newly pierced ears during games.
- Hard casts and fingers splints must be covered with suitable padding. If any point during the game the referee determines an item to be dangerous, the player may be asked to sit out the remainder of the game.
- Score is not kept for Kinder- 1st Grade as these are developmental leagues. There are no winners or losers. All kids are winners.
- Games score are kept 2nd Grade- 7th Grade but will record as a 1-0 or 0-0. Only 1 goal scored per team will be recorded regardless of how many are scored. Shut-outs, ties, or forfeits will record appropriately.

Game Day Rules:

- Players should show up ready to play: Uniform on. Shin Guards on. Shoes on. Bring Water.
- Be ready for inspection. The ref will ask the team to line up so he can inspect equipment. Jersey needs to have a number, socks must be over shin guards, shoes must be on, laces tied, and all jewelry must be removed.
- ALL PLAYERS AND COACHES WILL RECITE THE YMCA PLEDGE.
- Captain of each team will meet with the refs in the center circle right before the game for the coin toss determines who kick offs. The team that loses the toss chooses the goal they will defend and will kick off the second half.
- Home team provides the game ball.
- Coaches must give a copy of their official roster to the referee to validate players if requested.
- Players, coaches, and spectators cannot enter the field during play for any reason without permission or invitation from the referee- example; for the purpose of assisting an injured player. In this case, all players

must take a knee and coaches remain on the sideline so the referees can evaluate the situation. This is not a time to coach players. Entering without permission is an offence- see rules.

- Home team is required to change jerseys or wear pinnies in case of color conflict. If needed, field directors or YMCA staff will have extra pinnies available on loan.
- For safety purposes, no one can stand behind the goal.
- Coaches can assist players on the field for Kindergarten games.
- There's no limit substitution. All players must leave the pitch by a way of his own team's substitution zone.
- EVERY PLAYER MUST PLAY A MINIMUM OF 50% OF EACH GAME.
- Only rostered and registered players are allowed on the playing field. If an illegal player is found on the field, the game is forfeited, and the coach suspended for 1 game.
- DO NOT RUN UP THE SCORE- if you find that your team is winning too easily (by more than 5 points), make adjustments to your line-up through substitutions, moving players to different positions, only allowing certain players to shoot, requiring a certain # of consecutive passes before a shot is allowed, allowing opposing team to add an extra player, etc. No one benefits from or enjoys a game where scoring is out of control.
- Unless it is an urgent matter of player safety, everyone must abide by Conflict Resolution Policy.
- Players and Coaches line up after the end of the game and shake hands with the opposing team and officials.

Rules of The Game:

Start of Play:

- Each game, quarter or half begins with a kick-off. There is also a kick-off after a goal by the team not scoring. The team that is not kicking- off must remain outside the center circle. The kicker must clearly move the ball in any direction, and then not touch the ball again until someone else has touched it. A goal can be scored direct from a kick-off.

Kick-Ins:

- When one team kicks the ball over a sideline and out of bound, the Opposing team gets a kick-in. The kick-in takes place where the ball went out of bounds. The player must have one foot on the sideline and the ball needs to be placed on the line without any movement. An incorrect kick-in results in a loss of possession. The kicker cannot touch the ball twice in a row when putting the ball in play. The opponents must be three steps away from where the kick-in will be taken. A goal may not be scored directly from a Kick-In. **The kicker must pass the ball within four seconds or it will result in a loss of possession.**

Direct, Indirect Free Kicks, and Penalty Kicks:

- After any foul the team that was fouled is awarded a free kick from the spot where the foul was committed. The free kick is either a Direct Free Kick or an Indirect Free Kick. You can score off a direct kick by kicking the ball directly into the goal; you cannot score off an Indirect Kick. An Indirect Kick must touch another player- on either team- before it can go into the net, or it does not count as a goal and the defensive team gets a goal kick. That is why a team with an indirect kick near the opposing team's goal may have one player tap the ball so a second player can shoot- once the second player has touched the ball, it will be a goal if it goes directly into the other team's goal. Once the referee blows his whistle, **the kicker only has four seconds to pass or shoot the ball or it will result in a loss of possession.**
- Physical fouls and handballs inside or outside the penalty area result in a direct kick. Corner kicks and penalty kicks are direct. Offside and obstruction fouls result in an indirect kick. After a player takes a free kick, including kick-offs, and corner kicks, he cannot touch the ball again until another player touches the ball.

Direct Free Kick:

A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strikes an opponent
- Pushes an opponent
- Tackles an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:

- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)
- A direct free kick is taken from the place where the offence occurred and players defending team must remain 10 feet from the penalty mark until the ball is kicked. A goal can be scored from a direct free kick. Anyone on the team may take the kick.

Penalty Kick:

A penalty kick is awarded if any above ten offences is committed by player inside his own penalty area (goal box), irrespective of the position of the ball, provided it is in play. Position: the ball is kicked from the penalty spot and all players except the kicker (who does not have to be the fouled player). The keeper must remain on the goal line, can move side to side but forward. If the ball hits the goalie and stays in the field, it's a live ball and any player can then play it. If the ball hits the post or crossbar, any player – except the one who kicked it – can play it.

Indirect Free Kick:

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- Controls the ball with his hands for more than six seconds before releasing it from his possession
- Touches the ball again with his hands after he has released it from his possession and before it has touched another player
- Touches the ball with his hands after it has been deliberately passed to him by a team-mate
- Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- Dangerous Play: a player does something to endanger himself or others. Most common are high kicks or low headers.
- Impeding the progress of an opponent when not within playing distance of the ball (obstruction)
- Obstructing the goalkeeper

The following apply to the goalkeeper in his or her penalty area:

- Handling a throw-in or kick from a teammate (hands)
- Dropping the ball and picking it up again.

The indirect free kick is taken from the place where the offence occurred. A goal can be scored from an indirect kick only if another player from either team touches the ball.

Accumulated Fouls: Once the team reaches 5 fouls in a half, the sixth and all subsequent fouls in the same half are sanctioned with a direct free kick without a wall, taken from the second penalty mark. Accumulated fouls from the first half don't carry over to the second half.

Cautionable Offences (Yellow Card):

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick or kick-in
- Entering or re-entering the field of play without the referee's permissions
- Deliberately leaving the field of play without the referee's permissions

Sending off Offences (Red Card):

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying the opposing team, a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
- Using offensive, insulting or abusive language and/or gestures
- Receiving a second caution in the same match

Any player, coach or spectator who has been red carded must leave the game. The game will not be continued until the offender has left the vicinity.

Goal Clearance:

Goal clearance is awarded when the ball crosses the goal line and has been touched by a player of the attacking team. Goal clearance must be taken within four seconds. Goalie must not touch the ball a second time until it

has been touched by the opposing team. A goal cannot be scored of a goal clearance. The keeper is only allowed to throw the ball in a goal clearance. No drop kicking or punting is allowed.

Corner Kick:

The ball is kicked within the small arc, in the corner of the field by where the ball crossed the goal line. The opposing players must stay a minimum required distance from the ball on the corner kick. After kicking, the player cannot play the ball before another player from either team has touched it, otherwise the opponents will be awarded an indirect free kick. This also holds true if the ball bounces off a goal post or referee. A goal may be scored directly from a corner kick.

Time Outs:

Each team is allowed ONE timeout per half (3rd grade & up) and time outs don't accumulate. A timeout lasts one minute. A timeout can only be called by the Head Coach.

Note: Referee can ask for a time out as his discretion at any time (injury, for delay of game, if needs time to explain a rule to a coach or player)

Substitution:

There are unlimited substitutions. All substituted players may enter the field once the player being replaced enters the substitution zone. All substitutions are done on the fly (Goalkeepers can substitute half time, your team's kick in, and after any goal)

Goalies:

Goalies can touch the ball if they are within the penalty area, which is the big box that surrounds the goal. Once the goalie leaves the penalty area, he must play the ball like any other player, which means he cannot touch the ball with his hand or arms. If the goalie does pick up the ball or steps outside the penalty area it will result as a direct free kick.

Goalkeepers cannot pick up a pass from a teammate. If a player passes to his goalkeeper, the goalie must play the ball with his feet or the other team will get an indirect free kick from the spot where the pass was picked up. Goalies cannot be substituted in an indirect or direct (PK) kick.

Kinder Teams:

All players on the field are field players. A player is not to consistently remain inside of their own goal box. The purpose of this rule in a small sided game is to encourage coaches to give every player opportunity to see and play the game from every aspect and position on the field.

Referees:

Please respect the referees- Referee's have the ultimate authority during a game. Please discuss any concerns AFTER the game AWAY from the field in a respectful manner. If you feel attention needs to be called to your field during a game, send someone to find a field director or YMCA staff. If a coach or spectator is offensive in any way to a referee they will be ejected and suspended for a time to be determined by sports committee.

Abuse of a referee will not be tolerated! The ref has been trained to be in position to observe the play both on and off the ball. The ref is often in the optimal position to see what is going on and frequently sees things that spectators or even players do not see. Give the referee the benefit of the doubt. Yelling at a referee will not change the call. Screaming or going after a referee in front of the players shows disrespect for authority and is that what we want to teach our kids?

Zero Tolerance Policy:

The YMCA requires coaches, parents and spectators to abide by our Zero Tolerance Policy. Actions that will **not** be tolerated before, during or after practices or games are: Verbal/Physical abuse of referees, players, coaches, or spectators; charging onto the field; arguing with referees, coaches or spectators; profanity or derogatory names or comments; any comments (other than encouraging or complimentary) or taunting directed at opposing players, coaches or fans. If a coach, parent or spectators does not abide by this policy a referee may give a warning, eject the offending person or penalize the team. If at any point the referee feels threatened, he/she may "abandon the game." If this occurs, the offender's team will suffer a loss by forfeit of the game.

Conflict Resolution Policy:

We strongly recommend that everyone abide by the 48-hour rule:

Unless it's an urgent matter of safety; parents, guardians and/or coaches who are upset regarding a situation or circumstances during a game or practice wait 48 hours after the incident occurred before approaching the head coach, field director or sports director. Give time for emotions to subside, then define the issues thoughtfully and

suggest solutions. All discussions and interactions that occur after the 48-hour period must be conducted in a mature, polite, civil, and non-intimidating manner. This includes all forms of communication. If a resolution is not satisfactory, then the incident will be turned over to sports committee for further review.