



SMG'S FUTSAL LEAGUE RULES

Sponsored by: YTP Sports

General Futsal Rules

1. All games must be played on a basketball/futsal court
2. The game will be played with a futsal low-bounce ball. (Size 3 / U9-U12, Size 4 / U13 and above)
3. The size of the goal shall be 6'H x 10'W
4. The goal area will be marked by a flattened arc
5. The game will be played using a 5v5 format (4 – Field players, 1 – Goalkeeper)
6. There is no offsides
7. Sliding and slide tackles are strictly prohibited
8. NO HEADING ALLOWED
9. Substitutions are made on the fly
The player being removed from the game must be within 5 feet of the bench before the substitute can enter the playing area
10. When the ball completely goes over the touchline, it is a kick-in restart
11. When the ball completely goes over the endline, it is a goalkeeper possession
12. When the ball completely goes over the goalline, it is a goal
13. All restarts from the center circle shall begin with the ball moving forward
14. All kicks are direct
15. For all free kicks (from fouls) and kick-ins, opposing players must be a minimum of 6 feet away
16. All kick-ins, restarts and goalkeeper possessions must be completed in 5 seconds

Goalkeeper Specific Rules:

1. The goalkeeper can throw the ball
U9-U12 / The ball must bounce before it crosses mid-court in the air
U13 and above / The ball must bounce before the restraining line
2. On a save the goalkeeper may put the ball on the floor and play using his/her feet
3. On a goalkeeper possession (goal kick) the ball must be played from the goalkeepers hand

Backpass Rule

1. When the goalkeeper releases the ball, it may be passed back once to the goalkeeper in the goal area (crease). After the goalkeeper releases the ball, the goalkeeper must leave the goal area (crease) before touching the ball again on a pass from his/ her teammates, unless the other team gains possession in the interim.

[All other SMG facility rules will be enforced. For additional information on our rules please click here.](#)