

CODE OF CONDUCT

No foul languages will be tolerated toward referees or teammates or other participants. Any disturbances are grounds for immediate removal from the league and premises. Our goal is to provide a positive, family-friendly environment at Chicago Futsal Academy and any action or behavior that detracts from our core mission is not permitted.

EQUIPMENT

- Shin guards
- Turf shoes, Sneakers and/or flats (**NO CLEATS**)
- Matching team jerseys (field players) and goalie in another color jersey
- Only Futsal balls allowed before/during play
- CFA will supply a game ball
- NO GUM permitted on premises

LEAGUES

COED LEAGUE

- 5 players on the field
- 2 x 25 min halves with a running clock (Subject to change pending on availability and schedule)
- Halftime is no more than 2 min
- The optimum number of players needed to play a game is 3 males, 2 females and minimum number of players needed to play are one female and three males
- Teams may have minimum 5 players and maximum of 12 players on their rosters

MEN'S LEAGUE

- 5 players on the field
- 2 x 25 min halves with a running clock (Subject to change pending on availability and schedule)
- Halftime is no more than 2 min
- The minimum number of players needed to play a game is 4
- Teams may have minimum 5 players and maximum of 12 players on their rosters

WOMEN'S LEAGUE

- 5 players on the field
- 2 x 25 min halves with a running clock (Subject to change pending on availability and schedule)
- Halftime is no more than 2 min
- The minimum number of players needed to play a game is 4
- Teams may have minimum 5 players and maximum 12 players on their rosters.

BEGINNING OF THE GAME

- The Home team is given choice of both kick off and preferred side of the field. Ball deemed in play once it has been touched

GENERAL RULES

- No offside
- Ball Out of Play
- No throw-ins, only Kick-ins)
- A ball kicked out over the touch line (side line) by one team becomes the other team's ball. The team kicking in has 4 seconds to get the ball back in play, or it becomes opponent's kick in. The Defense must give 3 yards distance. The referee will give a visual count with his hand. Players taking kick in can not step into the field while kicking the ball back into play.
- Goals cannot be scored from kick-ins.
- If the ball hits the ceiling, Restart at the center circle, regardless where contact with net occurred.
- When balls are kicked out of bounds, the ball has to be completely stopped on the sideline before restarting play
- All Restarts are indirect (except for PKs)

GOALIE RULES

The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. The throw must leave the penalty area. The Opposing team must stay out of penalty area during a goal clearance. If a player touches the ball before it leaves penalty area, GK retakes the throw.

- A goalie cannot throw the ball past the midline.
- If Goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player, ball is then placed at center circle for opposing teams kick)
- Goalkeeper picks up or touches with his hands a back pass or kick-in (ball reset at the center circle to the opposing team)

SUBSTITUTIONS

Free substitutions are made "on the fly." A player entering the game may not step onto the field until the player he/she is replacing is immediately in front of them, and away from the ball. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

FOULS & MISCONDUCT

Futsal is a minimum contact sport. However, some contact may occur, as long as it is done in a legal manner. It cannot be done by play that is careless, reckless, or with excessive force

Contact is made with an opponent in a careless, reckless or excessive force manner (or if referees believe that such contact could have resulted).

****No slide tackling is allowed. The consequences will be a direct kick from the spot of the foul. A penalty kick is awarded if foul occurs within the goalie box. ****

Fouls resulting in a In-Direct Kick

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackling
- Charging an opponent in a violent or dangerous manner
- Charging an opponent from behind
- Charging an opponent with shoulder (shoulder charge)
- Holding an opponent
- Spits at an opponent
- Handling the ball (except the GK in their own Penalty area)

Indirect Free Kick

3 yards of distance from kicker to set up the wall, and the ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

Sending Off Fouls

Blue Cards – 2 minute penalty

Red Cards – Player not allowed to re-enter the game and must leave player bench area. Team must play down a player for 5minutes. After 5 minutes the team may have a player enter the game.

According to referee's discretion, he/she may issue a blue or red card at any time during the game, especially if the player has repeated fouls or displaying violent or reckless behavior.

BLUECARD OFFENSES

- Substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
- Player persistently infringes the Laws of the Game
- Player shows dissent with any decision of the referee
- Player is guilty of unsportsmanlike conduct

RED CARD OFFENSES

(A) Serious foul play

(B) Violent conduct

- (C) Foul or abusive language
- (D) Second instance of cautionable offense (i.e., second blue)
- (E) Intentionally impeding a clear goal opportunity (e.g. through a “professional foul”)
- (F) Intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line where the infringement takes place in the penalty area).

*****The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench***

Rules of Expulsion (BLUE CARDS: 2 minute penalty)

- The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores - whichever comes first.
- The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
- The substitute cannot come on until the ball is out of play and he/she has a referee's consent.

Free Kick: (Indirect)

Wall: At least 3 yards away until the ball is in play

Ball in Play: After it has traveled the distance of its own circumference Time Limit: Kick must be taken within 4 seconds **Restriction:** Kicker cannot touch the ball again until it has been touched by another player

Corner Kick: Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over

- Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement
- Can score goal directly from a corner kick
- Players on opposing team must be at least 3 yards away from the point of the corner kick

Penalty Kick:

- Taken from the penalty mark on the mid-point of the 6-m-line.
- The kicker is to aim at goal, with the intention of scoring.
- All players must be out of the penalty area, and the players of the opposing team must also be at least 6 yards from the penalty spot.
- The kicker cannot play the ball a second time until another player has played it; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.

- Players on opposing team must be at least 3 yards away from the point of kick-in, free kick, and corner kicks.

Penalty Kick Shoot-Out:

- The main referee decides which goal to be used
- Coin tossed to decide order
- Five kicks to be taken by 5 different players selected from the 12 suited players
- Captain of each team announces these 5 to the main referee before the kicks are taken
- If two teams are still tied after 5 kicks, the additional kicks will be on a sudden-death basis by the rest of the players who have not kicked yet
- Players sent off during the match are not eligible to take these kicks
- Any eligible player may change places with his goalkeeper
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.
- Each team must choose 1 player (a female must be selected every third shooter); the overtime is a sudden death shootout. In COED league male or female players can shoot in any order (1st, 2nd, 3rd shooter)

Forfeit(s):

Consequences for lateness will occur accordingly: 5 min late = 1 goal added to opposing team, 10 minutes late another goal added to opposing team (0 – 2). Anything after 10 minutes will result in a 3-0 forfeit unless opposing coach agrees to play out the remainder of the clock, the late team still with goal deficit.

League Standings

Standing will be determined by the following:

1. Total Points
2. Head 2 Head Result between teams
3. Goals Against
4. Goals Difference
5. Goals Scored
6. Coin Toss