

NAV Adult Futsal League Rules 2019

Game Play:

When the ball goes over a touchline:

- You will place the ball on the line and kick it in to restart play. No throw-ins.
- You have 4 seconds to kick the ball back into play or the other team is given possession of the ball
- Opposing players must be behind the black dash marks until the ball is kicked

When the ball goes over the end line:

- The goalkeeper will pick up the ball and throw-it in
- The GK must be inside the black arc (No place-kicks or drop-kicks)
- Keeper has 4 seconds to release the ball or the other team takes possession of the ball on the nearest arc with an indirect kick
- Players receiving the ball must be outside the black arc

Restarting the play:

- When the ball is restarted after a goal, opposing players must be behind the yellow line (2m back)
- All restarts (and kickoffs) can

Substitutions:

- Substitutions are done on the fly, (time does not stop)
- Players leaving the court must be completely off before another player may step onto the court
- Substitution zone (marked in black tape on the touchline) is the only area that players may enter the court
- Players leaving the court, may exit the court on any part of the touchline on the team-side or the end lines
- If players enter the court before the exiting player leaves, a yellow card will be shown to the entering player

Goalkeepers:

- Keepers only have four seconds to control (hands or feet) the ball on their half of the court
- Once it touches an opposing player the 4 seconds restarts for the Keeper
- Keepers do not have a time limit while they are on the opposing half of the court
- If a keeper maintains control of the ball for more than 4 seconds, the other team takes control of the ball at the infraction spot with an indirect free-kick
- Keepers must have a different color shirt from each team
- All keeper throw-in's are indirect
- Keepers are allowed to slide in the keeper arc if they are contesting for a ball

6th Foul:

- Accumulative fouls are taken from the first and second half of regulation time (OT resets foul accumulation)
- Every foul will contribute to the cumulative foul count
- The 6th foul will result in a penalty kick from the 9m penalty spot (unless it is in a goal scoring opportunity)

- After the 6th foul, each foul accumulated will result in a penalty kick

Roster and Player Rules:

- Teams must have 3 original (rostered) players to start league recognized game
- You may pick up as many as 2 players to help your team
- Players must be from within the league, (no outside/guest players allowed)
- Player helping will not be allowed after week 6 due to playoff implications
- Rosters must be finalized on the 4th week of play, no players may be added (See NAV staff for exceptions)
- Players must have valid payment and valid waiver to be eligible to play

Timing, Forfeits, and mercy rule:

- Games start on time
- There is a 5 minute grace period that the referee can give as a time for more players to arrive
- After the grace period, the game clock will start, when enough players show up, the teams will play for the remaining time
- A forfeit occurs when a team is unable to field 3 rostered players, after 10 minutes from the official start time
- Scores for a forfeit result in an 8-0 loss
- If a team is winning by a margin of 10 goals, they will be cut off from scoring until the other team can narrow the margin. (I.e. 10-0, 11-1, 12-2, etc.)

Conduct:

- Players are responsible for their own words and actions
- Each team has a designated Captain that is expected to dissolve issues developing on their team
- Captains will be the point of contact for issues and special league communications
- Referees are there to help maintain control of the game and to call fouls/penalties when they arise
- Referees are to be treated with respect and their decisions are upheld in the game
- Respect should be showed even if you disagree with the referees call
- Players that play in an unsafe manner, show dissent toward referees or other players, or continue to disrupt game play will be removed from the league for the season (or longer) without a refund
- Yellow cards are only a warning and players do not need to step off unless the referee requests them to leave
- Red cards shown by the referee mean the player must stop playing for that game and also the next game

Contact:

Futsal is a non-contact sport.

Players must adjust their style of play to be aware of foul accumulation and futsal rules (not the same as soccer rules).

The following are illegal plays in the game of Futsal:

- Slide tackling (or in proximity to other players)
- Obstruction
- Plays from behind
- Kicking or attempting to kick a player
- Tripping
- Holding an opponent
- Pushing an opponent
- Straight arms are not allowed when defending players

Playoffs:

- Top 4 teams will go to the playoffs
- 1v4 (winner to play in championship game)
- 2v3 (winner to play in championship game)
- 5v6 will be a fun consolation game

NOTE: These rules have been modified for this league. Some of the rules may need to be changed during the season for the safety and fairness of the game. If this is done all Captains will be notified and asked to inform their team.