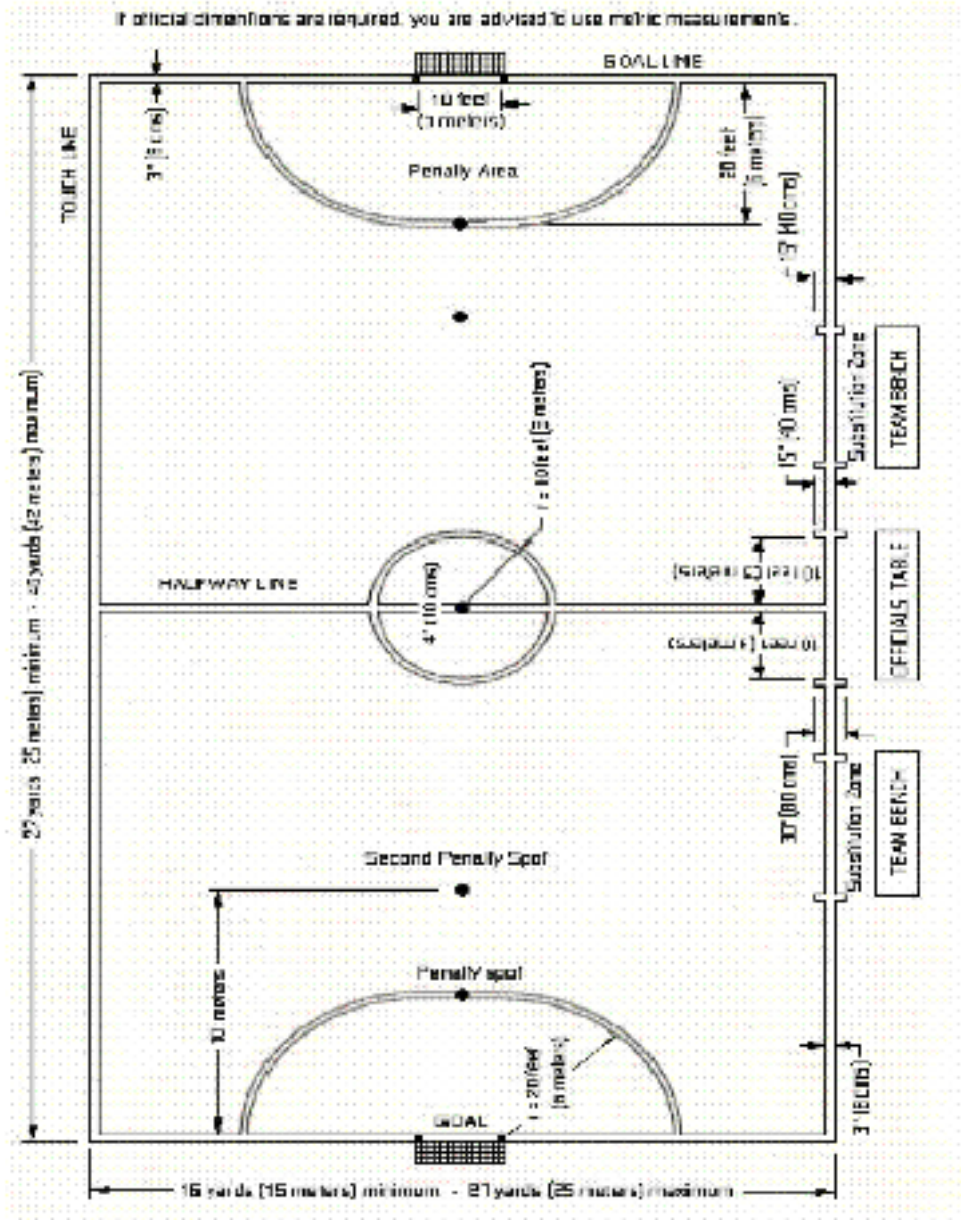


DEC 2009; USFF Laws of the Game (LoTG) apply unless modified by the following **Rules of Competition**. They apply to **SMYS FAST** games at Kings Christian Academy and to **SMYF** games at St. Mary's College.

LAW I - The Playing Court

The court dimensions and markings at St. Mary's College and Kings Christian Academy are as close as possible to the Futsal Laws.



LAW II - The Ball

Size: #4 for all ages

Material: Leather or other suitable material (i.e., not dangerous)

LAW III - Number of Players

- Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 3, one of whom shall be a goalkeeper
- Maximum Number of Substitutes: 5
- Substitution Limit: None
- Substitution Method: "Flying substitution" (all players but the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent) To amplify USSF LoTG, a player must leave court in the substitution zone before the substitute may enter court.

LAW IV - Players' Equipment

Usual Equipment: shirts, shorts, socks, protective shin-guards and footwear with non-marking rubber soles. To amplify USSF LoTG, no jewelry is permitted.

LAW V - Main Referee

Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other ungentlemanly behavior, allow no others to enter the court, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.

Position: The opposite side of the player benches

LAW VI: Second Referee (N/A)

LAW VII - Timekeeper

At St. Mary's College, Referee will seek a volunteer from the spectators.
At Kings Christian Academy, Referee will keep time.

LAW VIII - Duration of the Game

Duration: Two equal periods of 25 minutes continuous clock. No stoppage if ball is out of play. Time shall be extended only to take a penalty kick.

Half-time: Maximum of 5 minutes

One 1-minute time out per half is allowed. No timeout allowed during the final 2 minutes of the game.

LAW IX - The Start of Play

Procedure: Team listed as the home team will kick off; opposing team positioned at least 5 yards from center spot. The ball is in play once it has been kicked forward and moves; kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half. The kick-off is an **indirect free kick** (IFK), so no goal may be scored on a kick-off.

LAW X - Ball in and out of Play

Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: kick-in on the touch line closest to that point the ball hit the ceiling).

Lines: Touchlines and goal lines are considered inside the playing area.

LAW XI - Method of Scoring

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means). A player may only score after touching the ball on their own offensive side of the court. A player **may not** score from their defensive half of the field.

LAW XII - Fouls and Misconduct

Direct free kick (DFK) is awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in the penalty area)(For defending team fouled in their own half's penalty area, DFK is taken from anywhere in the Penalty Area) :

1. kicking or attempting to kick an opponent
2. tripping an opponent
3. jumping at an opponent
4. charging an opponent in a violent or dangerous manner
5. charging an opponent from behind
6. striking, attempting to strike, or spitting at an opponent
7. holding an opponent
8. pushing an opponent
9. charging an opponent with shoulder (i.e., shoulder charge)
10. sliding at an opponent (i.e., sliding tackle) Per USFF, GK allowed to slide tackle inside Penalty Area provided it is not careless, reckless or with excessive force
11. deliberate handling the ball (except goalkeeper)

Indirect free kick (IFK) is awarded when any of the following 9 offenses are committed (kick taken from the 6-meter line (Penalty Area Boundary) when infringement takes place in penalty area):

1. dangerous play (e.g. attempting to kick ball held by goalkeeper)
2. impeding the goalkeeper from releasing the ball
3. goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch court or any player)
4. goalkeeper picks up or touches with his hands a kick-back pass
5. goalkeeper picks up or touches with his hands a kick-in from a teammate
6. goalkeeper controls the ball with any part of his body for more than 4 seconds
7. impeding

8. any other reason for offenses in Law XII

NOTE: ALL actions by the keeper after controlling the ball with the hands shall not have the ball go over the halfway line in the air. This includes a goal clearance throw, control after a shot, or drop kick. If the keeper receives the ball with the feet, the keeper can kick over the halfway line. If the keeper controls the ball with the feet, drops the ball to the feet, dribbles once or twice and then kicks over the halfway line, that is considered circumventing the intent and is not allowed. Remember, the GK only has 4 seconds to possess the ball in the half.

9. goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Players shall be cautioned (i.e., shown yellow card) when:

[Two minute penalty shall be assessed, substitute allowed]]

- a substitute enters the court from an incorrect position or before the player he is substituting for has entirely left the court
- dissent
- a player persistently infringes the Laws of the Game
- a player shows dissent with any decision of the referee
- a player is guilty of unsporting behavior

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the 6-yard line when the infringement takes place in penalty area).

- delaying the restart
- failure to respect the required distance on a restart

Players shall be sent off (i.e., shown the red card) for:

- (a) serious foul play
- (b) violent conduct
- (c) insulting, offensive or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding denying a clear goal opportunity by a foul (e.g. through a "professional foul")
- (f) intentionally denying a clear goal opportunity by deliberately handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); Indirect free kicks, for (c) and (d) (from the 6-yard line when the infringement takes place in the penalty area).

Rules of Expulsion:

- The player sent off is out for the rest of the game, and is not even permitted to sit on the reserves' bench, but must leave the court area.
- The team of the player sent off can substitute for that player after 2 minutes of

playing time or after the opposing team scores -- which ever comes first.

-The 2-minute punishment shall be checked by the timekeeper or the referee if there is no timekeeper.

-The substitute may not enter the court until the ball is out of play and the referee has given consent.

LAW XIII - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 yards away until the ball is in play
- Ball in Play: After it has been kicked and moves
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker may not touch the ball again until it has been touched by another player

LAW XIV - Accumulated Fouls

Accumulated fouls refers only to all the Direct Free Kick fouls mentioned in Law XII (a through k (1 to 11)). Once a team has accumulated 5 fouls during a half starting from the 6th foul, to offended team will take a direct free kick (penalty kick):

- defensive team shall not be allowed a defensive wall
- infringements committed within 10 meters of the goal line shall be punished with a direct free kick from the point of infringement or the Second Penalty Spot (Kicker's Choice); infringements committed from 10 meters or further from the goal line shall be punished with an direct free kick from the Second Penalty Spot.
- fouls accumulated in the second half continue to accumulate into extra time.

Procedure:

- The kicker is identified and places the ball on the appropriate spot. Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line and 5 yards from the penalty shot spot.
- The goalkeeper shall remain on the goal line until the ball is kicked.
- The kicker must take a shot on goal, with the intention of scoring.
- The kicker shall not play the ball a second time until it has been touched by another player.
- NOTE: If the infringement is an IFK foul and took place in penalty area, the indirect free kick is to be taken on the 6m line at the spot nearest to where the infringement occurred.

LAW XV - Penalty Kick

- To be taken from the penalty mark on the mid-point of the 6m line.
- The kicker must take a shot on goal, with the intention of scoring.
- All players must be out of the penalty area, behind the kicker and all players must also be at least 5 yards from the penalty spot.

- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XVI - Kick-in

- To be taken in place of the throw-in.
- The ball is placed on the touch line and stationary before kicking. Note: Setting the ball stationary is sometimes tricky. If the player tries earnestly to set the ball and due to the irregularity of the ball or the floor it still moves, let the ball be kicked in without penalty.
- The kicker's foot not kicking the ball must be on or outside the touchline; if it crosses the touchline all of the way into the court, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds after control of the ball at the kick in location; if it is not, the kick-in is given to the opposing team. Note: OK for anyone to take the kick in once it is set. Just need to observe the 4 seconds to get it into play. Ball must be placed with the hand for all kick ins and kick off.
- The kicker may not play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 yards away from point of kick-in.
- Cannot score directly from a kick-in.

LAW XVII - Goal Clearance

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws the ball into play.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.
- The ball may not go over the halfway line on the fly. Prior to going over the halfway line, the ball must touch another player or touch the court or go out. Penalty is an indirect free kick for the opponents at the halfway line.

LAW XVIII - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, ball is given to the opponent at the corner
- Must be taken within 4 seconds; failure to do so entails a kick in to the opposing team from the corner mark.
- The kicker may not 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.
- Players on opposing team must be at least 5 yards away from point of the corner kick.
- Can score goal directly from a corner kick.