

PrimeTime Sports – Winter 5v5 Rules

Revised 3.7.2016

General Rules

For all ages, there are 4 field players and a Goalkeeper (GK), 5v5. The minimum number of players required to start or continue a match is 3, one of whom must be designated as GK. GK must wear a shirt or mesh scrimmage vest that is a different color than the players on BOTH teams. The "home" team wears their white or lighter colored jerseys (or mesh scrimmage vests). All player jerseys must have a permanent or securely-taped number. If tape is loose and/or peeling away from jersey, referee will remove player from the field. Spectators are NOT to sit on the same sideline as the teams. For the safety of all players, the doors to the field are to remain closed during matches.

- 20-minute halves with a 1-minute half time break. Halftime is meant to be an opportunity for players to get a drink of water and switch ends of the field, not a detailed coaching sessions
- Like outdoor soccer, fouls result in direct free kicks (DFK) and violations result in indirect free kick (IFK)
- No offside
- Kick-ins from the sidelines (touch lines) instead of throw-ins
- Goal Clearance (throw by GK) instead of goal kicks
- Kick-ins and other free kicks must be taken within 4 seconds
- Opposing players must be at least 5 yards away from the ball when kick-ins and free kicks are taken
- Goals can be scored by shots taken on either end of the field, provided not scored directly from IFK

Substitutions

Free substitutions are made "on the fly". A player can only enter the match in the substitution areas marked by their respective benches, and a player may only enter a match after the player they are replacing has left the field. Failure to do so results in a caution and an IFK taken from where the ball was situated when the match was stopped to caution the player.

Kick-offs

Opposing players must be 5 yards away from the ball until the ball is put in play. The ball may be kicked in any direction. A goal may NOT be scored directly from a kick-off. The "home" team kicks off to start the first half and the "away" team kicks off to start the second half.

Corner Kicks

Taken by the offensive team if last played over the goal line by the defensive team. Kick is taken at the point where goal line and sideline meet (at corner). Opposing players must be 5 yards away from the ball until the ball is put in play. A goal MAY be scored directly on a corner kick.

Kick-ins

A ball played out over the sideline 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. Opposing players must be 5 yards away from the ball until the ball is put in play. The referee will give a visual count with his hand. If the ball hits the ceiling netting, a kick-in is taken at the closest point on the nearest touchline, running parallel to the goal line. Kick-in's are indirect, so a goal may NOT be scored directly from a Kick-in.

Goal Clearances ("Dead" ball)

When the offensive team puts the ball over the end line and out-of-play, the other team gets the ball. The GK must put the ball in play within 6 seconds of retrieving it by throwing it (no punting, no drop-kicking) back into play. Opposing team must stay out of penalty area during a goal clearance. The GK may not touch ball again until another player touches it. Goal Clearances (like kick-in's) are indirect, so a goal may NOT be scored directly from a Goal Clearance.

Fouls and 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. Free kicks are awarded as either direct or indirect following the same guidelines as outdoor soccer. Fouls resulting in a direct free kick (DFK) are counted by the referee.

Sending Off Fouls (Red Card)

Like outdoor soccer, examples include denying an obvious goal scoring opportunity by handling the ball (except the GK in their own penalty area) or denying an obvious goal-scoring opportunity by fouling an opponent moving toward the goal. A player sent off cannot re-enter the match. Depending on the reason for the red card, referees may or may not have the player removed from the playing area. The team of the red carded player will play one man short for two minutes. Substitution for the ejected player is allowed after 2 minutes, regardless of the number of goals scored by either team.

Fouls resulting in a Direct Free Kick (DFK) that are counted in team foul count

- 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
- Holding an opponent
- Spits at an opponent
- Handling the ball (except the GK in their own Penalty area)

Upon a team's 6th DFK foul in a half, and each additional DFK fouls within the half, the opposing team is awarded a penalty taken from the penalty kick mark. The defending team may NOT build a wall to block a penalty kick. The GK must remain on the goal line until the penalty kick is taken. The player taking the penalty kick must be clearly identified and the player taking the penalty kick must make an attempt at the goal. All other players from both teams must be on the other side of the halfway line until the penalty kick is taken.

Sliding is allowed if, in the opinion of the referee, no opponent is nearby. A player may slide to intercept or direct (shoot) the ball. No foul results.

For a slide that the referee believes to be dangerous to an opponent, but no contact is made, a dangerous play foul should be called. The result would be in an IFK. This applies to both field players and GKs. For slides that result in contact, at least a DFK should be called. Players may receive yellow or red cards for slides with contact that are careless, reckless, or with obvious intent to injure.

The GK is allowed to slide within their penalty area. If GK's slide makes contact outside of the penalty area, a foul should be called if the slide was dangerous or contact is made. Players and coaches should note, in general, if you slide tackle near a player, assume a foul will be called.

For instances where GK makes a save of a "live" ball that is still in play, the GK has 6 seconds to put the ball into play, but may release the ball to their own feet and dribble. Also, after the save of live ball, the GK may score directly from their throw. GKs may NOT punt nor drop-kick a live ball.

Indirect Free Kicks (IFK)

Opposing players must be 5 yards away from the ball until the ball is put in play. Teams MAY shoot at the goal on an IFK. If the ball goes directly into the goal on an IFK without touching an opponent or a teammate, then a goal will NOT be awarded. Rather, it will result in a Goal Clearance. IF THE BALL TOUCHES A TEAMMATE OR OPPONENT (INCLUDING THE GK) BEFORE ENTERING THE GOAL, THEN A GOAL WILL BE AWARDED.

Example: A team is taking a kick-in and they shoot at the goal, the coach of the defending team should remind their GK not to touch the ball. On an IFK, if the defending GK makes contact with the ball and the ball goes into the goal, a goal will be awarded.

Goalkeeper (GK) Restrictions

GKs may throw the ball in the air across the midfield line. Passing to your own GK is allowed, as long as the GK plays the ball with their feet. If the GK uses their hands on a ball deliberately played to them by their teammate, it will result in an IFK from where the ball is touched by GK hands.

Overtime in Tournaments or League Championship matches

If a Quarter-Final, Semi-Final, Final, or 3rd Place match ends in a tie, there will a penalty kick shootout to determine the winner. The "home" team shoots first.

Each team will get to pick 3 shooters of the players on the field when the match ended for Round 1. If still tied after 3 shooters, each team will get to designate any 5 shooters (including any of the first 3 shooters) for Round 2. In Round 2, the shoot out will be "make-miss". If the home team shooter scores and the away shooter immediately after misses (or vice versa), then the match is over. If still tied after Round 2, the teams can designate 5 new or same shooters for Round 3, which will be "make-miss", like Round 2.

Player Eligibility

All players must be registered and insured with US Club Soccer through KYCK

- At every game, teams must have proof that all players are registered with US Club Soccer. We will accept US Club Soccer Official Roster, US Club Soccer Player ID Card, and/or US Club Soccer Player Loan Form
- NTSSA player forms are NOT VALID
- Players must meet the January 1 – December 31 age group requirements
- Players may “play up” to an older division, but may not play in a younger division
- U5 players may play in U6
- Girls may play in boys divisions, boys may NOT play in girls divisions
- Players may play on multiple teams with the required paperwork and if the teams are NOT in the same skill division on the same weekend.
- Players may play on teams in two different age groups as long as the player is age eligible for both divisions

Example: Billy was born November 2006 (U9). He plays on FC Dallas 07B North team in U9B Bronze division.

- a. Billy may NOT play on another team in U9B Bronze
- b. Billy may play on a team in U9B Silver or U9B Gold with required paperwork
- c. Billy may play on a team in U10B with required paperwork
- d. Billy may NOT play on a team in U8B

*If you have any questions about these rules, please see the on-site league or tournament officials or email us at **soccer@primetimesportz.com***