

RCF House Rules 5 v 5

OVERVIEW (The Basics):

- 1) Play for FUN! This isn't the World Cup and we all have to get up and work tomorrow!!!
- 2) Very little physical contact. You can't "get the ball" and hit the body. Remember, this is futsal not outdoor soccer. Absolutely no "shoulder tackles".
- 3) Almost all kicks are direct! Obstruction and kick-ins from the sidelines are indirect. Everything else is direct except some keeper infractions.
- 4) You can pass back to the keeper, but keeper cannot pick up the ball.
- 5) Fouls inside the goal area are direct from the 6 meter spot with no wall. Opposing players must be 5 meters from ball and behind ball.
- 6) Direct kicks outside the box. All opposing players must be 5 meters back. A wall is allowed.
- 7) Penalty kicks after 6th foul (beginning with 7th foul) are taken from 10 meter spot. Opposing players must be 5 meters from ball and behind ball (no wall). Player must take shot on goal. Keeper doesn't have to be on line, only 5 meters from ball.
- 8) 3 goal maximum for any player in a coed game.

Number of Players

- Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 3
- Coed requires at least 2 women on the field at all times (excluding the goalie)
- Adult league players must be at least 15 years of age. Referee may disallow any player he/she feels is not safe due to size or skill level
- Recommended 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 Referee consent) Exiting player must be off the court before substitute can enter.

Players' Equipment

Same colored shirts (if both teams have same color jerseys, home team must switch colors), shorts, socks, protective shin-guards and footwear with rubber soles. (NO cleats allowed). Goalie jersey must be a color different from that of field players on both teams.

Referee

Duties: Enforce the 5v5 House Rules, 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, acts of violence, or repeated disregard for House Rules. The Referee will

allow no others to enter the pitch, and will stop game to have injured players removed, and keep time for the match.

Duration of the Game

- Duration: Two equal periods of 24 minutes on a running clock with a 2 minute halftime.
- No time outs.

The Start of Play

The visiting team kicks off to start the first half, home team kicks off to start second half. Opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch the ball again before someone else touches it. Play is restarted with a kick off by the defending team after a goal is scored. All kickoffs are direct kicks.

Coed

No restriction on who takes any kicks. No player (Male or female) may score more than 3 goals in any one game. Two women must be playing on the field at all times. Goalie does not count as a field player. If a woman is playing goalie, there must still be two MORE women playing in the field.

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 the Referee; when the ball hits the ceiling (restart: indirect kick-in from center line).
- Lines: Touchlines and goal lines are considered inside the playing area.

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). **The Referee tracks a maximum 7 goal differential.** No limit on the number of goals that a single player can score in Men or Women's leagues. (Coed is limited to 3 /player/game).

Fouls and Misconduct

Direct free kick awarded for the following (penalty kick awarded when infringement takes place in the penalty area):

- kicking, tripping, holding, pushing, charging, striking an opponent
- jumping at an opponent
- spitting at an opponent
- holding an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)

Indirect free kick awarded (wall allowed 5 meters back) when any of the following offenses are committed (kick taken from the 6-meter line when infringement takes place in penalty area)

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or another player)
- goalkeeper picks up or touches with his hands a back pass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds

Cautionable Offenses

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

- a 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 5v5 House Rules
- player shows dissent with any decision of the Referee
- player is guilty of unsportsmanlike conduct

The above 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area. A wall is allowed 5 meters back from the spot of the ball).

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

- (a) serious foul play
- (b) violent conduct
- (c) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- (d) intentionally impeding a clear goal opportunity in the penalty area by handling the ball
- (e) foul or abusive language
- (f) spitting on an opponent
- (g) second instance of cautionable offense (i.e., second yellow card)

Any of the above results in an indirect free kick (wall allowed 5 meters back) unless inside the penalty area. The above fouls committed inside the penalty area are taken as a direct kick from the 6 meter spot (no wall allowed).

Rules of Expulsion:

- The player sent off (shown a red card) is out for the rest of the game, will be issued a minimum two game suspension, and is not permitted to sit on the player bench
- 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 substitute cannot come on until the ball is out of play and the player has the referee's consent

Free Kick:

- Wall: At least 5 meters 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

Accumulated Fouls:

Beginning with the 7th team foul in any game (fouls do NOT reset at the half), the opposing team is awarded a direct penalty kick from the 10 meter spot with no wall. All players except the goalie must remain behind the ball until it is played. Player must aim at the goal with the intention of scoring. Goalie must be at least 5 meters from ball (does NOT have to remain on their line).

Tactical Fouls:

A tactical foul is any deliberate foul within the last minute of the match designed to prevent a goal scoring opportunity or intentionally delay the game in hopes of running out the clock. If a deliberate tactical foul is committed in the last minute of a game, in addition to cautioning the offender, the referee shall award the fouled team a penalty kick from the 6 meter mark

Penalty Kick:

- To be 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 5 m from the penalty spot
- The kicker shall not play the ball a second time until it has been touched by another player or the goal structure

Kick-in:

- Taken at point where ball crosses the touch line by opponent of team that last touched the ball
- The ball is placed on the touch line (MAY BE MOVED IN A REASONABLE DISTANCE) before kicking
- Kicker has 4 seconds to put ball in play; violation of this rule results in a turnover
- The kicker cannot play the ball a second time until it has been played by another player
- Players on opposing team must be at least 5 m away from point of kick-in
- Players cannot score directly from a kick-in

Goal Clearance:

- To be taken in place of goal kick
- From inside the penalty area, the goalkeeper throws the ball into play
- Goal keeper cannot throw the ball over the halfway line unless it touches the pitch or another player first (Indirect free kick from center line to restart 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.

Corner Kick:

- Taken by offensive player when ball crosses goal line when last touched by defensive player

Ball placed within 2' of the corner nearest where ball went out of play. If ball is misplaced, the corner kick is taken over

- Must be taken within 4 seconds; failure to do so entails indirect free kick by the defending team from the corner mark
- The kicker cannot play the ball a second time until it has been touched by another player or the goal structure
- Players on opposing team must be at least 5 meters away from point of the corner kick
- Players CAN score goal directly from a corner kick