



# WYOMING FUTSAL LEAGUE

## LEAGUE FORMAT & RULES OF PLAY

### TEAMS/ EQUIPMENT:

**Game Format:** 5 players per side, 4 field players plus GK; minimum of 3 players to start or continue play.

**Teams:** Rosters and player cards will be verified by the referee at each game. Team rosters shall not exceed 10 players.

**Team Officials:** Only 4 Technical Area staff (coaches, managers, trainers etc.) are allowed per roster, and only 4 may be on the team bench at any time. Each adult must have an adult pass that matches the roster.

**Uniforms:** A youth team's uniform should be consistent with each other. Each player from the same team must be in the same uniform (jersey, shorts, and socks) at their match. Uniform numbers must be a minimum of six inches in size and shall be affixed to back of the jersey. Duplicate numbers not permitted per team.

**Goalkeeper:** Jersey colors are to be distinguished from other player uniform colors, and to be numbered.

**Home Team:** Team listed first in the schedule will wear light colored jersey. Visiting team listed second will wear dark colored. No jewelry may be worn (medical alert bracelet/necklace approval by the referee).

**Equipment:** Shin guards are mandatory for all players. Indoor flat soled soccer shoes must be worn. Players are not to wear wet soccer shoes into the facilities as we need to keep the playing surfaces clean and dry.

**Goals:** Wyoming Soccer Association (WSA) will provided the required Futsal Goals, some locations will allow the goals to be stored onsite.

**Futsal Ball:** (limited bounce) futsal balls should be used and will be provided by WSA.

**Game Ball:** Home team is responsible for providing the game ball. Do not bring outdoor balls into the facilities. They are not allowed for warm-up. Only low-bounce Futsal balls are allowed.

### GAME/ COURT:

**Game Time:** The match lasts two equal periods of 25 minutes, with a 5-minute half time.

**Clock:** There is a running clock; there is no overtime, injury time, or stoppage time.

**Court:** Playing field will be close to the FIFA Futsal suggestion as possible. Playing on a regulation basketball court, playing field dimensions will be at the discretion of the referee.

**Obstruction:** If the ball contacts the ceiling, basketball hoop, or other object, the team that did not touch the ball last restarts play with a kick in from the nearest point on the touchline.

**Team Warm Up:** There are no guaranteed warm up time on the court before the start of the game. Teams should enter the field as soon as pervious game is complete to warm up, and to be prepared to play.

**Team Bench:** Teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

**Spectators:** Are not allowed in the area between courts 1 and 2 during the game.

**Referees and Scorekeepers:** One certified referee shall be present during the match. The referee will record the scores and report them to WSA for 12-U and older Divisions. Abuse of referees in any form will not be tolerated. Players or spectators violating this rule will be asked to leave the facility.

**Incorrect Scores:** Coaches do not need to sign the game card, post-game. Only coaches may submit a report of incorrect scores to WSA within two business days after scores/standings are posted. Scores will be verified by the referee, and both coaches.

**Rules of the Game:** Wyoming Futsal League (WFL) will use official Futsal FIFA Rules, and Regulations Laws of the Game.

## RULES OF PLAY

### **KICKS AND Off SIDES:**

**Kick-Off:** Guest Team kicks off first; first touch can't go backward. No scoring from kick-offs.

**Kick-Ins:** No throw-ins, only kick-ins; ball to be placed at exit location/ the corner and must not be rolling. A goal cannot be scored from a kick in. If ball goes into the goal without being touched first, it is a goal clearance.

**Place-Kicks:** Out of bounds and obstruction calls result in indirect kicks. Physical infractions result in direct kicks. Defensive walls are permitted for all place kicks other than penalty shots.

**4 Second Rule:** Place kicks, and goalie decisions must be made in 4 second (Referee's count).

**3 Yard Rule:** Opponent allows for 3 yards distance from kick-ins, indirect kicks & corner kicks.

**Side Tackling:** NOT PERMITTED during Futsal League games. Keepers can slide to block a shot, but should not make contact with opposing player.

**Off Sides:** There are no offside in Futsal.

### **SUBSTITUTIONS:**

**On the Fly:** All substitutions are on the fly this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.

**Substitute Zone:** The substitution zone is situated on the same side of the playing court as the teams' benches, directly in front of them. This is where the players enter and leave the playing court for substitutions.

**Match Entrance:** Substitute may NOT enter the court until the player being substituted for has left the court at the team's substitution zone

**Unlimited Subs:** There is no limit to the amount of substitutions that can be used in each game.

### **GOALKEEPER**

- o Must wear a different color shirt. The goalkeeper may wear long pants and/or other padding as deemed safe by the game referee.
- o May receive a kick-in directly.
- o May score directly with his/her feet during the run of play.
- o **May only touch/receive the ball once per team possession.**
- o May throw the ball directly across the half-way line.
- o May not punt or drop-kick the ball; (ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- o **May not possess the ball for more than four seconds in his/her own half.**
- o A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.

### **FOULS AND MISCONDUCT**

- o Any team using an *ineligible player(s)* in a game will forfeit the game to the opponent by a score of 3-0. The team will not be allowed to continue to play in the current WFL League.
- o Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he/she is shown a red card.
- o Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- o Player ejected from a match may continue to sit in the technical/ bench area unless removed by the referee for continued inappropriate behavior once they have been sent to the bench. Players must remove their game jersey for the remainder of the match.
- o Any coach rostered to more than one team in the league who is ejected shall sit out a minimum of the next scheduled match of the team with which the ejection was awarded. If that team is no longer participating in the WFL, the coach will serve their suspension with the next team they are coaching.

## LEAGUE GUIDELINES

### **CONCUSSION PROTOCOL**

- o Wyoming Soccer Association [Concussion Procedure and Protocol](#) will be followed.
- o Players in the 10U Divisions are prohibited from deliberately *heading the ball*. If a player deliberately heads the ball, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line from the nearest point to where the infringement occurred.

### **FORFEITED GAMES**

- o If a team fails to show for a scheduled game, the referee shall allow a 7-minute grace period. After the 7 minutes, if the team has not yet arrived or does not have enough players to field a team (3), the game will be forfeited. The game will be tallied as a 3 to 0 loss for the forfeiting team/ 3 to 0 win for opponent.
- o Teams forfeiting a match will not receive a refund on their registration fee.

### **GAMES CANCELLED BY OPPONENTS**

- o If an opponent cancels a game or does not show for the game, the other team may use the scheduled game time for their use. There are no refunds for games cancelled by opponents.
- o If the opponent canceled or did not show up; please notify WSA within two business days of the scheduled game date.
- o If a team **must** cancel, *call/email WSA* as soon as possible so we can notify the referees, and give the other team notification. Cancelling a game not only short-changes your team, but your scheduled opponent.
- o Games cancelled by teams will not be rescheduled

### **RESCHEDULES**

At the time of registration, each team may enter team conflicts into the registration system before the registration deadline. If the team manager/coach does not enter conflicts, no reschedules will be made.. WSA will schedule 3 games for each team during a WFL League Weekend event. **Games Cancelled by Facilities;** WSA reserve the right to postpone or cancel games at any time for any reason such as bad weather or facility problems. WSA plays games in all weather, and only cancels games if the facility cancels. Cancellations are very rare events, so teams should plan on playing. If games are cancelled, reschedules are not guaranteed, and refunds for cancelled games will not be provided. WSA will attempt to reschedule cancelled games, but cannot guarantee those games can be rescheduled. We only can reschedule games if the facilities have available times to reschedule them. If we reschedule games due to the above, you will not be asked ahead of the rescheduling process if you are available for the makeup game. Your team will be given a makeup game time, and if you cannot make that, we will not reschedule.

### **ADULT VOLUNTEER VERIFICATION**

Wyoming Soccer Association (WSA) requires that each adult working within the youth program have submitted and passed a WSA Adult Background Check (processed every two years). All adults working with youth (coach, manager, chaperone, administrator) will submit a background check application in the GotSoccer coach account to be processed by WSA. The adult applicant will also complete the online Safe Sport Training provided through WSA.

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