



LAKE NONA

## ADULT FUTSAL RULES AT XL SOCCER WORLD LAKE NONA

### TIME

THERE ARE TWO PERIODS OF 25 MINUTES.

THE CLOCK WILL RUN CONTINUOUSLY. IF DESIRED THERE WILL BE A 1-MINUTE TIME OUT ALLOWED PER TEAM, PER HALF. THE CLOCK WILL RUN DURING TIME OUTS.

BETWEEN THE TWO PERIODS THERE IS A BREAK OF 5 MINUTES.

### NUMBER OF PLAYERS

THERE ARE 5 PLAYERS FOR EACH TEAM ON THE COURT, ONE OF THEM MUST PLAY AS GOALKEEPER

THERE IS A MAXIMUM NUMBER OF 12 PLAYERS THAT CAN BE USED EACH MATCH. SUBSTITUTIONS ARE UNLIMITED AND ON-THE-FLY.

THE SUB-IN PLAYER MUST WAIT OUT UNTIL THE COURT PLAYER EXITS THE COURT.

### FOULS

ALL DIRECT FREE KICKS COUNT AS ACCUMULATED FOULS. A DIRECT FREE KICK IS AWARDED FOR KICKING, TRIPPING, CHARGING, JUMPING, PUSHING, STRIKING, TACKLING, HOLDING, SPITTING, AND DELIBERATE HANDLING.





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**INDIRECT FREE KICKS, SUCH AS PLAYING DANGEROUSLY AND IMPEDING, DO NOT COUNT AS ACCUMULATED FOULS.**

**A TEAM IS WARNED BY THE REFEREE WHEN THEY COMMIT FIVE ACCUMULATED FOULS IN A HALF. THE FOULS WILL CLEAR AT THE END OF THE FIRST HALF.**

### **FREE KICKS**

**TAKEN FROM THE SPOT OF THE INFRINGEMENT OR ON THE LINE OF THE PENALTY AREA NEAREST THE INFRINGEMENT (INDIRECT ONLY). ALL OPPONENTS MUST BE AT LEAST 5 M AWAY FROM THE BALL. THE KICK MUST BE TAKEN WITHIN FOUR SECONDS, OR AN INDIRECT KICK IS AWARDED TO THE OTHER TEAM.**

### **KICK FROM THE SECOND PENALTY MARK**

**AWARDED WHEN A TEAM COMMITS 6 OR MORE ACCUMULATED FOULS IN A HALF.**

**OPPONENTS MUST BE BEHIND THE BALL & THE GOALKEEPER MUST BE AT LEAST 5 M AWAY.**

**GOALKEEPERS CAN BE ACTIVE (MOVE FROM THEIR LINE) TO DEFEND PENALTY KICKS FROM THE SECOND PENALTY MARK ONLY.**

### **PENALTY KICK**

**PENALTY KICKS ARE TO BE TAKEN 6M FROM THE CENTER OF THE GOAL FOR FOULS INSIDE THE GOAL KEEPER'S AREA. THE KICKER OF THE PENALTY IS ONLY ALLOWED TO TAKE TWO STEPS IN THE RUN UP TO TAKING THE KICK.**





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### SLIDE TACKLES

SLIDE TACKLES ARE NOT PERMITTED; HOWEVER PLAYERS CAN SLIDE TO STOP THE BALL FROM GOING OUT OF BOUNDS OR TO INTERCEPT A PASS.

IF PLAYERS SLIDE TO TACKLE AN OPPONENT, THEN THIS WILL RESULT IN A FOUL FROM WHERE THE SLIDE STARTED.

### CARDS

A CAUTION CAN BE SHOWN FOR UNSPORTING BEHAVIOR, DISSENT, FAILURE TO RESPECT THE DISTANCE ON A RESTART, EXCESSIVE DELAY OF A RESTART, PERSISTENT INFRINGEMENT, OR INCORRECTLY ENTERING/LEAVING THE FIELD OF PLAY. A PLAYER OR SUBSTITUTE CAN BE SENT OFF FOR SERIOUS FOUL PLAY, VIOLENT CONDUCT, SPITTING, ILLEGALLY DENYING AN OBVIOUS GOAL-SCORING OPPORTUNITY, ABUSIVE LANGUAGE, AND RECEIVING A SECOND CAUTION.

SENT-OFF PLAYERS ARE EJECTED FROM THE GAME AND THEIR TEAM MUST PLAY SHORT FOR TWO MINUTES OR UNTIL THE OTHER TEAM SCORES A GOAL.

### GOALKEEPER

WHEN IN POSSESSION OF THE BALL, THE GOALKEEPER HAS 4 SECONDS TO GET RID OF THE BALL. IF THE BALL IS KEPT TOO LONG, THE REFEREE WILL GIVE AN INDIRECT KICK TO THE OTHER TEAM.





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### GOALKEEPER PASS-BACK RESTRICTION

ONCE THE GOALKEEPER HAS RELEASED THE BALL EITHER BY KICKING OR THROWING, PLAYERS ARE ALLOWED TO PASS THE BALL BACK TO THE GOALKEEPER A MAXIMUM OF 2 TIMES. AFTER THAT, THE BALL MUST DO ANY OF THE FOLLOWING BEFORE THE GOALKEEPER CAN TOUCH THE BALL AGAIN:

- GO OUT OF BOUNDS
- BE TOUCHED BY AN OPPONENT PLAYER
- CROSS THE HALF-WAY LINE

THE SANCTION FOR VIOLATION IS AN INDIRECT FREE KICK. IF THE BALL IS PASSED BACK TO THE GOALKEEPER, THE GOALKEEPER MUST NOT USE HIS/HER HANDS.

### KICK-IN

A KICK-IN IS USED INSTEAD OF A THROW-IN. THE PLAYER MUST PLACE THE BALL ON THE TOUCHLINE AT THE SAME PLACE THE BALL WENT OUT OF PLAY. THE BALL MUST BE STATIONARY AND THE KICK-IN MUST BE TAKEN WITHIN 4 SECONDS FROM THE TIME THE PLAYER IS READY. DURING KICK-IN, OPPONENTS MUST STAND AT LEAST 5 M FROM THE BALL. IF FOUR SECONDS ELAPSES OR AN ILLEGAL KICK IS TAKEN, THE REFEREE WILL AWARD A KICK-IN TO THE OTHER TEAM. PLAYERS ARE NOT ALLOWED TO SCORE DIRECTLY FROM A KICK-IN, THE GOAL IS VALID ONLY IF SOMEONE ELSE TOUCHES THE BALL BEFORE IT ENTERS THE GOAL.





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### **GOAL CLEARANCE**

A GOAL CLEARANCE IS USED INSTEAD OF A GOAL KICK. THE GOALKEEPER MUST THROW THE BALL WITH THEIR HANDS, AND IT MUST LEAVE THE PENALTY AREA WITHIN FOUR SECONDS. IF GOAL CLEARANCE IS TAKEN ILLEGALLY THE GOALKEEPER MAY RETRY, BUT THE REFEREE WILL NOT RESET THE CLOCK. IF FOUR SECONDS ELAPSES, THE OTHER TEAM GETS AN INDIRECT KICK ON THE PENALTY AREA LINE.

### **CORNER KICK**

THE BALL MUST BE PLACED INSIDE THE ARC NEAREST TO THE POINT WHERE THE BALL CROSSED THE GOAL LINE, AND THE OPPONENT MUST STAND ON FIELD AT LEAST 5 M FROM THE CORNER ARCH UNTIL THE BALL IS IN PLAY. THE CORNER KICK MUST BE TAKEN WITHIN 4 SECONDS OF BEING READY OR ELSE A GOAL CLEARANCE WILL BE AWARDED TO THE OTHER TEAM. THE BALL IS IN PLAY WHEN IT IS KICKED AND MOVES.





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### REFEREES

THERE WILL BE TWO REFEREES: ONE (FIRST REFEREE) IS POSITIONED ON THE TOUCHLINE NEAR THE TIMEKEEPER TABLE AND COMMUNICATES WITH THE TIMEKEEPER, WHILE THE OTHER (SECOND REFEREE) IS IN THE OPPOSITE SIDE OF THE FIELD.

### HOUSE RULES AT XL LAKE NONA

1. ONCE THE SCHEDULE IS SET AND SENT OUT, TEAMS MUST ACCEPT THE TIMES OF THE GAMES. IF A TEAM DOES NOT SHOW FOR THE GAME TIME SET, THAT TEAM WILL FORFEIT. IF YOU REQUEST A RESCHEDULE, PLEASE CONTACT [GRACE@XLSPORTSWORLD.COM](mailto:GRACE@XLSPORTSWORLD.COM)
2. GAMES WILL START AT THE DESIGNATED TIME. IF THE TEAM IS NOT PRESENT, THAT TEAM WILL HAVE 5 MINUTES AFTER THE DESIGNATED TIME TO BE THERE. IF NOT, THAT TEAM WILL FORFEIT. A FORFEIT COUNTS AS A 10-0 LOSS.
3. PLAYERS CANNOT PLAY ON 2 DIFFERENT TEAMS IN THE SAME LEAGUE. PLAYERS CAN ONLY PLAY ON THE TEAM ROSTER THAT WAS REGISTERED AT THE BEGINNING OF THE TOURNAMENT. ROSTERS ARE FROZEN AT PLAYOFFS.
4. ALL PLAYERS MUST SIGN THE XL SOCCER WORLD WAIVER AND BE ASSIGNED TO THE TEAM ROSTER WITH AN ACTIVE MEMBERSHIP.





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5. UNIFORMS OR SAME COLOR SHIRTS ARE MANDATORY FOR ALL TEAMS. GOALKEEPERS MUST WEAR A DIFFERENT COLOR SHIRT FROM THE REST OF THE TEAM.
6. ANY FIGHTS BEFORE, DURING OR AFTER THE GAME WILL AUTOMATICALLY RESULT IN A FORFEIT FOR THE TEAM AT FAULT, PLAYERS CAN BE SUSPENDED AND POSSIBLY BANNED FROM THE LEAGUE.
7. LEAGUE FEES NEED TO BE PAID FOR IN ADVANCE.
8. THERE ARE NO OFFSIDES IN FUTSAL.
9. NO SLIDE TACKLES ARE ALLOWED; HOWEVER, PLAYERS CAN SLIDE TO KEEP THE BALL IN-BOUNDS.
10. GOALKEEPERS ARE ALLOWED TO SLIDE INSIDE THE BOX
11. DURING PLAYOFFS, IF THE GAME IS TIED, THERE WILL BE PENALTY KICKS RIGHT AFTER THE GAME IS OVER. NO EXTRA TIME IS ALLOTTED. PENALTY KICKS ARE SUDDEN DEATH.
12. IF THE BALL TOUCHES THE CEILING THE BALL IS CONSIDERED OUT OF BOUNDS. THE BALL MUST BE RESET FROM THE SIDELINE AS A KICK-IN FOR THE DESIGNATED TEAM.