

808FUTSAL HOUSE RULES

{HYSA-specific rules highlighted}

1. Games will be conducted under FIFA LOTG 2014-15 as modified:

- a. Equipment - Players on same team must wear same color uniforms (shirts, shorts, and socks), shinguards, and footwear with flat soles (no turf shoes or cleats allowed). The uniform of the goalkeeper must be a distinctly different color from that of his team, the opposing team, and the referee(s). Home team changes color in case of conflicting colors. All players, including goalkeepers, must wear numbered jerseys, and no two players on a team may have identical uniform numbers.
- b. All teams will use an 808Futsal game ball. 12U and below will use a size 3 ball. When implemented, 13U and above will use a size 4 ball.
- c. A match may not start if either team has fewer than 3 players, or continue if either team drops below 3 eligible players who are able to play.
- d. 20 minute halves with running clock. In the absence of a third referee or assigned timekeeper, the referee will be the sole timekeeper. No stopping the clock.
EXCEPTIONS:
 - An unusual event, e.g., a lengthy injury stoppage. Continue the game if time permits and will not impact the next scheduled game on that pitch. Otherwise, the game will be rescheduled).
 - For HYSA-affiliated games, each team is allowed one 1-minute timeout per half. For all other games, timeouts are allowed only when a timekeeper is present.
- e. The half time interval shall not exceed 5 minutes.
- f. Slide tackling or shoulder charging is NOT allowed. Restart is a direct free kick/penalty kick for the opposing team. The goalkeeper may slide to block the ball in his own penalty area. Allow goalkeeper slides where the slide begins in the penalty area, but momentum carries the goalkeeper out of the penalty area and no other offense (e.g., handling, tripping, etc.) occurs.
- g. Referees will visually display the 4 second count for all restarts, except kick-offs, penalty kicks, and drop balls.
- h. In case of a tie during playoff games, the game will go straight to kicks from the penalty mark (best of 3/1-and-1). For special occasions/tournaments, the House may decide to implement overtime periods.

i. Special rules for youth games:

- 1) Cards should not be shown to players/substitutes in 10U and younger divisions, and offenses are not required to be included on the game report. For cardable offenses in those divisions, see table below:

Offense	Player	Substitute
VC, OIAL	Offender is removed from the pitch and the bench; team plays short for 2 minutes or until opponents score a power play goal	Offender is removed from the pitch and the bench; team does not play short
DOGSO by a sub	N/A	Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team plays short for 2 minutes or until opponents score a power play goal
Any other send off offense	Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team plays short for 2 minutes or until opponents score a power play goal	Offender is removed from the pitch and may not re-enter until at least two minutes have elapsed; team does not play short
Any cautionable offense	Offender is removed from the pitch and may not re-enter until after play has been restarted	Offender may not enter the pitch until after play has been restarted

- 2) 11U and above divisions will play on a full pitch. 10 U and below will play on a half pitch
- 3) On a half pitch game, opponents must remain at least 3 yards away from any kicking restart. Penalty kicks will be taken from the penalty area line directly in front of the center of the goal. Kicks from the second penalty mark will be taken from the marked spot.
- 4) Deliberately heading the ball is not allowed for players in 12U and below divisions. If a player deliberately heads the ball, an indirect free kick should be awarded to the opposing team from the spot of the offense (moved out to the penalty area line if committed in the team's own penalty area). This does not apply to 12U and younger players playing up in a 13U or older division.

2. Items IAW LOTG, but provided for added emphasis:

- a. Kick-ins and kick-offs are indirect. In addition, goals against an opponent may not be scored directly by a ball thrown or hit intentionally with a goalkeeper's hand or arm from inside their own penalty area, including on a goal clearance (i.e., a goalkeeper may not score a goal by throwing the ball directly into an opponent's goal).
- b. Players have 4 seconds to put ball into play on all restarts, except kick-offs and penalty kicks, once the team is in possession of the ball and play is ready to be restarted ("within four seconds of being ready to do so"). Holding the ball off the floor DOES NOT delay the start of the 4 second count. Opponents must be at least 5 yards from the ball on all restarts, including kick-ins, except a kick-off or 10U and below (3 yards) and a drop ball.
- c. An indirect free kick is awarded to the opposing team if a goalkeeper commits the following offences:
 - 1) Controls the ball with their hands or feet in their own half of the pitch for more than four seconds. Shielding is considered to be control.
 - 2) After playing the ball, touches it again in their own half of the pitch after it has been deliberately played to them by a teammate without an opponent playing or touching it.
- d. If the ball hits the ceiling it will be placed on the touch line nearest to the place on the ground above which the ball hit the ceiling. The restart is a kick-in by the opponents of the player who last touches the ball.
- e. Substitutions must be done in the substitution zone and the substitute may not enter until substituted player is completely off the pitch. Failure to do so will result a yellow card to the offending player. If play is stopped for a substitution offense, the restart is an indirect kick for the opposing team from where the ball was when play is stopped.
- f. The goalkeeper may throw the ball over the halfway line.
- g. Starting with the 6th direct free kick foul (accumulated foul) committed by a team in each half, the opposing team will be awarded a direct free kick without a wall from the 2nd penalty mark (if the foul is committed in the area between the 2nd penalty mark and the penalty area, the kicking team may choose to take the kick from the spot of the foul). The kick MUST be a shot on goal and not a pass. Accumulated fouls reset at the second half.
- h. Red card rule: A red card to a player results in a two minute "power play" for the opposing team. A substitute may replace a

sent-off player and enter the pitch after two minutes of playing time have elapsed since the restart after the sending-off, or after the team with the greater number of players scores a goal, provided that they have the permission of the referee. See youth rules, above, for 10U and below procedures.

- i. In games where timeouts are allowed (i.e., all HYSA-affiliated games, and other games where a timekeeper is present), only the coach may call a timeout, and it may only be called when their team is in possession of the ball, and the ball is not in play. For adult games where a coach is not designated, only the captain may call a timeout. The clock will be stopped during the timeout. The referee will announce the beginning and end of the 1-minute time out period. No substitutions may be made until the timeout is over.
- j. Procedures during kicks from the penalty mark: Any eligible player may participate, including subs. Teams must have equal number of eligible participants, otherwise the team with higher number must assign participants that will not be taking the penalty kicks and inform the referee of the name and number of each participant excluded. Goalkeepers may be excluded as kickers, but still participate as goalkeepers.

3. 808Futsal administrative requirements:

- a. No more than four team officials are allowed in the technical area.
- b. Referees will obtain a game report form containing both teams' rosters from 808FUTSAL, and individual team rosters with players' pictures (when implemented) before the match. {If not implemented, e.g., High School league, use only the game report form.} For HYSA-affiliated games, use HYSA check in procedures (each team provides a game report form containing both teams' players, and player/coach passes displayed on a cell phone). During player check in, confirm all players and team officials are on both the game report and team roster. If a player is not on the team roster at check in, they will not participate in the game or be in the technical area.
- c. Players' and coaches' names may be written onto the 808FUTSAL game report form. Follow HYSA procedures for HYSA-affiliated games - NO WRITE-INS.
- d. Late arriving players/team officials MUST report in to the timekeeper/third referee. If no timekeeper/third referee, report to the referee. The clock will not be stopped while late arriving personnel are checked in.
- e. Roster size will be verified by referees and will be limited to no more than 12 players.

- f. Referees are required to complete/sign a game report form indicating the final score, as well as any game incidents involving players or substitutes (red and yellow cards), team officials, spectator misconduct, or serious injuries. For HYSA-affiliated games, referees should obtain coaches' signatures/initials on the game report form.
- g. Game report forms will be turned in to the timekeeper/front desk or to the director after the match. Ensure the House is notified of any sent off players/substitutes and dismissed team officials.
- h. Individuals receiving a red card/dismissal will sit out at least one additional match, with any additional suspension determined by the House and/or league. The suspension will be served at the next match(es) of the team involved in the send off incident. Affected individuals may not participate in ANY match for ANY team until the suspension has been served.
- i. For USSF-affiliated games only, any red card must be submitted to the SRA via a USSF Supplemental Game Report.
- j. Protests are not allowed. If a team believes an opponent used an ineligible player or team official, they may report that to the House for action.
- k. There is no guaranteed warm up time on the pitch before the start of the game. Teams should enter the pitch as soon as the previous game is complete, warmed up and ready to play.
- l. No spectators are allowed in the area between pitches 1 and 2 during the game.
- m. Teams may choose to switch benches between periods.
- n. If two teams tie in points, the division or pool winner or placement will be determined by goal differential, head to head result, goals scored, coin toss, in that order.
- o. Referees are responsible for ensuring the ball in use at the end of the game is returned to the ball bin.