

# STL METRO

## FUTSAL “FRIENDLIES”

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### LAWS OF THE GAME

- STL METRO FUTSAL will follow FIFA soccer rules for soccer in addition to special STL FUTSAL rule adjustments.

### STL METRO FUTSAL SPECIAL HOUSE RULES (adjusted from FIFA rules)

#### BALL IN AND OUT OF PLAY

- The ball is out of play when, in the opinion of the referee, the whole of the ball travels over the touch line or goal line.
- The ball is out of play when, in the opinion of the referee, it hits any obstruction over the playing field – ceiling, basketball hoops etc.

#### RESTARTS

- When the ball travels out of bounds, it is restarted by a kick-in. The player will have 5 seconds to play the ball in. If he/she cannot get the kick-in completed in that time, the ball is awarded to the opposing team.
- When the ball travels over the goal line, it is restarted anywhere within the goal box area.

#### PASSING BACK TO GOAL KEEPER

- The ball can be played back to the GK at any time for the GK to pick it up, or use his/her feet.
- The GK has 5 seconds to distribute the ball if he chooses to pick it up.

#### SLIDE TACKLING

- There is no slide-tackling.

#### SCORING

- If a team exceeds a 6 goal difference, the scores will not be posted on the time clock, but will be recorded in the standings..

#### COACHES

- A team can have two coaches and they must be listed on the roster

#### WARM UP and BENCH AREA

- Warm-Up Area: There is a designated visiting and home warm up areas for players
- Bench Area: Only rostered players and Coaches are allowed in the bench area.

#### NUMBER OF PLAYERS

- 5 players: 4 field players and a goalkeeper.
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### DURATION OF THE GAME

- Games will consist of (2) twenty minute halves minimum.
- READY TO PLAY: There is no half time. Teams will immediately switch sides at the half.
- A game is considered complete after one half.
  - INJURIES: In the case of injuries. Common sense will apply. A game may need to be cancelled if the injury is severe. In this case the game will be rescheduled if it is prior to the first half. And, it will be considered a new game.

### PLAYERS

#### Uniform

- All players must be in uniform tops that distinguish each team from each other. Numbers are not required.
- Coaches should carry extra uniforms in case a player forgets his or her outfit.

#### Shoes

- Indoor soccer shoes or any flat soled athletic shoe is sufficient. NO OUTDOOR CLEATED shoes.

#### Jewelry and Casts

- Leg and arm braces are okay to wear, but no metal can be showing and it must be padded.
- The cast must meet approval of the referee as well.
- No jewelry of any kind can be worn during regular play.

#### Shin Guards

- All players must wear shin guards or they cannot play.

**SUBSTITUTIONS**

- Substitutions are made “on the fly”
- Teams cannot substitute on fouls
- Teams can substitute for injury and after a goal is scored

**RESTARTS**

- All restarts are INDIRECT barring a Penalty Kick.
- Defensive players must be 10 feet from the ball when it is restarted.
- Offensive has 5 second to restart the play once the referee blows his or her whistle for the restart.