



## Linx Futsal Playing Rules

The Linx Futsal playing rules for the Linx Futsal Schools Competition have been adapted from the FA Futsal Fives Playing Rules of which have been approved by The Football Association.

Lincolnshire FA has tried where possible to maintain the ethos and integrity of Futsal within these playing rules. These adapted playing rules are only applicable to the Linx Futsal Schools Competition, and it is important for players and teams to note that in other Futsal competitions they will be expected to play to the full FIFA Futsal Laws of the Game.

### General rules

1. These are adapted playing rules specific to the Linx Futsal Schools Competition.
2. All players, including goalkeepers, must wear shin-pads at all times when on the pitch.
3. A player must not use equipment or wear anything that is dangerous to himself/herself or another player, including any kind of jewellery. Jewellery should be removed.
4. Players must wear appropriate flat-soled, non-marking footwear.

### Playing Squad & Substitutions

5. Five players may be on the pitch for each team at any one time, unless players have been dismissed from the pitch.
6. A team may consist of 12 players.
7. Substitutions can be made at any time during the game, and the number of substitutions is unlimited. A player that has been substituted may return to the pitch as a substitute for another player.
8. The player being substituted must leave the pitch via the substitution zone, which is the area in front of their team bench. The substitute can only enter the pitch once the player being replaced has left, and they must enter the pitch via the substitution zone.
9. A match may not start if a team has less than 3 players, and a match will be abandoned if a team has less than three players on the pitch.

### Duration of Play & Timeouts

10. The duration of the match shall be 10 minutes with no half time interval.
11. Games will play to a running clock, which means that the clock will not be stopped when the ball goes out of play or there is a stoppage in the game.
12. Timeouts are not permitted in this format of Futsal.

### Technical Rules

13. In order to restart the game after a ball has gone out of play the ball is kicked back into play from the touchline and from corners.
14. For kick-ins, free kicks, goal clearances and corner kicks the player in possession of the ball has 4 seconds to restart play which the referee will count with their fingers in the air.
15. For a kick-in, the player must have one foot on the touch line or behind it and the ball must be stationary.
16. A goal may not be scored directly from a kick-in.

17. From corners, kick-ins and free-kicks opponents must be a distance of at least 5 metres from the ball.
18. Goalkeepers are allowed to come out of the penalty area and players are allowed to go into the penalty area.
19. The goalkeeper is not allowed to control the ball with either hands or feet for more than 4 seconds in their own half.
20. A goal clearance must be thrown out and the goalkeeper cannot touch the ball again unless a member of the opposition has touched the ball or if the goalkeeper receives the ball in the opponents half.
21. If the ball touches the ceiling of the hall a kick-in will be awarded against the team who last touched the ball.
22. There is no offside in Futsal.

#### Fouls & Misconduct

23. Any foul committed will result in a direct free-kick to the opposition.
24. If a player is sent off then the team to which the player belongs must remain with 4 players until either two minutes have passed, or the opposition have scored a goal. The player that has been sent-off is not able to play in the remainder of the match.

#### The Referee

25. There will only be one referee per match, who will officiate the game.
26. Time will be kept by an additionally central time keeper with one whistle.