



KASL FUTSAL LEAGUE RULES

I. Rules

- a. Games shall be played under the applicable rules of the **US Futsal Laws of the Game** and House Rule modifications noted.
- b. House Rules
 - i. Time
 1. There are two periods of 20 minutes each with a maximum 5-minute halftime.
 - ii. Number of players
 1. There are five players for each team on the field; one must be designated as goalkeeper. Substitutions are unlimited and may not enter until the player has completely left the field
 - iii. Game Ball
 1. Size 3 (under 12 & below) & Size 4 (under 13 & above)
 - iv. Kick Off
 1. The kick off must go forward. You may not score directly from a kickoff.
 - v. Re-Start of Play
 1. All kicks-in must be completed within 4 seconds. The ball must be on the touch line or within 4 inches of the touch line and within 10 inches of where the ball crossed the touch line. The player taking the kick-in must have one foot on or behind the touch line. Opponents must be 5 yards from the ball during a kick-in and all other free kicks. Goals may not be scored directly from a kick-in.
 - vi. Accumulated Fouls
 1. Direct free kick fouls will be accumulated during each half of play. The sixth and all subsequent direct free kick fouls shall result in the opposing team having a direct free kick (no wall) from the second penalty spot. The kicker must try to score.
 - vii. Goalkeeper
 1. The goalkeeper may not touch the ball unless it is played into the defensive half or touched by an opponent in the defensive half. The goalkeeper may not touch the ball once he has released it from a goal clearance. The goalkeeper may play the ball with his hands in his own penalty area except if it is played to him by a teammate. The goalkeeper has no touch restrictions in his team's offensive half.
 2. The goalkeeper may not throw the ball across midfield in the air. Infringement of this rule shall result in an indirect free kick taken

from the second penalty spot. The defending team may set a wall. All other laws for a free kick shall be enforced.

viii. Corner

1. The ball must be placed on the line or inside the arc nearest to the point where the ball crossed the goal line. If the kick is not taken within the 4 second time limit, a goal clearance is awarded to the defending team. The ball is in play when it is kicked and moves.

ix. Send-Offs (Red Cards)

1. Any player receiving a red card during a match may not further participate in the match and is subject to a suspension of at least one match. Additionally, that player's team must play short for a period of two minutes. At the conclusion of the two-minute period that team may replace the player who was sent off. If a goal is scored against the team with the sent off player during the two-minute period, the team may immediately replace the sent off player.

x. Sliding/ Slide Tackling

1. Slide tackling is not permitted at any time. The referee shall stop play and award a direct free kick to the opposing team. A slide tackle committed by the defensive team in its own penalty area shall result in a penalty kick. The team committing the slide tackle will be assessed an accumulated foul.
2. Sliding in an attempt to prevent the ball from entering the goal shall be permitted, assuming, in the opinion of the referee, it is not dangerous. Any slide deemed dangerous by the referee shall result in an indirect free kick for the opposing team.
3. Any goalkeeper who slides/slide tackles outside the penalty area shall be subject to the above local rules as if he is a field player.

xi. Foul/ Abusive Language

1. If player shows dissent by word or action, they will receive a caution.
2. If player uses offensive, insulting or abusive language, they will be sent off and will not be able to participate in the next match.

II. Divisions

- a. All divisions shall be made up of 3 or more teams.
- b. Age groups may have more than one division depending on number of teams.
- c. Age groups will follow the US Youth Soccer Season Birth Year Guidelines.
- d. There shall be separate age groups for girls and mixed.
- e. Mixed teams shall not play in the girl's division.
- f. Teams can play up in age groups but cannot play in a division younger than their oldest player.
 - i. Teams playing up shall use the length of match and ball size for the age group they are playing in.

III. Determining the Division Champion

- a. The Mini Tournament will decide the Divisional Champion for each age group.
 - i. Seeding
 1. Teams will be seeded based on standings from the season.

2. If teams have the same records, the first tie breaker will be goals for.
 3. If the teams have the same goals for, the second tie breaker will be goals against.
 4. Third tie breaker, will be winner of head to head competition.
- ii. Tournament Rules
1. Format of tournament will be single elimination.
 2. Each game is 20 minutes, no half-time.
 3. Each team will get one time out.
 4. Players may only play on one team during the mini tournament.
 5. If game is tied at the end of regulation:
 - a. There will be 3 penalty kicks per team to decide winner.
 - i. If pk's are tied after the 3rd kicker, each team will go one and one until there is a winning team.

IV. Forfeits

- a. A team that forfeits a game will record a 0-1 loss for that game.
- b. Multiple Forfeits
 - i. If a team forfeits two or more games, they will be subject to ejection from the league.

V. Disciplinary Rulings

- a. Send offs
 - i. Any player who is red carded by the referee shall receive an automatic one game suspension.
 - ii. Coaches or team officials who are ejected shall receive an automatic one game suspension.
 - iii. All red card offenses will be review by the administrator and a ruling will be decided if offense will result in a multiple game suspension.
 - iv. Any coach or player that is sent off more than once will be subject to removal from the league.
- b. The referee's judgment is final.

VI. Rostering

- a. All players must be registered with Louisville Soccer Alliance, Louisville Soccer Club or the Kentucky Amateur Soccer League.
 - i. If a player is not registered with LSA or LSC they must register with the Kentucky Amateur Soccer League.
 - ii. Players will be checked periodically and if a player is not registered you will have to forfeit that game.
 - iii. Please make sure you submit players registration form before they step on the field.
- b. There are no limits to roster size.
- c. All registered players can play with any team in their specific age group or in an older age group during the season (excluding the mini tournament).
- d. Players are not permitted to play on younger teams at any time.
 - i. If a team plays overaged players, they are subject to ejection from the league without a refund.

VII. Team Responsibilities

- e. Team fees will be due in full before the start of your first game.
 - i. If your team fee is not paid by the 2nd week of games, you will forfeit all games until team fees have been paid in full.
- f. Players must have shin guards and they must be covered by socks.
 - i. Jewelry is not permitted.
- g. Teams are required to bring an alternate colored jersey to each game.
 - i. The home team (first team listed) will need to change if there is a color conflict.
- h. All coaches are responsible for the conduct of his/ her players, other team officials and spectators before, during and after the game, and shall instruct all of the above to behave in a proper and respectful manner.
- i. The coach is responsible for enforce suspensions to players or team agents.