
North Alabama *FUTSAL*

League Rules

~~May 28~~ September 20, 2018



P. O. Box 6882
Huntsville, Alabama 35813
(256) 651-8191

This document is updated on a periodic basis as rules, regulations, and operations change. North Alabama *FUTSAL* maintains a web site at www.nafutsal.org where you may review this document on-line, download an electronic version, or print a paper copy.

Recommended modifications should be made to the League Office at board@nafutsal.org or by calling the League President at 256-651-8191.



**Federation Internationale
de Football Association**



**United States
Futsal Federation**



**North Alabama
FUTSAL**

Revision History

Rev	Action	Date	Author	Description of Changes	Approval
1.0	Created	6 Feb 2014	Darrell Schmidt	Original	Not Required
1.1	Revised	25 Feb 2014	Darrell Schmidt	Clarified season/session; added limitation of playing on one team at a time; expanded definition of numbers on player jerseys; added co-ed division	Not Required
1.2	Revised	17 April 2014	Darrell Schmidt	Added definition to the co-ed division	Not Required
1.3	Revised	17 May 2014	Darrell Schmidt	Added specification of the youth divisions and further refined adult divisions plus dated two team requirements.	Approved
1.4	Revised	11 October 2014	Darrell Schmidt	Added definition of minimal indoor facility requirements, technical area occupants, half time interval, initial kickoffs, charging & slide tackling fouls, a youth GK foul and allowed tiebreaker methods. Changed Performance Bond amounts back to previous amounts.	Not Required
1.5	Revised	17 April 2015	Darrell Schmidt	In Section 3.1, Game Play, added yellow card for kicking ball into scoreboard, definition of Time Slots, and changed overtime procedures to two 3-minute periods.	Not Required
1.5	Revised	9 July 2015	Darrell Schmidt	Added that 2 yellow cards for kicking ball into scoreboard is also a send-off, but player does not sit out the next game. Added cut-off date for adding players to a team in a 6-team division. Added sections: — 3.4.7, Five-Team Divisions — 3.4.8, Six-Team Divisions	Approved
1.6	Revised	30 Sept. 2015	Darrell Schmidt	Added player add cut-off dates for 10-game sessions; changed Performance Bond amounts to new lower amounts.	Not Required
1.7	Revised	30 Nov. 2015	Darrell Schmidt	Corrected Performance Bond amount for U12 thru U15 teams.	Not Required
1.8	Revised	6 April 2016	Darrell Schmidt	Reduced maximum roster size to 14 (to conform to USFF) and changed to allowing adding players until the end of a session/season. Reworded related sentences to clarify. Updated correlated section on Player Transfers. Added Tables A, B and C to define an alternate way of operating the game clock.	Approved
1.9	Revised	3 June 2016	Darrell Schmidt	Deleted sentence limiting player transfers during the season; added cut-off dates for dropping players for 7 and 8 team divisions in an 8-week session; added specification of who changes when teams wear the same colored jerseys to a match; increased the length of the grace period for teams to arrive at games. Clarified that if just one YC or two YCs received in a single game is for kicking the ball into the scoreboard, the player does not sit out the next game.	Not Required
2.0	Revised	17 October 2016	Darrell Schmidt	Changed player registration year to calendar year; increased roster size for adult teams to max 20; updated wording on how to register players; corrected	

				add/drop cut-off dates for large divisions; added cap on per-game goal differential for maintaining team standings.	
2.1	Revised	15 November 2016	Darrell Schmidt	Added Club Pass capability to youth teams in section 2.2 Player Eligibility, 5. Club Pass	Approved
2.2	Revised	15 April 2017	Darrell Schmidt	Corrected Player Eligibility, section 2.2, points 1 and 2. Clarified add/drop rules in section 2.3.3. Updated per release of new Modifications to the LOTG by USFF in section 3.1. Added the legality of slide tackles by U15 and older players to section 3.1. Added USSF's heading the ball limitation to section 3.1. Added U15-18 (High School) division to section 3.4.1.	Not Required
2.3	Revised	8 September 2017	Darrell Schmidt	Regrouped youth age based divisions and added a middle school division; clarified age requirement for playing in the adult division; set maximum roster size back to 14 players for all divisions; adjusted and simplified the amounts of Performance Bonds; adjusted and simplified length of halves of games of the various player ages; added a "mercy rule" providing losing teams a legitimate method to end matches;	Approved
2.3	Revised	31 December 2017	Darrell Schmidt	Clarified slide tackle fouls in section 3.1, 10B; removed requirement on youth goalkeepers to stand on the goal line at the taking of kicks from the second penalty mark (section 3.1, 10C).<u>Records of older revisions to this document are at the end of this document.</u>	Not Required
2.4	Revised	28 May 2018	Darrell Schmidt	Added limitation on roster changes to section 2.1, 5; Added procedure for "club passing" a player to section 2.2 Player Eligibility, 5. Club Pass; Clarified how slide tackles are handled in section 3.1, 10, B; Added Accelerated Game Starts to section 3.1, 13; Added section 3.1, 15, injured referee replacement; Changed labels of youth divisions from the U99 format to the 99U format throughout; Numbered all tables and added List of Tables.	Not Required
<u>2.5</u>	<u>Revised</u>	<u>20 September 2018</u>	<u>Darrell Schmidt</u>	<u>Moved older Revision History records to the end of the document;</u> <u>Added maximum years allowed for youth players "playing up" to section 2.2, Player Eligibility;</u> <u>Added limitation to "club passing" a player to section 2.2 Player Eligibility, 5. Club Pass;</u> <u>Added Club Pass capability to adult teams in section 2.2 Player Eligibility, 6. Adult Club Pass</u>	

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1.0 North Alabama *FUTSAL* Overview

The North Alabama *FUTSAL* League is a youth and adult (amateur) indoor soccer league that services cities in North Alabama by organizing seasons, tournaments, camps, clinics and more. North Alabama *FUTSAL* exists to bring organized futsal games to North Alabama. It is the first permanent organization created with the initial sole purpose of facilitating standard futsal play in Alabama. North Alabama *FUTSAL* is a member of the United States Futsal Federation (USFF), which is an “Other Affiliated Member” of the United States Soccer Federation (USSF), which, in turn, is an affiliate of the Fédération Internationale de Football Association (FIFA). North Alabama *FUTSAL* and the games it sponsors are governed by the USFF and conducts itself within the guidelines of the USFF and its affiliations.

1.1 Executive Board

The North Alabama *FUTSAL* Executive Board members are listed on www.nafutsal.org, including positions of President, Director of Marketing, Director of Programs, Director of Education, Secretary/Treasurer/Registrar, and Manager of Assets. The Executive Board manages the league.

1.2 Referees

Futsal referees for league matches are USFF trained and certified and are assigned by a futsal referee assignor for North Alabama *FUTSAL*. Per FIFA, the referee’s decision on points of fact connected with play shall be final, so far as the result of the game is concerned.

2.0 Registration Process

2.1 Team Eligibility

1. Youth teams may be formed to include 8U players on each team through 18U players on each team. There are no outside participation limitations. Instead, it is expected that outdoor soccer teams form teams to play indoor soccer or futsal.
2. Adult teams may be formed with players 19 years old and older (or to turn 19 soon – see Section 2.2, Player Eligibility). Adult teams may not have more than two active college players on its roster during any one season/session. An active college player is defined as any player who has played on a college team during the current academic year. Players who have used up their college playing eligibility are not considered an active college player.
3. Each team and all of its players must be registered with USFF. An official USFF roster and individual player passes are required at each USFF sanctioned match.
4. Each team must have an officially designated team captain or manager to serve as the POC for the team.
5. Teams may make roster changes (drop/add players) not to exceed the maximum of 14 players before their first game of the season and after their second game. ROSTER CHANGES MAY NOT BE MADE BETWEEN A TEAM’S FIRST AND SECOND GAMES OF THE SEASON. After reaching the defined cut-off date in the current season/session (see section 2.3.3), teams may not drop players from the roster until the current season/session has been completed. Teams may continue to add players to their roster not to exceed the stated maximum above.

6. Misuse of the roster allows the league to deduct points from the overall standings and results in a (3-0) forfeiture of any games played with ineligible players.
7. The balance of a team's league fees, including a performance bond in escrow, is due no later than two weeks before the start of a season/session.
8. Returning teams must roster a minimum of 50% of the previous season/session's roster to be considered an existing team. If the new roster is under the 50% minimum, the team must drop out of the league and re-enter as a new team, if space is available. This rule may be waived at the league's discretion.

2.2 Player Eligibility

1. Each youth player shall be between 8 years old (8U, formerly U9) or younger (meaning "playing up" in the 8U division) and 18 years old (18U, formerly U19). Each youth player's age shall be equal to but not greater than the age of their division sometime during the calendar year containing the end of the playing season. This is the case unless a young player is "playing up" and is younger than the team's age, which is allowed. Youth players are allowed to play up a maximum of 2 years. On the next page, table 2.2 covers all birth years contributing to 8U through 18U divisions as well as 12-14U (MS) and 15-18U (HS) divisions.
2. Each adult player shall be at least 19 years old or turn 19 sometime during the calendar year containing the end of the playing season. Players younger than this may be allowed to play in the adult division with a signature on an expanded player agreement by a parent or legal guardian.
3. Any outstanding debts owed by a player or team to North Alabama *FUTSAL* from a previous season/session must be paid before registration can be completed.
4. A player may be a member of one league team at a time. Players may transfer from one league team to another team during the season/session.
5. Club Pass

All youth teams playing in the North Alabama *FUTSAL* League have the ability to allow registered players to move between teams within their own club. Like a "Hall Pass" in grade school, Club Pass allows playing on a different team from his/her registered team. This is also called Club Passing a player and the player is called a Club Passed Player. Club Passed Players may play up in age or at same age, but are limited to being Club Passed to only one other team per day. So a player will be allowed to play at most one additional game per day over the normal schedule of games via Club Passing. More definition for the Club Pass:

- a. A team may Club Pass a maximum of 4 players up
- b. A team may Club Pass a maximum of 2 players laterally
- c. No player may be Club Passed down
- d. Once a game has started, no more players may be Club Passed to either team.

PROCEDURE: Before the kick-off that starts a match, to Club Pass players:

1. The coach writes the name(s) of the player(s) to be Club Passed on the team roster that will be given to the referees.
2. Along with the player passes shown to the referees for the players on the team about to play, the coach also shows the player pass(es) of the Club Passed Player(s).

Note: Since the official team roster containing the registrar’s signature has been temporarily modified by hand for a particular match, it becomes necessary to show player passes, which contain the registrar’s signature, of the players being Club Passed.

Table 2.2 – Birth Year / Season Matrix

Seasons:	2017/18	2018/19	2019/20	2020/21	2021/22	2022/23	2023/24	2024/25 *
Birth Year								
2017								8U
2016							8U	9U
2015						8U	9U	10U
2014					8U	9U	10U	11U
2013				8U	9U	10U	11U	12U and 12-14U (MS)
2012			8U	9U	10U	11U	12U and 12-14U (MS)	13U and 12-14U (MS)
2011		8U	9U	10U	11U	12U and 12-14U (MS)	13U and 12-14U (MS)	14U and 12-14U (MS)
2010	8U	9U	10U	11U	12U and 12-14U (MS)	13U and 12-14U (MS)	14U and 12-14U (MS)	15U and 15-18U (HS)
2009	9U	10U	11U	12U and 12-14U (MS)	13U and 12-14U (MS)	14U and 12-14U (MS)	15U and 15-18U (HS)	16U and 15-18U (HS)
2008	10U	11U	12U and 12-14U (MS)	13U and 12-14U (MS)	14U and 12-14U (MS)	15U and 15-18U (HS)	16U and 15-18U (HS)	17U and 15-18U (HS)
2007	11U	12U and 12-14U (MS)	13U and 12-14U (MS)	14U and 12-14U (MS)	15U and 15-18U (HS)	16U and 15-18U (HS)	17U and 15-18U (HS)	18U and 15-18U (HS)
2006	12U and 12-14U (MS)	13U and 12-14U (MS)	14U and 12-14U (MS)	15U and 15-18U (HS)	16U and 15-18U (HS)	17U and 15-18U (HS)	18U and 15-18U (HS)	
2005	13U and 12-14U (MS)	14U and 12-14U (MS)	15U and 15-18U (HS)	16U and 15-18U (HS)	17U and 15-18U (HS)	18U and 15-18U (HS)		
2004	14U and 12-14U (MS)	15U and 15-18U (HS)	16U and 15-18U (HS)	17U and 15-18U (HS)	18U and 15-18U (HS)			
2003	15U and 15-18U (HS)	16U and 15-18U (HS)	17U and 15-18U (HS)	18U and 15-18U (HS)				
2002	16U and 15-18U (HS)	17U and 15-18U (HS)	18U and 15-18U (HS)					
2001	17U and 15-18U (HS)	18U and 15-18U (HS)						
2000	18U and 15-18U (HS)							
1999								
Seasons:	2017/18	2018/19	2019/20	2020/21	2021/22	2022/23	2023/24	2024/25 *

* Winter/Summer Season Pairs

** The format #U means that age and younger, e.g. 8U means 8 years old and younger

6. Adult Club Pass

All adult teams playing in the North Alabama FUTSAL League have the ability to use registered players from other registered teams to avoid a team from having to start a game with only 3 or 4 players and to increase the enjoyment of playing futsal. Like a "Hall Pass" in grade school, Adult Club Pass allows playing on a different team from his/her registered team. This is also called Adult Club Passing a player and the player is called an Adult Club Passed Player. The team from which an Adult Club Passed Player comes is called a Passing Team and the team receiving Adult Club Passed Players is called a Receiving Team. More definition for the Adult Club Pass:

- a. A team must have a minimum of 3 of their own players present and able to start the match to consider Adult Club Passing players. If a team does not have the minimum of 3 players to start the match as specified in the FIFA Futsal Laws of the Game, they must forfeit the match. Adult Club Passing players is not for teams with only 1 or 2 players present.
- b. Adult Club Passed Players may be players from the opposing team or players from another adult team registered in the current year. Adult Club Passed Players may be from teams in the same division or from teams in a less competitive division. No player may be Adult Club Passed "downward" onto teams in a less competitive division.
- c. A team may Adult Club Pass a maximum of 2 players to reach the equivalent quantity of players as their opponent's quantity of starters or to reach a full team of five (5) players, whichever is less.
- d. No team may Adult Club Pass players to have more players than their opponent or to add substitutes to their team prior to kick-off.
- e. Once a game has started, no more players may be Adult Club Passed to either team.
- f. Once player(s) have been Adult Club Passed and the game started, they will be allowed to play the entire game, if they chose to, even if there are late arriving players for the Receiving Team. (This is the only way an Adult Club Passed Player may become a substitute.)
- g. Similarly, once player(s) from the opposing team have been Adult Player Passed and the game started, if there are late arriving players for the Receiving Team (or for any reason), the Adult Club Passes Players may continue playing on the Receiving Team or they may move back to the Passing Team, but only during a timeout by either team, during halftime, during the break before Extra Time or during the break between the two periods of Extra Time.

PROCEDURE: Before the kick-off that starts a match, to Adult Club Pass players:

1. The team captain writes the name(s) of the player(s) to be Adult Club Passed on the team roster that will be given to the referees.
2. Along with the player passes shown to the referees for the players on the team about to play, the team captain also shows the player pass(es) of the Adult Club Passed Player(s).

Note: Since the official team roster containing the registrar's signature has been modified by hand for a particular match, it becomes necessary to show player passes, which contain the registrar's signature, of the players being Adult Club Passed.

2.3 Team/Player Registration

Starting a new team and renewing an existing team follow the same procedures. Team registration is done before each season/session. First a team registers as a team. Next, individual players are identified and registered.

2.3.1 Team Registration Filings and Fees

To register a team, the individual organizing/forming the team should submit a team registration form that identifies the team point of contact and remit the team registration fee as identified on the N. A. Futsal website. The team registration form is posted on www.nafutsal.org.

2.3.2 Player Registration Filings and Fees

To register players on a team, the individual organizing/forming the team should either submit a player registration form that lists all of the players on the team and remit the player registration fee as identified on the North Alabama *FUTSAL* website or register all of the players on the team and pay the player registration fees online at youthleaguesusa.com. The player registration form is posted on www.nafutsal.org. The process of player registration also produces player passes.

2.3.3 Adding/Dropping Players During the Season

Players may be added to a team following the start of a season/session throughout most of the season/session but players may be dropped only up to a defined cut-off date. The cut-off dates are defined below for 8-game and 10-game sessions.

Table 2.3.3(A) – Cut-off Dates for Dropping Players in an 8-game Session

Division Size (Qty of Teams)	Cut-off Date
4	The day of the 6 th match, which immediately precedes semi-final and final matches
5	The day of the 4 th match, which immediately precedes when teams begin to play each other a second time
6	The day of the 5 th match, which immediately precedes when teams begin to play each other a second time
7	The day of the 6 th match, which immediately precedes when teams begin to play each other a second time

Table 2.3.3(B) – Cut-off Dates for Dropping Players in a 10-game Session

Division Size (Qty of Teams)	Cut-off Date
5	The day of the 8 th match, which immediately precedes semi-final and final matches

6	The day of the 5 th match, which immediately precedes when teams begin to play each other a second time
7	The day of the 6 th match, which immediately precedes when teams begin to play each other a second time

When adding players to a team during the season/session, the player registration form and fee must be turned into the registrar 72 hours prior to the next game or the addition must be made in youthleaguesusa.com 48 hours prior to the next game in order to be eligible to participate in the next game. The paperwork for adding players to a team may be delivered by mail, by e-mail, or by dropping it off at the registrar's house or other agreeable location. Payment is due at the time of the registration request.

2.3.4 Team Performance Bond

Table 2.3.4 – Performance Bond Amounts

Team Age	Bond Amount *
8U thru 11U	\$50.00
12U thru 15U	\$75.00
16U thru 18U	\$100.00
12-14U (MS)	\$75.00
15-18U (HS)	\$100.00
Adult (amateur)	\$100.00

* If you do not have this amount already in escrow

Each team is required to post a performance bond, a.k.a. forfeit bond, which is usually refundable at the end of the season/session. If a team fails to appear at the time of the scheduled game (a no-show), refuses to participate or leaves without participating (a walk-off), the team loses the performance bond. If a team appears and participates in all scheduled games, the performance bond may be refunded or left for a future season/session.

For each no-show and walk-off, the performance bond will be used to cover unavoidable costs of preparing to host the game and the team will not be allowed to play subsequent games until the performance bond is replenished. If the league is notified in sufficient time to cancel a game, the performance bond will remain untouched.

2.4 Player Pass Replacement

From time to time, a player's pass may be lost or in need of replacement.

2.4.1 Simple Replacement

If the player has been registered within the current playing year, a new pass may quickly be issued after the captain submits a request by phone, e-mail or in person to the League Registrar. Be prepared to provide the League Registrar with the player ID. A \$5 replacement fee must be secured before the replacement is complete.

2.4.2 Player Pass Re-Issue

If a player has been registered in the past but not within the current playing year, the player must re-register as a new player. The player must re-register as a new player and pay the USFF registration fee to the League Registrar or directly in youthleaguesusa.com. The League Registrar will issue the player a new player pass and possibly a new identification number.

2.5 Player Transfers

Once a player is registered on a team, all transfer rules apply until the end of the fiscal year, more specifically, the end of the summer season. The only time a transfer form or fee is not needed is between the end of the summer season and the start of the winter season. This is when USFF goes through the yearly registration process. The maximum roster size in section 2.1, paragraph 5 always applies to the “receiving” team in a transfer but the restriction on dropping players does not apply to the “giving” team.

If a player transfers from one existing USFF registered team to another existing USFF registered team, the following steps must be followed.

1. A transferring player must obtain a Player Release from his prior team. An email to the League Registrar or signed player release from the releasing team captain of the player can be used.
2. The releasing team captain must provide the transferring player’s player pass to the registrar or the new team captain.
3. A \$5 check, payable to North Alabama *FUTSAL*, must be made as the transfer fee.
4. The new captain then sends the transfer form and the check to the League Registrar.
5. The League Registrar makes the change in the USFF database and then prints the player a new pass and new team rosters to reflect the transfer.

The League may choose to step in if a releasing team captain is unresponsive to transfer requests or if the releasing team is no longer in the league.

3.0 Game Schedule, Game Play & Standings

3.1 Game Play

FIFA Futsal rules apply for all North Alabama *FUTSAL* matches. The following list contains North Alabama *FUTSAL*-specific rules over and above the standard FIFA rules. For questions concerning play, refer to FIFA’s Laws of the Game (www.fifa.com).

1. Indoor Facilities: Futsal games are intended to be played indoors or “de sala”. The following specify requirements of those indoor facilities.
 - A. Indoor games shall be played on flat, smooth and non-abrasive surfaces only, preferably made of wood or artificial material surfaces (concrete or tarmac should be avoided). No indoor artificial turf surfaces will be used.
 - B. The minimum height of ceilings of facilities in which games are played shall be four (4) meters.
 - C. The minimum distance from perimeter lines, i.e., touchlines and goal lines, and facility off-court obstacles such as walls and bleachers is two (2) meters.

2. Each home team (listed first on schedules) is responsible for the game balls – size 3 for 11U and younger games, size 4 for all else. (This is added by USFF.) North Alabama *FUTSAL* marks the pitches and secures the goals & nets.
3. Each team has a six-minute grace period to appear and reach the minimum required quantity of players per the futsal LOTG to start a game. If a team does not appear or reach minimal players within this grace period, it will forfeit the game by a score of 3-0. At the referee's discretion, the referee may allow the game to be played after the grace period, if the late team subsequently reaches minimal players, but will deduct time from the game in order for the game to be completed in the designated time slot. In this situation referees are required to notify the teams of any time adjustment prior to kickoff.
4. Per FIFA Law 4, team uniforms are required including shirts, shorts, socks, shin guards, and footwear. North Alabama *FUTSAL* requires that a distinct number between 1 and 99 within a team appear on the back of each player's jersey at least six inches in height and, optionally, on the front (jersey or shorts) with the same number, which shall be at least 4 inches in height, contrasting with the jersey color, and be clearly visible. Goalkeepers follow the same requirement but may display their player number only on his/her shorts instead. In the case of teams wearing the same or very closely colored uniforms to a match, the home team shall be responsible for making a uniform change to distinguish their players from visiting players.
5. Teams must submit a non-returnable copy of the team roster with jersey numbers to the referee crew prior to the start of the match.
6. In addition to substitutes, a technical area may be occupied by only one coach, one assistant coach, one team manager, and one trainer.
7. Each team will have unlimited substitutions and re-entries. Substitutions may be made by both teams during the run of play via their substitution zones provided the exiting player has completely exited the pitch prior to the substitute entering. Regarding injury substitutions, refer to the FIFA Laws of the Game.
8. The half time interval shall be limited to five (5) minutes. Teams swap benches at half time to locate their substitutions in front of their own goals.
9. Initial kick-offs of games shall be taken by the teams whose goals are closest to the main entrance to the area containing the futsal court.
10. The following futsal rules are very important in ensuring safety of players:
 - A. Players may not deliberately charge other players, including shoulder to shoulder charging.
 - B. In 13U and younger divisions and in the 12-14U (MS) division, players may not slide tackle to take possession of the ball away from another player, except goalkeepers while inside their own penalty areas. Slide tackles at this age level by field players and goalkeepers outside their penalty areas will be equated to kicking or attempting to kick an opponent. (This is added by USFF.) Additionally, slide tackles performed recklessly will be cautioned. Slide tackles performed with excessive force or with complete disregard to the opponent's well-being will result in sendoffs. (This is standard FIFA Futsal LOTG.) The same limitations on slide tackles apply to 14U and older divisions, to the 15-18U (HS) division and to the adult (amateur) divisions except the perfectly clean slide tackle will be viewed as only Dangerous Play – not kicking – and result in an Indirect Free Kick for the opponents. (This exception is

- added by North Alabama *FUTSAL*.) In any division, if a player slide tackles the ball near no one or without anyone in possession of the ball, no foul nor misconduct.
- C. In 11U divisions and below, players may not deliberately head the ball. (This is added by USSF. ASA specifies 10U, but NAFL is limiting 11U and younger because of the slightly heavier futsal ball.)
11. In 13U divisions and below, goalkeepers may not throw the ball beyond the halfway line from their penalty area from both a goal clearance and during the run of play. (This is added by USFF.)
 12. Since North Alabama *FUTSAL* rents basketball courts, players who kick the ball wildly and hit the basketball scoreboard or shot clock will be cautioned for unsporting behavior. A player who kicks ball wildly and hits the basketball scoreboard or shot clock twice in one game will be cautioned a second time and sent off.
 13. Since North Alabama *FUTSAL* rents facilities for finite amounts of time and since the game clock stops and starts as the ball goes out of play and is returned to play creating uncertainty in the length of game halves, defined game half lengths which vary by division must be completed in determined longer “real time” half lengths as shown in the table below. For example, as a 20-minute half is being played and the game clock stops/starts with the ball in/out of play, a separate clock is running non-stop to ensure it does not take longer than 30 minutes to finish the 20-minute half. An entire game of two 20-minute halves must be completed within 75 minutes, i.e. players entering/exiting the court, players warming up and checking in with the referees, playing of two halves, and breaking for halftime must all fit within 75 minutes.

Table 3.1(A) – FIFA Compliant Game Half Lengths

Team Age	Std. Game Half Length (min)	Real Time Half Length (min)	Real Time Game Length (2 X half + 5 min)	Game Schedule Time Slot Length (min)
8U thru 11U	12	18	41	50
12U thru 15U	16	24	53	60
16U thru 18U & Adults	20	30	65	75
12-14U (MS)	16	24	53	60
15-18U (HS)	20	30	65	75

An alternate and simpler method of operating the game clock is to use a longer Running Clock Half Length and let the clock run continuously until the last minute(s) of each half, in which, the game clock will stop and start as the ball goes out of play and is returned to play. This will vary by Game Schedule Time Slot Length. The tables below provide detail:

Table 3.1(B) – Practical Game Half Lengths for Recreational Futsal

Standard Game Half Length (min)	Running Clock Half Length (min)	Ending Minutes that Clock Stops/starts	Probable Real Time Half Length (min) *	Real Time Game Length (2 X half + 5 min)	Game Schedule Time Slot Length (min)
12	15	1	18	41	50
16	20	1	23	51	60
20	25	1	28	61	70

Table 3.1(C) – Game Half Lengths for Tournament Preliminaries

Standard Game Half Length (min)	Running Clock Half Length (min)	Ending Minutes that Clock Stops/starts	Probable Real Time Half Length (min) *	Real Time Game Length (2 X half + 5 min)	Game Schedule Time Slot Length (min)
12	15	0	17	39	45
16	20	0	22	49	55
20	25	0	27	59	65

* This assumes each minute when the game clock stops/starts will take twice as long to play plus the possibility of each team taking their allowed 1-minute timeout.

Table 3.1(B) includes game clock operations that fit well with regular season games and knock-out round games of tournaments. Table 3.1(C) includes game clock operations that fit well with games during group play of tournaments. Stopping/starting the clock on all ball-out situations throughout games will be reserved for the highest levels of competitions, for example the Futsal Super Cup.

ACCELERATED GAME STARTS

During a season when the league experiences repeated difficulty in starting games on time due to late arriving players, a motivating technique called Accelerated Game Starts may be used. It will be used whenever three or more games are scheduled consecutively in a day in a single gym. It works like this:

At or after the scheduled kick-off time (but not earlier), the clock will start with the first team to both check in and field a minimum of 3 players, including a goalkeeper. Every 2 minutes afterwards that the opposing team, the second team, has NOT completed check-in and the fielding of the minimum of 3 players, including a goalkeeper, a point will be given to the first team. This can lead to 2 points at 4 minutes and 3 points at 6 minutes, which is the end of the grace period. At 6 minutes the second team will forfeit and the score will be 3:0 in favor of the first team. But if the second team to field the minimum of 3 players does so before reaching 6 minutes, they will be instructed to immediately kick-off and the 1 or 2 points accumulated remain as part of the game score. As with all starts and restarts in futsal, the kick-off must be done within 4 seconds.

14. When a match must end with a winner, only the following may be used to break a tie:
 - A. Extra Time: Two 3-minute periods will be played in their entirety (no golden goal). The team to kick-off first will be determined by a coin toss.

- B. Kicks from the Penalty Mark as defined in the FIFA Futsal Laws of the Game.
15. If the Referee or the Second Referee is injured and cannot continue to officiate a match, the following order of replacement should be used:

Second Referee **—(replaces)→** Referee, if injured.

Timekeeper, if a trained futsal referee **—(replaces)→** Second Referee, if injured or has replaced the Referee.

Injured Referee or injured Second Referee **—(replaces)→** Timekeeper, if able to remain at the match.

3.2 Send-Offs

All send-offs (red cards) are tracked by North Alabama *FUTSAL* and USFF. Outstanding sanctions at the end of one season/session carry over to the following season/session. Players sent off will sit out the next scheduled game. The only exception is when a player receives two cautions in a single game and one or both of the cautions are for kicking the ball wildly into the scoreboard. In such case, he/she does not have to sit out the next scheduled game. Players sent off for violent conduct will sit out two subsequent games. Two send-offs within a single season/session or one during the last half of one season/session and a second during the following season/session require an automatic two game suspension. Three send-offs within this time span require a eight-game suspension. Any incident in any league match may be reviewed by the league management for possible further punitive action.

3.3 Match Terminations

1. The preference of the league is for all matches to be played to full time and enjoyed by all teams. But in the event one team is ahead of the other team by 10 or more goals, the team that is behind by 10 or more goals may elect to cease playing and end the match with the score at the time election was made. This election to cease playing when behind by 10 or more goals can only be made after the first half has ended and during a stoppage of play and is told to the referee. The losing team will not forfeit their performance bond if they make this election and inform the referee as specified above. This will be known as the Mercy Rule.
2. Each team is responsible for the actions of its players, managers, and fans. Any team or associated members causing termination of a league match by the referees other than via the Mercy Rule shall receive no points for the terminated game and may have points deducted from the overall standings. Three points toward the league standings will be awarded to the opposing team for the termination. Any further misconduct may result in expulsion from the league.
3. Any game terminated for reasons beyond the control of the players, coaches, managers, trainers and referees shall be replayed if less than half of the game has been completed. If half or more of the game has been completed, the score at the time the game terminates will be considered final.

3.4 Division Alignments

3.4.1 Youth Divisions

Youth divisions will be organized by player age and player gender as best as possible. Separate boys divisions and girls divisions as young as 8 years old (8U) and as old as 18

years old (18U) may be organized. Separate middle school, 12-14U (MS), and high school, 15-18U (HS), divisions that contain ranges of ages may be organized in addition to or instead of single age-based divisions. See Section 2.2, paragraphs 1 and 2 and the table in that section. Usually divisions comprise at least 4 teams and may be expanded at the discretion of the league board. Divisions may be added at the discretion of the league board. Adjacent divisions may be combined when quantities of registered players warrant such, e.g. 10U and 11U combined into a single 11U division.

3.4.2 Youth Co-ed Divisions

Youth co-ed divisions may be created or disbanded when quantities of registered players warrant such and at the discretion of North Alabama *FUTSAL*. These divisions comprise at least 4 teams each and will be expanded at the discretion of the league board. The co-ed division is a separate and distinct division and will not compete against single gender teams.

- 3.4.2.1 Required Proportions of Male and Female Players. There must be at least 3 registered female players on the team roster. More is recommended. The rest may be male players. There must be at least 1 female player per team on the pitch at all times, except as described below. Failure to maintain the minimum quantity of female players will result in the male substitute for the female player being warned or cautioned for unsporting behavior. If the male substitute for the female player cannot be identified, then the team captain will be warned or cautioned. Before restarting play following a game stoppage for such, the proper proportions of male and female players will be restored or the team will play short as described below. If the failure to maintain the minimum quantity of female players was discovered during the stoppage immediately following a goal by the team under the minimum, the goal will be disallowed as well as a warning or caution issued. If the game has been restarted following a goal before the discovery, the goal will stand but the referee must include a complete explanation in his game report.
- 3.4.2.2 Playing Short. If a team cannot field the minimum quantity of female players for any reason anytime in the match, the team will play short (less than 5 players). The minimum of 3 players to start or continue a match still applies, even if there are insufficient numbers of female players.

3.4.3 Adult Open Divisions

Adult open divisions will be organized with a top division called the Champions division and lower numbered divisions, i.e. Division I, Division II, etc. All adult divisions will consist of five teams each. The lowest division may consist of only four teams. Divisions may be added at the discretion of the league board. While open divisions are for male players primarily, female players may play in the open division also.

3.4.4 Women's Division

A separate adult women's division may be created or disbanded at the discretion of North Alabama *FUTSAL*. This division consists of at least 4 teams and will be expanded at the discretion of the league board. The women's division is a separate and distinct division and will not compete for advancement into the Open Divisions. The women's division is for female players only.

3.4.5 Adult Co-ed Division

An adult co-ed division may be created or disbanded at the discretion of North Alabama *FUTSAL*. This division consists of at least 4 teams and will be expanded at the discretion of the league board. The co-ed division is a separate and distinct division and will not compete for advancement into the Open Divisions.

3.4.5.1 Required Proportions of Male and Female Players. There must be at least 4 registered female players on the team roster. More is recommended. The rest may be male players. There must be at least 2 female players per team on the pitch at all times, except as described below. Failure to maintain the minimum quantity of female players will result in the male substitute for the female player being cautioned for unsporting behavior. If the male substitute for the female player cannot be identified, then the team captain will be cautioned. Before restarting play following a caution for such, the proper proportions of male and female players will be restored or the team will play short as described below. If the failure to maintain the minimum quantity of female players was discovered during the stoppage immediately following a goal by the team under the minimum, the goal will be disallowed as well as a caution issued. If the game has been restarted following a goal before the discovery, the goal will stand but the referee must include a complete explanation in his game report.

3.4.5.2 Playing Short. If a team cannot field the minimum quantity of female players for any reason anytime in the match, the team will play short (less than 5 players). The minimum of 3 players to start or continue a match still applies, even if there are insufficient numbers of female players.

3.4.6 Four-Team Divisions

Divisions consisting of only 4 teams will play round-robin twice in order to play all opposing teams twice. This will be 6 games per team. Next, standings will be used to schedule two semi-final matches followed by a final and a consolation match.

3.4.7 Five-Team Divisions

Divisions consisting of 5 teams will play round-robin twice in order to play all opposing teams twice. This will be 8 games per team. The point system will apply across all 8 games.

3.4.8 Six-Team Divisions

Divisions consisting of 6 teams will play round-robin once in order to play all opposing teams once. This will be 5 games per team. Next, standings will be used to group teams into upper and lower groups and to schedule 3 more games per team within groups. The point system will apply across all 8 games.

3.5 Points System

Each team will receive three (3) points toward its overall standing for a win, one (1) point for a tie, and zero (0) points for a loss. Each winning team will be credited a maximum of 6 goals more than the losing team's goals regardless of total goals scored by the winning team for the purpose of maintaining a team's total goal differential throughout a season.

3.6 Promotion / Relegation

The top team in each division is promoted to the next higher division for the following season/session. Likewise, the bottom team in each division is relegated to the next lower division for the following season/session. In the event a team or multiple teams disband in the off-season, the relegation slot in a division is reduced by the number of teams disbanded in that division plus all higher divisions. If the total number of disbanded teams is greater than the number of relegation slots in that division, additional teams are promoted from the lower divisions to bring that division to a total of five teams, with the exception of the lowest division which may have as few or as many teams as the league deems appropriate.

3.7 Tie-breakers

League standings and subsequent tie-breaker situations are determined in the following order.

1. Points
2. Goal Differential
3. Goals For
4. Goals Against
5. Away Goals
6. Coin Toss

3.8 Game Cancellations

Although games are played indoors, the season/session schedule can still be affected by the inclement weather and or other technical difficulties. If you are unsure as to whether or not your game is cancelled,

1. Check the North Alabama *FUTSAL* Facebook page. It is the primary source of late breaking news.
2. Individual players should contact their team captain if there are any discrepancies or concerns.
3. Captains should contact the league office.
4. If you cannot get an official answer from any of these sources, show up to the game as planned. The captains and referees will make the final decision on the pitch.

3.9 Schedule Changes

Schedule changes at the league's discretion can be made at any time. A schedule change requested by a team must be submitted a minimum of 2 weeks prior to the game to be considered. The league will consider exceptions to this policy only for games rescheduled due to weather or field availability.

These deadlines are to provide enough time to notify referees and resolve any possible field/scheduling conflicts. Your request may or may not be allowed depending on the feasibility of the necessary adjustments. To request a schedule change,

1. Contact the captain of the opposing team and clear any changes with that captain.
2. If the schedule change requires the cooperation of other teams, you must get approval from the affected captains.

3. If everyone affected is in agreement on the change, contact the league office and request the schedule change.

Cancelled games will be rescheduled by the league within two weeks of cancellation. All rescheduled matches must be played by the league designated season/session end date. If the match cannot be rescheduled, a forfeit will be assessed against the team who originally cancelled the match. In the case that both teams mutually wish to reschedule a match and the match cannot be rescheduled, the match will not be played and neither team will receive points in the overall standings.

3.10 Facility Problems

Various facilities are used to provide futsal pitches to North Alabama *FUTSAL*. If a problem arises such as the facility is locked or there is a power failure during the game, you should contact the facility operators for assistance. Facilities (or venues) are listed on the North Alabama *FUTSAL* website.

3.11 Insurance Claims

Every player registered in North Alabama *FUTSAL* through the US Futsal Federation has emergency insurance should the player not have any insurance. Players with insurance must go through their primary insurance before trying to use this *supplemental* insurance. This insurance is meant to help reimburse uninsured players for their medical expenses. The deductible is high and the players must pay for all their medical costs up-front. They may be reimbursed through this insurance after the emergency has passed.

Regardless of which insurer will be used, should an injury occur on the pitch, make sure the referee crew is notified. Request that the injury be included in the match report. Many insurance companies require a match report be provided showing that the injury occurred on the field of play before making any payments.

Should you need to file with this supplemental insurance program, contact the League Office (board@nafutsal.org) to obtain the insurance forms.

3.12 Communications

3.12.1 Regarding Officials and Venues

Official player/team complaints, suggestions, or comments regarding the officials or the playing venues must to be submitted by the team captain, and in writing, to the league through e-mail at board@nafutsal.org (preferred) or by US Mail to P. O. Box 6882, Huntsville, AL 35813. Complaints will be reviewed by the league for legitimacy and viability. If approved by the league, North Alabama *FUTSAL* will take the complaint to the Referee Assignor or the facility owner as appropriate with the full backing of North Alabama *FUTSAL*.

3.12.2 Regarding North Alabama *FUTSAL*

Player/team complaints, suggestions, or comments regarding North Alabama *FUTSAL* may be delivered by anyone, in writing, to the league through e-mail at board@nafutsal.org (preferred) or by US Mail to P. O. Box 6882, Huntsville, AL 35813.

4.0 Acronyms

FIFA	Federation Internationale de Football Association
USFF	United States Futsal Federation
USSF	United States Soccer Federation

Older Revision History

<u>Rev</u>	<u>Action</u>	<u>Date</u>	<u>Author</u>	<u>Description of Changes</u>	<u>Approval</u>
<u>1.0</u>	<u>Created</u>	<u>6 Feb 2014</u>	<u>Darrell Schmidt</u>	<u>Original</u>	<u>Not Required</u>
<u>1.1</u>	<u>Revised</u>	<u>25 Feb 2014</u>	<u>Darrell Schmidt</u>	<u>Clarified season/session; added limitation of playing on one team at a time; expanded definition of numbers on player jerseys; added co-ed division</u>	<u>Not Required</u>
<u>1.2</u>	<u>Revised</u>	<u>17 April 2014</u>	<u>Darrell Schmidt</u>	<u>Added definition to the co-ed division</u>	<u>Not Required</u>
<u>1.3</u>	<u>Revised</u>	<u>17 May 2014</u>	<u>Darrell Schmidt</u>	<u>Added specification of the youth divisions and further refined adult divisions plus dated two team requirements.</u>	<u>Approved</u>
<u>1.4</u>	<u>Revised</u>	<u>11 October 2014</u>	<u>Darrell Schmidt</u>	<u>Added definition of minimal indoor facility requirements, technical area occupants, half time interval, initial kickoffs, charging & slide tackling fouls, a youth GK foul and allowed tiebreaker methods. Changed Performance Bond amounts back to previous amounts.</u>	<u>Not Required</u>
<u>1.5</u>	<u>Revised</u>	<u>17 April 2015</u>	<u>Darrell Schmidt</u>	<u>In Section 3.1, Game Play, added yellow card for kicking ball into scoreboard, definition of Time Slots, and changed overtime procedures to two 3-minute periods.</u>	<u>Not Required</u>
<u>1.5</u>	<u>Revised</u>	<u>9 July 2015</u>	<u>Darrell Schmidt</u>	<u>Added that 2 yellow cards for kicking ball into scoreboard is also a send-off, but player does not sit out the next game. Added cut-off date for adding players to a team in a 6-team division. Added sections: 3.4.7, Five-Team Divisions 3.4.8, Six-Team Divisions</u>	<u>Approved</u>
<u>1.6</u>	<u>Revised</u>	<u>30 Sept. 2015</u>	<u>Darrell Schmidt</u>	<u>Added player-add cut-off dates for 10-game sessions; changed Performance Bond amounts to new lower amounts.</u>	<u>Not Required</u>
<u>1.7</u>	<u>Revised</u>	<u>30 Nov. 2015</u>	<u>Darrell Schmidt</u>	<u>Corrected Performance Bond amount for U12 thru U15 teams.</u>	<u>Not Required</u>
<u>1.8</u>	<u>Revised</u>	<u>6 April 2016</u>	<u>Darrell Schmidt</u>	<u>Reduced maximum roster size to 14 (to conform to USFF) and changed to allowing adding players until the end of a session/season. Reworded related sentences to clarify. Updated correlated section on Player Transfers. Added Tables A, B and C to define an alternate way of operating the game clock.</u>	<u>Approved</u>
<u>1.9</u>	<u>Revised</u>	<u>3 June 2016</u>	<u>Darrell Schmidt</u>	<u>Deleted sentence limiting player transfers during the season; added cut-off dates for dropping players for 7 and 8 team divisions in an 8-week session; added specification of who changes when teams wear the same colored jerseys to a match; increased the length of the grace period for teams to arrive at games. Clarified that if just one YC or two YCs received in a single game is for kicking the ball into the scoreboard, the player does not sit out the next game.</u>	<u>Not Required</u>
<u>2.0</u>	<u>Revised</u>	<u>17 October 2016</u>	<u>Darrell Schmidt</u>	<u>Changed player registration year to calendar year; increased roster size for adult teams to max 20; updated wording on how to register players; corrected</u>	

				<u>add/drop cut-off dates for large divisions; added cap on per-game goal differential for maintaining team standings.</u>	
<u>2.1</u>	<u>Revised</u>	<u>15 November 2016</u>	<u>Darrell Schmidt</u>	<u>Added Club Pass capability to youth teams in section 2.2 Player Eligibility, 5. Club Pass</u>	<u>Approved</u>
<u>2.2</u>	<u>Revised</u>	<u>15 April 2017</u>	<u>Darrell Schmidt</u>	<u>Corrected Player Eligibility, section 2.2, points 1 and 2. Clarified add/drop rules in section 2.3.3. Updated per release of new Modifications to the LOTG by USFF in section 3.1. Added the legality of slide tackles by U15 and older players to section 3.1. Added USSF's heading the ball limitation to section 3.1. Added U15-18 (High School) division to section 3.4.1.</u>	<u>Not Required</u>
<u>2.3</u>	<u>Revised</u>	<u>8 September 2017</u>	<u>Darrell Schmidt</u>	<u>Regrouped youth age-based divisions and added a middle school division; clarified age requirement for playing in the adult division; set maximum roster size back to 14 players for all divisions; adjusted and simplified the amounts of Performance Bonds; adjusted and simplified length of halves of games of the various player ages; added a "mercy rule" providing losing teams a legitimate method to end matches;</u>	<u>Approved</u>
<u>2.3</u>	<u>Revised</u>	<u>31 December 2017</u>	<u>Darrell Schmidt</u>	<u>Clarified slide tackle fouls in section 3.1, 10B; removed requirement on youth goalkeepers to stand on the goal line at the taking of kicks from the second penalty mark (section 3.1, 10C).</u>	<u>Not Required</u>