SCYL

5-A-SIDE Futsal (2025-26)

Rules and Regulations

1. The League is 5-a-side; you can have as big a squad as you like but the more players you have the less game time they will have.

2. Substitutes are roll on roll off. They can be used at the teams discretion but at the appropriate time and near the central area of the pitch.

3. The game is to be played with one of the Futsal balls provided.

4. Players Playing Equipment:

    a. Shin pads: All players should wear shin pads.
    b. Footwear: Astroturf trainers, moulded studs or trainers are fine. Definitely no metal studs or blades.
    c. Tops: Bibs are provided, teams can wear team kits if they would like to.

5. Kick off will be decided by the Referee. The Referee or a leader of either team prays before the game with both teams at the centre of the pitch.

6. Games will be in 2 halves, up to 20 minutes in length (dependant on k-o time) with 2 minutes for half time.

7. The points for the league are as follows:

    a. 3 points for a win, 1 for a draw, 0 for a loss.
    b. At the end of the league if it is not settled by points:
    c. Goal difference then comes into play, followed by goals scored, then least goals conceded.

8. Fair Play Point: A bonus fair play point is also available each game. This is based on their attitude on the pitch towards each other, the opposition and the referee. Spectator behaviour is also included in this.

9. There are usually 4 age groups for the league: Y4-6, Y7-9, Y9-11 and Y11-13 but this can change depending on team entries and age ranges.

10. Behaviour:

    a. In the league we want people to play with a positive attitude towards their own teams, towards other teams and towards referees.

    b. Bad language, aggressive behavior or violent conduct is strongly discouraged. We want everyone to be free to enjoy the football.

c. If a player is seen to be using bad language or bad behavior they will be warned once and if it happens again will receive a yellow card.

d. Over the course of the season if 3 yellow cards are issued to a particular player then they will miss their next game.

e. If violent conduct or aggressive behavior occurs a red card will be issued. And the player must leave the field and will also miss their next game or more depending on the incident. The team will remain a player down for the next 5 minutes until the referee allows a sub to come on to make up for the player sent off.

f. The Referee's decision is final.

11. Power play **(Y4-6 and Y7-9 only).** If a team in this age group gains a lead of 4 goals, the opposition may bring on 1 additional player. If the lead then falls below 4, the additional player must be removed from the pitch. They can continue to add players if the lead increases in increments of 4 goals. For example: If the scoreline becomes 4-0 the opposition may bring on an additional player. If the opposition make it 4-1, the player must be removed from the pitch.

12. Punctuality – If a game is late starting due to a team being late, the opposition will receive 1 goal for every 5 minutes the kick off is delayed. This is based on the kick off time on the website and on the team being ready to kick off the game.

13. Borrowing players from another SCYL team. There may be a situation where you have not been able to get enough players for a match. Borrowing players from other teams is possible but only within the below rules:

    a. You need to seek permission from the opposition before kick off to borrow a player from another SCYL team. Without permission, they cannot play. Please do not start the game until this is confirmed with the opposition AND the referee.

    b. You cannot borrow more than 2 players from another SCYL team. If your team turns up with less than 3 players, any game played will be a friendly, with points going to the opposition.

    c. You cannot borrow more players than you need to make a team (5 players). For example, if you have 4 players, you may only borrow 1 player.

    d. **Any points gained by a team from not complying to these rules will result in these points being reversed and given to the other team.**

14. All rules are FA Rules but there are the following amendments for this taster of Futsal:

    a. Goalkeepers aren't allowed to pick up the ball after a back pass (they must use their feet), including when passed from the sidelines. If the back pass is picked up there will be an indirect free kick from the place the ball was passed.
    b. From a goal kick, goalkeepers must throw the ball out, underarm or over arm.

c. Free kicks and corners are direct and the defending players must retreat 5 paces from where the free kick is given.
d. A kick-in is used in place of throw-ins. The ball is partially on the touchline before being kicked and must be still. Opposition must retreat 5 paces. You cannot score direct from a kick in.
e. There are no goal area rules. Players can go in the area and score in the area. Keepers can also come out of the area but not beyond the halfway line. A direct free kick is given if this occurs.
f. There is no offside.
g. No slide tackling is permitted. It is down to the referee to judge whether they deem it to be a sliding tackle.
h. For penalties there is a spot available on the pitch it is one step for all ages except y4-y6
i. There will be no heading in the Y4-Y6 league. Any deliberate header will result in an indirect freekick to the opposition from where the header took place. If the deliberate header takes place in the area, an indirect freekick is awarded on the nearest sideline level with the offence.