FIYA FUTSAL Rules

Effective August 1, 2026

OVERVIEW

- All rules apply to both Girls, Boys, & Coed FIYA Futsal
- Both teams are to say the FIYA Sportsmanship Pledge prior to the start of the game at center circle.
- It is recommended that teams that do not have reversible jersey tops bring at least 5 pennies in the event both teams have the same colored tops.
- Schools with multiple teams in FIYA – players on teams MAY NOT play on more than one team.
- Indoor gym shoes and shin guards must be worn.
- Team benches are on the defensive side of the pitch and teams switch benches at halftime.

AGE DIVISIONS

- Division 1 is the most competitive division and consists of players in grades 8 and below. Division 2 is a development division and consists of players in grades 6 and below. Division 3 is an introductory division and consists of players in grades 4 and below.
    - For D-1 and D-2 Coed, two boys and two girls must be on the pitch at all times, not including the goalie.
    - For D-3 Mixed, teams may be coed with no restrictions.
- There are age requirements as well. Check the FIYA Regulations Manual updated yearly.

GAME TIME & TIMEOUTS

- For Division 1 and Division 2 - Game consists of two (2) 24 minute halves with running time; no time added for injuries; three (3) minute halftime; one timeout (30 seconds) per half. For Division 3 - Game consists of two (2) 20 minute halves with running time; no added time for injuries; three (3) minute halftime; one timeout (30 seconds) per half
- Time is stopped only for team timeouts, injuries, and at official’s discretion.
- Extra Time
    - For Regular Season games there is no extra time and a game may end in a tie.
    - For Division 1 Playoffs only – If a game is tied, extra time will consist of two three-minute periods, followed by 3 penalty kicks

if the game is still tied. No timeouts are allowed during extra time.

MERCY RULE

- If a team leads by 8 goals at the eight minute mark of the second half or any point thereafter the game shall be ended with the leading team declared the winner.
- The game may continue at the mutual agreement of the coaches providing:
    - Substitutes must be used.
    - Score may not be kept.
- Officials and/or site supervisors may shorten or end a game in which the mercy rule had been invoked at their discretion if:
    - Games are behind schedule.
    - Poor sportsmanship is being displayed by players, coaches, or spectators.
- Playoff games will end immediately when the mercy rule is invoked. That is, there is no opportunity to continue 'friendly' play.

BALL

- Division 1 and Division 2 league uses Size 4 ball
- Division 3 league uses Size 3 ball

SUBSTITUTIONS

- All substitutions are on the fly; a substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.

KICKOFFS

- A goal may be scored directly from a kick-off.
- The ball is in play when it is kicked and clearly moves.
- Tapped balls are not in play – the ball must move.

KICK-INS

- Kick-ins are indirect.
- The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds.
- The kicker's non-kicking foot must be out of bounds or on the line. (A kick-in that goes directly in the opposing goal is a goal clearance for

the opposing team. A kick-in that goes directly in the defensive goal is a corner kick of the opposing team.)

GOAL CLEARANCES

- Goal clearances are taken when the ball wholly crosses the goal line after being touched last by the attacking team.
- The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.
- For Division 2 & Division 3 only - if the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line.

CORNER KICKS

- Corner kicks are direct.
- The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.

FREE KICKS

- Free kicks may be indirect or direct.
- The ball must be stopped completely before the kick may be taken.

PENALTY KICKS

- PKs are taken from the penalty spot and must be shot at goal by a clearly identified kicker.
- Defenders may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

DISTANCE

- For all of the above (Kickoffs, Kick-ins, Corner Kicks, Free Kicks, and PKs), except goal clearances, opponents may not be closer to the ball than 16 feet.

CEILING

- If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kick-in from the nearest point on the touchline.

INDIRECT FREE KICKS

Indirect free kicks take place when a player:

- plays in a dangerous manner
- impedes an opponent (without playing the ball)
- slides
- prevents the goalkeeper from releasing the ball with her hands,
- intentionally heads the ball
- commits any offense for which play is stopped to caution or eject a player

DIRECT FREE KICKS

Direct free kicks take place when a player:

- kicks or attempts to kick an opponent
- trips an opponent
- slide-tackles an opponent or slides with an opponent near,
- jumps at an opponent
- charges at an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent
- holds an opponent
- spits at an opponent
- handles the ball deliberately

THE GOALKEEPER

- Goalkeepers must wear a different color shirt.
- He/she may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May not throw the ball directly across the half-way line. (D-2 & D-3 only)
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than four seconds in her own half.
- May only touch/receive the ball once per team possession.
- An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offenses:
    - Controls the ball with his/her hands or feet in his own half of the pitch for more than four seconds

    - After playing the ball, he touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it
    - Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a team-mate
    - Touches the ball with his hands inside his own penalty area after he has received it directly from a kick-in by a team-mate

FREE KICKS OUTSIDE THE PENALTY AREA

- All opponents must be at least 5m from the ball until it is in play
- An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offense was committed

GOAL CLEARANCE

- The opponents must be on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.
- The ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team

PENALTIES

- A red card results in an ejection. Two (2) yellow cards in one game equal a red card. An ejected player cannot be replaced by a substitute until after the opposing team has scored a goal or two minutes of playing time has elapsed, whichever comes first.
- A player who receives a yellow card must leave the field and may be substituted for. The player may re-enter the game at any subsequent time that a legal substitution may be made.

SPORTSMANSHIP

- Each student athlete participating in FIYA shall endeavor to exhibit good sportsmanship at all times. FIYA reserves the right to discipline any student athlete who does not exhibit good sportsmanship.
- Game officials also have the ability to eject a player from a game. Any ejected player shall automatically serve a *minimum* one game suspension.