

YMCA Youth Futsal League Rulebook

1st- 2nd Grade | U8

General

- Futsal is played with a ball that bounces less than a conventional soccer ball.
- Size three Futsal ball.
- Games will be played 4v4.
- Goals measure six feet wide and four feet high.
- Matches will be coaching staff, or contracted ref officials.
 - *All-City Tournament matches officiated by contracted refs.*
- When the ball goes out of play, play resumes with a kick-in, the ball must be stationary.
 - Players have five seconds to play the ball in.
- Youth will get one re-try; on the second failed attempt, possession will be awarded to the opposing team.
- **Build-out line:** All defensive players in a goal kick scenario will drop behind half court.

Pitch (Court)

- Played on a traditional basketball court.
- No additional lines required.

Duration of Matches

- Two halves lasting 15 minutes each.
- Three-minute halftime break.
- Running clock.
- Score will be kept.

Time-Outs

- Each team may request one 1-minute time-out per half.
- Teams may only call a time-out when in possession of the ball and after notifying the timekeeper.
- Time-outs do not carry over between halves.
- No time-outs during extra time.

Rolling Substitutions (On the Fly)

- Each team starts with four outfield players on the court.
- Coaches may make unlimited substitutions without stopping play.
- Minimum of three players required to play.

Infringements and Sanctions

- Fouls penalized with direct or indirect free kicks.
- **No penalty kicks** (no penalty area).
- All fouls are **indirect free kicks**.
- Fouls may result in warnings.
- **No red or yellow cards.**
- **No sliding tackles** allowed by field players.

3rd- 8th Grade | U10 – U12/14

General

- Futsal is played with a ball that bounces less than a conventional football.
- Size four Futsal ball
- Games will be played 5v5.

- Goals measure two meters wide and three meters high.
 - Matches will be coaching staff, or contracted ref officials.
 - *All-City Tournament matches officiated by contracted refs.*
 - When the ball goes out of play, play resumes with a kick-in, the ball must be stationary.
 - Players have four seconds to play the ball in.
 - Youth will get one re-try; on the second failed attempt, possession will be awarded to the opposing team.
 - Matches may end in a tie during the regular season.
-

Pitch Dimensions

- **Length:** Minimum 25m (82 ft) | Maximum 42m (137.8 ft)
 - **Width:** Minimum 15m (49.2 ft) | Maximum 25m (82 ft)
-

Duration of Matches

- Two halves of 20 minutes each.
 - Three-minute halftime.
 - Running clock.
 - Clock starts at scheduled game time and only stops for time-outs or injury.
-

Time-Outs

- One 1-minute time-out per half per team.
 - Only allowed when in possession of the ball and after notifying the timekeeper.
 - Cannot carry over unused time-outs.
 - No time-outs in extra time.
-

Extra Time (Playoffs/Tournament Only)

- Two 2-minute halves.
 - **If still tied, penalty kicks determine the winner.** Each team receives five penalty kick attempts.
 - If still tied, an additional five penalty kicks will be taken by players who have not yet taken one.
-

Rolling Substitutions

- One goalkeeper and four outfield players on the court.
 - Minimum of four players required to start.
 - Unlimited substitutions without stopping play.
-

Infringements and Sanctions

- Fouls penalized with direct or indirect free kicks or penalty kicks (if inside penalty area).
 - Red and yellow cards may be issued.
 - A red-carded player can be replaced after a two-minute penalty or immediately if a goal is conceded.
-

Goalkeepers

- May move anywhere on the court but can handle the ball only in their own penalty area.
 - **No punting or drop-kicking**
- May throw the ball into the opponent's half but not into the opposing penalty area.
- Must play the ball within four seconds of possession.
- On a goal pass-in, the goalkeeper may not touch the ball again until an opponent or teammate in the other half plays it.
- One re-try allowed; on second failed attempt, possession goes to opposing team with an indirect free kick.

Team Fouls

- Accumulated fouls tracked per period.
- On the **sixth accumulated foul**, the opponent is awarded a direct free kick (no wall) from the second penalty mark (10m from goal).
- If the foul occurs closer to goal, the kick is taken from the spot of the infraction.
- Fouls from the second half carry over into extra time.

Rules for all players

- No jewelry, piercing or hats.
 - If the jewelry, piercing or hats are easily removable, please do so.
 - Exceptions made for religious purposes.
- We advise that players wear a strap if they wear glasses, but players can wear glasses at their own discretion .