



John McVeity
Centre

JMC Futsal to FIFA Laws Transition, Oct 22

This document has been designed to highlight the major differences in rulings/laws that will affect players during the transition of the John McVeity Centre social Futsal Competitions.

Each component covered can be viewed via the page number in the official Futsal Laws of the Game 2021/22.

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For our domestic competition the following will apply over the authority of the Futsal Laws of the Game; [IMPORTANT]

- Two referees will sanction the game and have the additional authority of a timekeeper. Time will not be paused unless deemed appropriate within the spirit of the game and the safety of its patrons and facility staff.
- No slide tackling will be permitted,
- No timeouts will be permitted during the regular rounds.
- Substitutions must be made at the halfway line.
- A penalty kick will be awarded beginning with the sixth accumulated foul by each team in each period and all subsequent fouls committed by a team in each period.
- No adornment or jewellery may be worn other than a wedding ring which must be covered with tape. At their own a risk a player may tape over piercings. Tape will not be provided by the John McVeity Centre.
- 2 x 15 min halves with a 1 min interval between each half for U14+.
- 2 x 13 min halves with a 1 min interval between each half for U10's - U12's. (size 3 ball)
- 2 x 12 min halves with a 1 min interval between each half for U8. (size 3 ball)

(This document will be supported in further detail as part of the JMC Futsal Conditions of Play, 2022/23 once complete).

Number of Players, page 24

A match is played by two teams, each with a maximum of five players, one of whom must be the goalkeeper. A match may not start or resume if either team has fewer than three players.

If a team has fewer than three players because one or more players has deliberately left the pitch, the referees are not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of three players.

If the competition rules state that all players and substitutes must be named before kick-off and a team starts a match with fewer than five players, only the players and substitutes named on the team list may take part in the match upon their arrival.

Substitution Procedure, page 25

A substitution may be made at any time, whether the ball is in play or not, except during a timeout. To replace a player with a substitute, the following applies:

- The player being substituted leaves the pitch via their own team's substitution zone, except as provided for in the Futsal Laws of the Game.
- The player being substituted does not need to obtain either of the referees' permission to leave the pitch.
- The referees do not need to authorise the substitute to enter the pitch.
- The substitute only enters the pitch after the player being replaced has left.
- The substitute enters the pitch via their own team's substitution zone.
- The substitution is completed when a substitute fully enters the pitch via their own team's substitution zone after handing the bib to the player being replaced, unless the latter player has had to leave the pitch via another zone for any reason provided for in the Futsal Laws of the Game.
- From that moment, the substitute becomes a player and the player who has been replaced becomes a substitute.
- Permission to proceed with a substitution may be refused under certain circumstances, e.g. if the substitute's equipment is not in order. **[IMPORTANT]**
- A substitute who has not completed the substitution procedure cannot restart play by taking a kick-in, penalty kick, free kick, corner kick or goal clearance, or by receiving a dropped ball. **[IMPORTANT]**
- The player replaced may take further part in the match.
- All substitutes are subject to the authority and jurisdiction of the referees, whether called upon to play or not.

Changing the Goalkeeper, page 26

- Any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match.
- Any player may change places with the goalkeeper; however, this player must do so during a stoppage in the match and must inform the referees before the change is made. [IMPORTANT]
- A player or substitute replacing the goalkeeper must wear a goalkeeper's shirt with the player or substitute's own number on the back. Competition rules may also stipulate that a player acting as a flying goalkeeper must wear exactly the same colour as the main goalkeeper's shirt. [IMPORTANT]

Players and Substitutes Sent Off, page 27

A substitute may replace a player who is sent off after kick-off and enter the pitch after two minutes of playing time have elapsed following the sending-off (i.e. after their team has served a two-minute numerical reduction), provided that the substitute has the authorisation of the timekeeper or the third referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

- If there are five players against four or four against three and the team with the greater number of players scores a goal, the team with fewer players may be increased by one player.
- If both teams are playing with three or four players and a goal is scored, neither team is increased until it has served its respective two-minute numerical reduction.
- If there are five players playing against three and the team with five players' scores a goal, the team with three players may be increased by one player only.
- If the team with fewer players scores a goal, the game continues without any change in the number of players until the two minutes have elapsed, unless the team with the greater number of players subsequently scores a goal in the interim.

Referee Signalling, page 91

At least one of the referees must clearly show the four-second count at the following restarts:

- corner kicks;
- kick-ins;
- goal clearances;
- direct or indirect free kicks (including DFKSAFs);
- when the goalkeeper controls the ball in their own half of the pitch.

Referees do not count four seconds for the following restarts:

- kick-offs
- penalty kicks

Offences Committed by Goalkeepers, page 133

Possession of the ball means that the goalkeeper has control of the ball. The goalkeeper is considered to be in control of the ball by touching it with any part of the body, except if the ball rebounds off the goalkeeper.

A goalkeeper is not permitted to be in possession of the ball inside their own half of the pitch for more than four seconds, whether:

- with the hands or arms (inside their penalty area);
- with the feet (anywhere in their own half of the pitch). **[IMPORTANT]**

In such cases, the referee nearest to the goalkeeper must clearly and visibly make the four-second count.

In addition, after playing the ball anywhere on the pitch, the goalkeeper is not permitted to touch it again in their half of the pitch after it has been deliberately played to them by a team mate without an opponent playing or touching it. **[IMPORTANT]**

Moreover, the goalkeeper may not under any circumstances touch the ball with the hands or arms inside their own penalty area after it has been kicked to them by a team-mate, including directly from a kick-in.

LAW 13 – FREE KICKS, page 69

All free kicks must be taken:

- within four seconds;

The ball:

- must be stationary and the kicker must not touch it again until it has touched another player;
- is in play when it is kicked and clearly moves. Until the ball is in play, all opponents must remain:
 - at least 5m from the ball;
 - outside the penalty area for free kicks inside the opponents' penalty area.

Where two or more defending-team players form a “wall”, all attacking-team players must remain at least 1m from the “wall” until the ball is in play. **[IMPORTANT]**

A free kick can be taken by lifting the ball with a foot or with both feet simultaneously.

Feinting to take a free kick is permitted as part of futsal.

If a player, while correctly taking a free kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue. **[IMPORTANT]**

Accumulated fouls are those penalised with a direct free kick or penalty kick as specified in Law 12.

[IMPORTANT]

- The accumulated fouls committed by each team in each period are recorded in the match report.
- The referees may allow play to continue by applying the advantage if the offending team has not previously committed five accumulated fouls and the opposing team is not denied a goal or an obvious goal-scoring opportunity.
- If they apply the advantage, the referees should use the mandatory signals to indicate an accumulated foul to the timekeeper and third referee as soon as the ball is out of play.
- If extra time is played, accumulated fouls from the second period of the match continue to count during extra time.

LAW 14 – THE PENALTY KICK, page 77

A penalty kick is awarded if a player commits a direct-free-kick offence inside their penalty area or off the pitch as part of play as outlined in Law 12.

A goal may be scored directly from a penalty kick.

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- The ball must be stationary on the penalty mark and the goalposts, crossbar and goal net must not be moving.
- The player taking the penalty kick must be clearly identified.
- The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, without touching the goalposts, crossbar or goal net, until the ball has been kicked.

The players other than the kicker and goalkeeper must be:

- on the pitch;
- at least 5m from the penalty mark;
- behind the penalty mark;
- outside the penalty area.

After the players have taken positions in accordance with this Law, one of the referees signals for the penalty kick to be taken.

The player taking the penalty kick must kick the ball forwards. When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, or in line with, the goal line.

The kicker must not play the ball again until it has touched another player.

LAW 15 – KICK IN, page 81

A goal cannot be scored directly from a kick-in: **[IMPORTANT]**

- If the ball enters the opponents' goal, a goal clearance is awarded.
- If the ball enters the kicker's goal, a corner kick is awarded.

At the moment of delivering the ball:

- the ball must be stationary on the touchline at the point where it left the pitch or the nearest point to where it touched the ceiling;
- only the kicker may be off the pitch (except as otherwise provided for in the Futsal Laws of the Game);
- all opponents must stand at least 5m from the point on the touchline where the kick-in is to be taken. **[IMPORTANT]**

LAW 16 – GOAL CLEARANCE, page 83 (Futsal version of a Goal Kick)

A goal may not be scored directly from a goal clearance. If the ball directly enters the goal of the team whose goalkeeper took the goal clearance, a corner kick is awarded to the opponents. **[IMPORTANT]**

If the ball directly enters the goal of the team that did not take the goal clearance, the said team is awarded a goal clearance. **[IMPORTANT]**

The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.

- The ball is in play when it is thrown or released and clearly moves.
- The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.
- Opponents must be outside the penalty area until the ball is in play. **[IMPORTANT]**

LAW 17 – THE CORNER KICK, page 85

A corner kick is awarded when the whole of the ball passes over the goal line on the floor or in the air, having last touched a player of the defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

- The ball must be placed in the corner area nearest to the point where the ball passed over the goal line.
- The ball must be stationary and is kicked by a player of the attacking team.
- The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area.
- At the moment when the ball is put into play, only the kicker may be off the pitch (except as otherwise provided for in the Futsal Laws of the Game).
- Opponents must remain at least 5m from the corner arc until the ball is in play.

End.