NASA Indoor Futsal Laws - 5 v 5

MODIFIED - LAWS OF THE GAME	Rules
Field of Play (Law 1) The field will be 21 x 33 yards with a goal at each end. Playing surface is Futsal style hardwood.	Two Goals
Ball (Law 2) Weighted Futsal Style	Size 4
Numbers of Players (Law 3) 5 v 5 with Goalkeepers. The goalkeeper must be designated with a shirt that does not match any field players. Substitutions are made at a stoppage after a referee acknowledges a player to enter from the mid line. Also, a coach may sub a player or a referee may ask for a substitute instead of using the carding procedure.	5 v 5 (INCLUDES GK)
Players Equipment (Law 4) Each team in different color shirt, shirt tucked in, shinguards (covered by socks), shoes (Indoor soccer shoes or tennis shoes, NO CLEATS)	Safety of players (shoes, shin guards)
Referee/Match Official (Law 5 & 6) One center referee is requested. In the event that no referee can be found then a parent must fill-in as a referee.	One Referee or Parent
Duration of the Game (Law 7) 24 minutes halves. Strict 2 minute half time break. Timer starts on stated kick off time.	48 Minutes
Start of Play (Law 8) Indirect kick off at center field. Ball can be kicked in any direction and not be touched a 2nd time by player taking the kick.	Indirect kick (Defense outside circle)
The Ball In and Out of Play (Law 9) All restarts of play will be kick ins, no throw ins.	All Restarts, expect PK, are Indirect
Scoring (Law 10) If a team gains an advantage of 4 goals, the losing team may place an additional player on the field. If the advantage goes below 4 goals, the losing team must remove the extra player from the field. If team gains an advantage of 6 goals, the winning team removes a player.	To attempt to create a more fair and equitable match and to remind coaches that the objective is for the players to develop and have fun.

Fouls (Law 11 & Law 12) Opponent 3 yards away from the ball. No contested slide tackles. Direct Kicks (Penalties only) kicking, tripping, jumping, charging, pushing, slide tackling, holding another player, handling ball, unfair play (Inside of goalie box) Indirect Kicks (free kicks) kicking, tripping, jumping, charging, pushing, slide tackling, holding another player, handling ball, heading ball, contested slide tackle, pass back to goalies hands, unfair play (All fouls outside of goalie box are indirect) Indirect Kick fouls made inside the box will be taken from the goal area line closest to the point where the foul was committed.	Indirect Free Kicks Direct Penalty Kicks
Penalty Kick (Law 13) Penalty kick from center point of the goal area, all field players must stand behind the ball. The goalkeeper must have feet on goal line.	Direct Kick
The Kick In (Law 14) A kick in is a method of restarting play. A goal cannot be scored directly from a kick in. Opponent 3 yards away from ball.	Indirect Free Kick
Goal Kick (Law 15) When the ball crosses end line off of a offensive player, kick taken anywhere in/around goalie box. Opponents must be 3 yards away from a goal kick to allow the ball back in play. (U10 and below teams must retreat to half field when GK has a goal kick or ball in hands)	Indirect Free Kick
Corner Kick (Law 16) When ball goes over goal line off of a defensive player, opponent 3 yards away from the ball.	Indirect Free Kick
Heading (Law 17) Deliberate heading of the soccer ball is not permitted in accordance with new US Soccer regulations.	Indirect Free Kick
Goalkeeper Rules (Law 18) No Punting. All goal kicks are indirect kicks. All goalkeeper distribution throws or kicks after catching the ball with their hands are indirect. Goalkeepers can go anywhere on the field but only use hands in goalie box. Goalkeepers may score if they receive the ball from a team mate to their feet in open play. Goalkeepers cannot pick the ball up from a pass from their teammates feet.	Indirect Free Kick