

SPORT. ÉDUCATION. FIERTÉ.

IRSEQ®

LAVAL

**SPECIFIC RULES
2026-2027**



**MULTISPORTS MINI-LEAGUE
MINI-FUTSAL**



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ACTIVITY PROCEDURE

ARTICLE 1 Officiel rules

1.1 Game rules

- 1.1.1 For all rules not specified in this document, you must refer to the game rules approved by Soccer Québec.
- 1.1.2 However, RSEQ Laval's specific rules have priority on the rules of the federation.
- 1.1.3 The administrative rules of Sports Laval must be respected by all the participating schools.

ARTICLE 2 Identification of categories

2.1 Category

2.1.1

Category	Grade
Mosquito	5 th and 6 th grade

- 2.1.2 Upgrades are permitted.

ARTICLE 3 Team composition

3.1 Composition

- 3.1.1 Each team is mixed.
- 3.1.2 Each team must have a minimum of ten (10) players.

3.2 Substitutions

- 3.2.1 Substitutions can be made at any time as long as the player on the field exit completely the playing area before the substitute player enter the field.
- 3.2.2 Substitutions are unlimited (free substitution).

ARTICLE 4 Installations and equipment

4.1 Sports installations

- 4.1.1 The dimension of the court used depends on the dimensions of the gymnasium. The field is delimited by the green line.
- 4.1.2 The gymnasium walls are excluded from the playing area, so it is not allowed to use it.

- 4.1.3 A player cannot place his hands on the wall (off the field) to take advantage in the game.
- 4.1.4 The goal area (penalty area) is a semi-circular area where the goalkeeper can touch the ball with his hands. The line of the goal area is the dark blue line.
- 4.1.5 The goal used is either the handball goal or the specific futsal goal.

4.2 Equipment

- 4.2.1 The official ball is a futsal ball size 4.
- 4.2.2 Balls will be provided by Sports Laval.
- 4.2.3 Participating schools must have a t-shirt or pinnies of the same color for each player.
- 4.2.4 Participating schools must have shin guards with socks for all the players.

4.3 Security

- 4.3.1 Before each game, the coach must make sure that no player is wearing jewelry (necklaces, bracelet, earrings, facial piercing, etc.)
- 4.3.2 For safety reasons, only sports glasses are permitted.

ARTICLE 5 Games

5.1 Game format

- 5.1.1 The games are played with four (4) players on the field and one (1) goalkeeper.
- 5.1.2 There must be a girl on the field at all times. If the girl is the goalkeeper, you need to have another girl on the field. If a team does not have a girl, they must play with one less player on the field.
- 5.1.3 The game format is competitive. There will be a round robin period where each team will be played. After, there will be an elimination round with the quarter-finals, semi-finals and the final.
- 5.1.4 For the round robin period, if there is a tie, there will not have overtime. A win game is three (3) points, a tie game is one (1) point and a loss game is 0 point.

- 5.1.5 If there is tiebreak after the round robin period, the procedure to apply is :
- (a) Total points : how many points have each team. The team who have more points moves on;
 - (b) If two (2) teams are involve in a tiebreaker, the team who win the game will moves on;
 - (c) The team with the less goals conceded moves on ;
 - (d) Calculate the point differential in all the games of the round robin period (goals scored – goals conceded = differential). The team with the biggest differential moves on;
- 5.1.6 For the elimination round, tie games will go in overtime. Each team will select three (3) players for penalty kick. If it is tie again, they will continue until a goal is scored.

5.2 Playing time

- 5.2.1 The game will consist of two (2) halves of twelve (12) minutes (running time). There will be a two (2) minute break at halftime.
- 5.2.2 No time-outs are allowed.

5.3 Refereeing

- 5.3.1 The referees will be determined by Sports Laval.
- 5.3.2 A coin toss determines which team will have the ball at the start of the game. After the half-time break, the faceoff will be the other team.

5.4 Score

- 5.4.1 Each goal is one (1) point.

5.5 Score differential

- 5.5.1

ARTICLE 6 Awards

6.1 Banners

- 6.1.1 Each team will receive a participation banner. The teams in final will receive a finalist banner and champion banner.

HOW SPORT WORKS

ARTICLE 7 Specific rules

7.1 Game progress

- 7.1.1 All « tackles » are forbidden (standing, sliding, etc.). A « tackles » is taking control of the ball from the opponent's feet.
- 7.1.2 The ceiling and any suspended objects are excluded from the playing area. Following contact with them, the ball is put back into play with a throw-in the closest to where the contact occurred. The possession goes to the team that did not touch the ball at last.
- 7.1.3 At the start of the game and at the halftime, the ball is placed on the center line for a kick-off.

7.2 Restarting play

- 7.2.1 In all restarts of play, opposing players must respect a regulation distance of three (3) metres from the ball.
- 7.2.2 The players, including the goalkeeper, have four (4) seconds to execute to resume play. The referee will clearly count down the time with his arm.
- 7.2.3 When a team scores a goal, the play will restart with a kick-off from the center of field.
- 7.2.4 **Throw-in :**
 - (a) When the ball exits the field by the sidelines, the ball is put in play by a throw-in the closest where the ball exited the field.
 - (b) The throw-in is carried out by foot.
 - (c) The possession of the ball goes to the team that did not touch the ball at last.
 - (d) If the execution delay is not respected, the play will be awarded to the opposing team as a throw-in.
 - (e) A goal cannot be scored directly from a throw-in. If the ball touches a player before entering in the goal, the goal is awarded.
- 7.2.5 **Goal clearance :**
 - (a) When the ball exits by the goal line, the ball will be put in play by the goalkeeper restart or a corner kick.

- (a) For a **goalkeeper restart**, the ball is put back in play by hand from inside the penalty area. If the execution delay is not respected, the play will be awarded to the opposing team as indirect free kick.
- (b) For a **corner kick**, the ball must be placed inside the arc at the corner of the field nearest to where the ball crossed the goal line. If the execution delay is not respected, the play will be awarded to the goalkeeper for a throw with his hands.

7.3 Goalkeeper

- 7.3.1 In his own penalty area, the goalkeeper can touch the ball with his hands. When he is not in his penalty area, he cannot touch the ball with his hands.
- 7.3.2 During the restart of play by the goalkeeper, a player placed in front of the goalkeeper cannot move until the ball is in play. The ball is considered in play as soon as it leaves the goalkeeper's hands.
- 7.3.3 It is not permitted to interfere with the goalkeeper's clearance.
- 7.3.4 After playing the ball with his hands or his feet, the goalkeeper cannot receive a pass from his teammate until a player from the opponent team touches the ball where ever his teammate is on the field. The goalkeeper can touch the ball only one (1) time per possession of the ball from his team.
- 7.3.5 At all times, a player can pass to his goalkeeper during a throw-in.
- 7.3.6 At all times, when the goalkeeper receives an intentional pass by foot from his teammate, he cannot play the ball with his hands even in his own penalty area.
- 7.3.7 If the goalkeeper passes the midfield, he can play as a regular player with his feet and therefore receive as many passes as possible. As long as he has not passed the midfield, the goalkeeper has a maximum of four (4) seconds to play the ball.

7.4 Free kick

- 7.4.1 A **direct free kick** allows a goal to be scored directly. An **indirect free kick** requires the ball to touch another player before entering the goal.
- 7.4.2 All free kicks are direct except the throw-in, goal clearance and kick-off.
- 7.4.3 All free kicks (direct and indirect) are made from where the fouls occurred. If the free kick is awarded to the defensive team in his own penalty area, the free kick can be executed anywhere in the penalty area.
- 7.4.4 For all free kicks, the ball must be completely still before putting it in play.
- 7.4.5 A **penalty kick** is awarded if one of the fouls occurred by a player or a goalkeeper inside his penalty area.

- (a) It will be a direct free kick.
- (b) The penalty kick is taken six (6) m from the goal line.

7.4.6 A direct free kick is awarded when one of these fouls is committed :

- (a) Giving or trying to kick an opponent ;
- (b) Trip or attempt to trip an opponent with the legs or by stooping in front or behind him ;
- (c) Jumping on an opponent ;
- (d) Charging an opponent ;
- (e) Hit or trying to hit an opponent ;
- (f) Shoving or pushing an opponent ;
- (g) Holding an opponent ;
- (h) If a player made a tackles or slide tackling ;
- (i) Interfering with a opponent to gain the possession of the ball by touching the player before the ball ;
- (j) Obstructing the goalkeeper during a clearance ;
- (k) Obstructing a player by preventing a player from moving around when the ball is not in action;
- (l) If a player touches the wall with his hands.

7.4.7 An indirect free kick is awarded when one of these fouls is committed :

- (a) After the ball has been put in play, the goalkeeper touches the ball with his hands before the ball has been touched by a player from the opponent team ;
- (b) If a player touches or controls the ball with his hands ;
- (c) If a team do not respect the process of substitution.