

**SPORT. ÉDUCATION. FIERTÉ.**

**RSEQ**®

**LAVAL**

## **Specific Rules and Regulations**



### **Multisports Mini-League Mini-Futsal**



## ARTICLE 1 – Category

Category	Grade(s)
Mosquito	5ht and 6th grade

## ARTICLE 2 – Team Composition

2.1. The minimum number of players for each team is 10.

2.2. If the team is composed of more than 10 players, substitution can be made at any moment during the game. All player substitutions must be made at the players' bench and the player must exit completely the field before his teammate can enter the field.

2.3. The games are played with 4 players and a goaltender on the field for each team.

2.4. There must be a girl on the field at all times. If a team does not have a girl, they must play with one less player on the field.

## ARTICLE 3 - Game Format

3.1 The teams will be separated into two pools and will play X games in a round robin period. After the round robin period, the four (4) teams with the most points in each pool will access to the quarter-finals. The four winning teams will play in the semi-finals. The winners of the semi-finals will face each other in the final.

Win: 3 points

Tie: 1 point

Loss: 0 point

### Tiebreaker procedures after round robin:

1. Total points
2. Point differential in all the pool games.
3. Teams with the lowest goals conceded (goals against)
4. Teams who scored most goals (goals for)

From the quarter-finals, if a game result is a tie, the 2 teams are decided by 3 penalty shootouts.

## ARTICLE 4 – Playing Time

4.1. The games will consist of two (2) halves of twelve (12) minutes (running time). There will be a two (2) minute break between each half.

4.2. There will be no over time. Even scored games will result in a tie.

4.3 No time-out allowed.

## ARTICLE 5 – Equipment

5.1. Participating schools must have the following equipment:

- Suggested ball ;

- Shirts or pinnies of the same color
- Shin guards (mandatory to play)
- Sports shoes or interior soccer shoes.

5.2. The official ball used is : <<FUTSAL>> (size #4)

5.3. The ball must be provided by the two opposing teams.

#### **ARTICLE 6 – Game Rules**

6.1. All slide tackles are forbidden.

6.2. In all restarts of play, opposing players must respect a regulation distance of three (3) metres from the ball.

6.3. Players (including goaltenders) have 4 seconds to execute all situations listed below.

<b>Situation:</b>	<b>Restarting play in the event of a foul and position:</b>	
Direct free kick	Indirect free kick to opposing team	Where the initial free kick was taken
Indirect free kick	Indirect free kick to opposing team	Where the initial free kick was taken
Throw-in	Throw-in to opposing team	Where the initial throw-in was taken
Goal clearance	Indirect free kick to opposing team	On the penalty area line at the point nearest to where the infringement occurred
Corner kick	Goal clearance to opposing team	In the penalty area
Restart of play by the goalkeeper	Indirect free kick to opposing team	Where the infringement occurred (or on the penalty area line if the foul was committed in the penalty area)

6.4. For direct and indirect kicks, the ball must be completely still before putting it in play.

#### **ARTICLE 7 – Playing Field**

7.1. Games are played in the school gymnasiums. The size will be at the discretion of the receiving school.

7.2. The soccer goal used is either the handball goal or the specific futsal goal.

7.3. The field is delimited by lines and it is not permitted to use the gymnasium walls.

7.4. A player cannot place his hands on the walls (off the field) so as to get a playing advantage. If a player places his hands on the wall, a direct free kick will be granted to the other team.

7.5. In the gymnasiums, all walls are excluded from the playing surface.

7.6. If the ball exits the field by the side lines, the ball is put in play by a throw-in closest to where the ball exited the field. The throw-in is carried out by foot.

7.7. When the ball exits by the goal line, the ball will be put in play by a goal clearance (Cleared by hand from inside the penalty area by the team goalkeeper) or a corner kick.

7.8. The ceiling and any suspended objects are excluded from the playing field. A throw-in is awarded to the opponents of the player who last touches the ball before hitting the ceiling or suspended objects. The throw-in is carried out closest to where the contact occurred.

#### **ARTICLE 8 – Goalkeeper**

8.1. 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. If a player causes obstruction to the goalkeeper, a direct free throw will be awarded.

8.2. A goalkeeper who pushes an opponent in his surface will result in a penalty kick.

8.3. 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.

8.4. 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. Therefore, the goalkeeper can touch the ball only once per possession of the ball from his team. However, a player can pass to his goalkeeper at all times during a throw in.

8.5. 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).

8.6. 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 mid field, the goalkeeper has a maximum of 4 seconds to play the ball.

#### **ARTICLE 9 – Direct and Indirect free kicks**

9.1. All restarts of play are direct, with the exception of: throw-ins, goal clearance and kick-offs.

9.2. All free kicks (direct and indirect) are made from where the infringement occurred. If the free kick is awarded to the defensive team in his own penalty area, it can then be executed anywhere in the penalty area.

9.3. A penalty kick is awarded if one of the infringements incurred by a direct free kick is committed by the kicker inside his penalty area.

9.4. Examples of infringements where a direct free kick is awarded:

- a. Giving or trying to kick or hit an opponent;
- b. Jumping on an opponent;
- c. Charging or pushing an opponent;
- d. Holding an opponent;
- e. Slide tackling;
- f. Obstructing a player by preventing a player from moving around when the ball is not in action;

Examples of infringements where an indirect free kick is awarded:

1. The goalkeeper touches the ball with his hands after the ball has been put in play and before the ball has been touched by a player from the opponent team
2. When a player on the field touches or controls the ball with his hands

**ARTICLE 10 – Security**

Before each game, the coach must make sure that no player is wearing jewelry (necklaces, earrings, piercings on the face, etc.)

**ARTICLE 11 – Referee**

Accredited and trained referees from l'Association de Soccer de Laval will be present for the games.