



Ages: U5 - HS
Division: May be combined
Roster Size: (frozen after 2nd game)
 6 minimum / 10 maximum
Field Players: 4 plus goalie
Field: Basketball court 55'x88'
Games: 8 Saturday games
Game Length: (2) 20 min halves
COST: \$65.00 per player
 Only 1 official will be used for Futsal games.
Rules on following pages.

\$100.00 non refundable deposit required with registration. Deposit will be deducted from total due. Balance due by 2nd game.

___ Winter 1 Starts: 10/22/2011
 Deadline: 10/08/2011

___ Winter 2 Starts: 01/07/2012
 Deadline: 12/23/2011

Level of play: OPEN Division: 05 06 07 08 09 10 11 12 13 14 15 non HS Division: B G
 Single age divisions formed if possible Co-ed circle boys
 15 non HS = no participant may be in 9th grade or higher

TEAM NAME: _____
 (Limit 25 letters)

RESPONSIBLE PARTY: _____

D.O.B. _____ (Must be 18 or older)

SIGNATURE: _____

DATE: _____

Come be part of a fast growing trend!

 **QUESTIONS?:**
 tbaldwin@sportscitykc.com

 Please complete all sections on next page.

Must complete all 3 sections.

SECTION 1: TEAM / RESPONSIBLE PARTY INFORMATION

YEAR: 2011-12 SPORT: FUTSAL SESSION: W1 W2 DIV: B OR G TM AGE: _____

I am aware of all requirements necessary to register and play a team at SportsCity. I am aware there are NO refunds. I will ensure that all team members are aware of the Rules of Play. I understand that I am responsible for ensuring the entire league fee is paid whether the team completes the session or not.

TEAM NAME: _____
(Limit 25 letters)

RESPONSIBLE PARTY: _____ D.O.B. _____
(Must be 18 or older)

SIGNATURE: _____ DATE: _____

PHONE: [home] _____ [cell] _____ [work] _____

ADDRESS: _____

CITY: _____ STATE: _____ ZIP CODE: _____

EMAIL: _____ (Required / Print VERY clearly)

SECTION 2: CHARGE / DEBIT CARD AUTHORIZATION: Mandatory

I authorize SportsCity to automatically charge any balance due after the teams second (2nd) game. If the charge is denied, I understand the team will be removed from the league and all games will be forfeited. NO refunds will be issued.

Visa MasterCard Discover American Express AMOUNT: \$ _____

NAME ON CARD (print): _____

PHONE NUMBER: [H] _____ [W] _____ [C] _____

CARD #: _____ EXPIRATION DATE: _____

SIGNATURE: _____ DATE: _____
(Required)

SECTION 3: SCHEDULE REQUESTS

Requests are NOT guaranteed. Only requests submitted on this form will be accepted. Once schedule is complete no requests will be taken or changes made. Each team is only allowed TWO (2) requests.

1. _____

2. _____



TOP 11 REASONS TO PLAY FUTSAL:

Not enough players to make a team for indoors? Then Futsal is for you. Other than smaller rosters giving participants more playing time, there are numerous reasons to play. Here are the top 10 reasons

1. **FIFA's Futsal rewards the same basic skills, tactics and knowledge of the game as the 11v11 outdoor game.**
2. **Ball Touches - In a statistical study comparing Futsal to indoor arena soccer with walls, players touch the ball 210% more often.**
3. **Ball Control - With limited space, an out of bounds and constant opponent pressure, improved ball control skills and technique are required.**
4. **Speed of Play - With limited space, constant opponent pressure and a 4 second restart rule players learn to play and think fast.**
5. **Mandatory Support - Without a wall as a crutch, players must make supporting runs when their teammates have the ball.**
6. **Continuity of Play - Action is continuous so players are forced to continue the play instead of stopping and watching**
7. **Knowledge - With four court players and all the basic options of the outdoor game in non-stop action mode, players' understanding of the game is enhanced.**
8. **Framing the Goal - The goal and Penalty Area are a perfect size for narrowing the angle so teams learn to frame the goal to score goals.**
9. **Encouraged Learning - FIFA's Laws Of The Game of Futsal, encourage playing a skilled game by punishing all physical contact fouls.**
10. **Fun - Players enjoy the challenge of playing a fast-paced-fun-skill-oriented game that test their abilities.**

SPORTSCITY FUTSAL RULES

You'll find most of what you need to know about futsal in this overview. It is recommended that you make copies of this handout so that all will be familiar with the rules.

You will see that futsal is a fast-paced game that is fun to play and will help players to improve their skills. Below are the major law differences between soccer and futsal. If the rule is not addressed below, you can assume that the laws of play are the same as outdoor.

Facility

- * Played on 55'x88' basketball court using the basketball court boundaries.
- * Surface is hard rubberized court. NO cleats allowed.
- * Goal size: 4 ft x 6 ft
- * Please respect the facility, officials, players, and spectators. No spitting, swearing, leaving trash, etc.

Equipment

- * Indoor soccer shoes or sneakers only. Again, no cleats.
- * Shin guards, age appropriate, must be worn at all times.
- * Futsal game ball, size 4, will be provided by SportsCity.
- * Home team wears Blue or dark and away teams wears White. Numbers required.

Teams

- * 4v4 plus a keeper.
- * Each team is to provide a person of which one will be responsible for keeping score and the other for tracking fouls, time penalties, and timeouts.
- * Rosters, frozen after 2nd game, are to consist of no less than 6 players and no more than 10 players.
- * While paper rosters may show additional players, the SportsCity computer roster will only list paid players. Only paid players may participate in games.
- * Refunds will only be issued if not enough teams to form a division.

Goalkeepers

- * GK can only handle the ball for 5 seconds in their own half. If they are in opponents half they have no handling restrictions.
- * Once the GK handles the ball, they cannot touch the ball a second time unless it has been touched by an opponent.
- * No punting allowed.
- * No kick ins (goal kicks) GK must throw the ball into play within 5 seconds.
- * GK can use their feet only if a ball is played back to them by their own team.
- * GK can leave their penalty box to become a 5th field player.
- * GK cannot throw the ball directly over the half way line. If they do an indirect free kick will be awarded to the opposing team on the halfway line.
- * GK can use their hands in the goal areas shown on page 3 that pertains to their age.

Game(s)

- * Games must start on time and consist of (2) 20 minute halves with a 2 minute half time with a running clock.
- * Ball is out of play (or scored) only when the whole ball crosses the entire WHITE line inside the blue line.
- * Kick-ins from the sidelines and all kick-ins are indirect.
- * Defending teams must be at least 5 yards back.
- * All re-starts must take place within 5 seconds or the ball will be awarded to the opposing team, apart

from when a goal is scored.

- * Corner kicks are direct.
- * No off-sides.
- * Players are allowed to enter the goalkeepers box. Players must leave the box when the ball goes out over the goal line.

Substitutions

Free substitutions are made "on the fly". Players can only enter or leave the game in the substitution areas marked by their respective benches, and a player may only enter a game after the player they are replacing has left the field. Failure to do so results in a caution and an indirect free kick is taken from where the ball was situated when the game was stopped to caution the player.

Kick-off

Opposing players must give 5 yards until ball is in play.

Kick-in

- * A ball kicked out over the touch line (side line) by one team becomes the other teams ball. The team kicking in has 4 seconds to get the ball back in play or it becomes opponent's kick in. The referee will give a visual count with his hand.
- * Defense must give 5 yards distance.
- * Players taking kick in cannot step into the field while kicking ball back into play.
- * Goals cannot be scored from kick-ins.
- * If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

Goal Clearance

When the offensive team puts the ball over the end line, the other team gets the ball. The goalie must throw the ball within 4 seconds of retrieving it and put it back into play by throwing it. The throw must leave the penalty area. The opposing team must stay out of the penalty area during a goal clearance. If a opposing player touches the ball before it leaves the penalty area, GK retakes the throw. The GK cannot touch ball again until another player touches it.

Corner Kick

To be taken inside the corner arc, If there is no arc, kick is taken at the point where goal line and touch line meet (at corner).

Indirect Free Kick

5 yards of distance from kicker to set up wall, and ball is in play after it has been touched. If the kicking team takes more time than 4 seconds to take the kick, it becomes the opposition's indirect kick.

Fouls

Slide tackling is a major foul in futsal. It is not allowed in any situation where there is contact between players or where referees believe that contact could have resulted.

Exceptions:

The GK is allowed to slide in an attempt to clear the ball, if in referees' judgment, his slide is an attempt only to make contact with the ball, not the opponent. If GK slid is reckless (a foot in air, a hook, rolling tackle) it is a foul and possibly a cardable offense. A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bound or an offensive player sliding to knock the ball into the goal where there is not other defensive player close to the play. Players and coaches should use this general rule, if you slide tackle near a player, assume it will be called a major penalty.

Penalties

- * All free kicks outside the penalty area will be indirect.
- * Fouls inside the penalty area will be at the discretion of the referee, direct fouls will result in a penalty kick. Indirect free kicks will be moved to outside the penalty area.

- * Walls must be formed a minimum of 5 yards back from infringement.
- * After 5 team fouls in a game, every foul thereafter will result in a direct penalty kick for the opposing team.

Accumulated Fouls resulting in Direct Kick

- * Kicking or attempting to kick an opponent
- * Tripping or attempting to trip an opponent
- * Jumping at an opponent
- * Charges an opponent
- * Strikes or attempts to strike an opponent
- * Pushes an opponent
- * Holding an opponent
- * Spits at an opponent
- * Slide tackles with exceptions above

6th Accumulated Foul

Upon a team's 6th accumulated foul in each half and all other accumulated fouls within the half, the other team is awarded a free kick taken from the 10 meter penalty mark or where the infraction occurred it is in a more favorable spot. The defending team cannot build a wall to block the kick. The player taking the kick must be clearly identified and the player taking the kick must make an attempt at the goal.

Sending Off Fouls

- * Handling the ball deliberately, except for GK in their area.
- * Denying an obvious goal-scoring opportunity to an opponent moving toward the goal. Player sent off cannot re-enter the game. Substitution is allowed after 2 minutes.
- * No shoulder charging.

ALL spectators must be on this side.

