



FUTSAL 3x3 and 4x4 (MICROFUTSAL)

REGULATIONS

2010

REGULATIONS

TABLE OF CONTENTS

Rule № 1. The Field

Rule № 2. The Ball

Rule № 3. The number of players

Rule № 4. The clothing of players

Rule № 5. The duration of the game

Rule № 6. Beginning and renewal of the game

Rule № 7. Ball in game and out of game

Rule № 8. Description of the goal

Rule № 9. Breaking of the Regulations and undisciplined conduct

Rule № 10. Penalty kick

Rule № 11. 9-metre penalty kick

Rule № 12. Throwing the ball from the side line (throw in)

 Authorities of the umpires

 Signs of the umpire

Rule № 1. THE FIELD

Dimensions

The shape of the game field should be rectangular. The length of the side line should be bigger than the length of the goal line.

Microfutsal 3x3:

Length: minimum 26 m., maximum 28 m.

Width: minimum 14 m., maximum 15 m.

Microfutsal 4x4:

Length: minimum 30 m., maximum 34 m.

Width: minimum 15 m., maximum 17 m.

Tracing of the surface

The game field is marked up by lines. These lines are included in the dimensions of the court that they delimit. Two long lines that delimit the court are called side lines. Two short lines are called goal lines.

All types of these lines are 5–6 cm wide.

The game field is divided by a central line to 2 equal parts.

The center of the field must be indicated by the 10 cm corresponding mark. 3 metered long circumference should be marked up around this point.

In 9 meters from the centers of the goal lines in both parts of the game field should be marked points with the diameter of 10 cm to make a penalty kick.

Goal area

The goal area is situated in each of 2 parts of the game field in the following way:

On the distance of 1.5 meters to both directions from the center of goal line are taken 2 parallel lines on the direction to the center of field. Perpendicularly up from the end of them are also taken two parallel to each other lines. These lines are connected by upper bar, making a rectangle with sides 1.5 to 3 meters.

Surface of the field

The surface of the field must be flat and smooth, free of abrasive. The recommended surface is wooden or artificial. It is also allowed to use concrete, asphalt and artificial grass.

Replacements area

The benches of reserves are placed after the side line of the game field not less than 1 m distance to the game field and 3 m. distance to the central line.

The replacement areas are situated opposite to the player's benches.

Goals

The goals should be located in the center of every goal line. They consist of two vertical stanchions, placed equidistant of the corners of game field and connected above and below with the horizontal crossbeams.

The distance between the stanchions (inside measuring) should be 0,8 m. The distance between the crossbeams (inside measuring) should be 0,7 m. The lower crossbeam should be placed on 9-10 cm from the surface of the game field.

The stanchions and crossbeams have the same section – 4x6 cm., 6x6 cm. or 8x8 cm. The nets are done of hemp, jute or nylon. They are attached to the stanchions of the goals on the outside part of the game field. The lower parts of the nets are attached to the hygienic feet, whose base length should be not less than 50 cm.

It's forbidden to place the goals by the way of fastening them to the floor.

Rule № 2. THE BALL

Quality and size

Ball

- It has spherical shape.
- It is made from skin or another similar material.
- Its circumference is not less than 58 cm. and not more than 60 cm.
- Its weight is not less than 430 gm. and not more than 460 gm. to the beginning of the game (for women and children's teams up to 15 years the weight of the ball is 380 – 400 gm.).
- It has the pressure of 0,6 – 0,7 atmosphere (600 – 700 gr/cm²).
- It must have its first rebound not more than 50 cm. after falling from a 2 m height.

Substitution of the unfit ball

In case if the ball loses its form or is damaged during the game, the game should be interrupted for substitute the ball for the new one. The game can be renewed by throwing the ball by the umpire from the place where the ball has been while the game was interrupted.

In case if the ball loses its form or is damaged before the beginning of the game, or during the interruption, or while the first kick, penalty kicks or side throwing, after the substitution of the ball the game begins again in the place where the ball stopped at the interruption of the game.

During the game the ball can be replaced only with the authorization of the umpire.

Rule № 3. I NUMBER OF PLAYERS

Players

Microfutsal "3x3". Every team records in the game report not more than 8 players, one of them should be the captain. Three players initiate the game, the others are in the bench of the substitute players together with the management of the team.

The minimal quantity of players by which the team is admitted to the game is 2.

Microfutsal "4x4". Every team records in the game report not more than 8 players, one of them should be the captain. Four players initiate the game, the others are in the bench of the substitute players together with the management of the team.

The minimal quantity of players by which the team is admitted to the party is 3.

The following moments are included to the rights and obligations of the captain:

- To represent the team in the course of the game and to be responsible for the team during the game.
- To apply to the umpires for information, when it's necessary (other players don't have this right).
- To take the captain's armband.

Replacement procedure

The replacement is carried out opposite to the bench of substitute players.

The number of replacements during the game is unlimited. The player who was replaced can return to the field replacing another player.

When the ball is in game or out of game the replacements are realized when the following conditions are fulfilled:

- The player of the basic set that leaves the field must do it in his area of replacements (opposite to the bench of substitute players).
- The substitute player who goes out to the field must do it in his area of replacements (opposite to the bench of substitute) and only after the player, who is replaced by him, will cross the side line.
- The replacement is controlled by the umpires.
- The replacement is considered to be realized when the substitute player goes out to the field.

For the replacement of the injured player it's allowed to spend not more than 15 seconds.

The umpire has a right to do warning and to order off the player from the field before the game. In this case the above mentioned player can be replaced.

Infractions / sanctions

If during the replacement procedure the next player goes out to the field before the replaceable player leaves completely the field:

- The game must be interrupted (in case if it is impossible to use the principle of advantage).
- The utility man should leave the game field.
- The utility man is done a warning with the use of yellow card.
- The game renews with throwing the ball from the side line by the opposite team from the place, where the ball has been while the game was interrupted.
- If during the replacement the utility man or the replaced one goes out or leaves the field out of the replacement area:
 - The game must be stopped.
 - The player that has broken the Rules receives warning appearing with the use of yellow card.
 - The game renews with throwing the ball from the side line by the opposite team from the place, where the ball has been while the game was interrupted.

Rule № 4. CLOTHING OF THE PLAYERS

Safety

The player must not use the clothing or equipment as well as any type of jewels or objects that can cause danger for himself or other players.

Clothing of the players

Obligatory clothing of the player:

- T-shirt.
- Shorts (if extra pants are used they must be of the same color as the shorts).
- Gaiters.
- Footwear (it is allowed to use sports footwear with top of textile or of soft skin with rubber or coauthorc sole or another similar material).
 - The number is stamped on the back of the t-shirt. The height of the number should be 15–20 cm.
 - The color of the number must differ evidently from the color of the T-shirt.
 - It is obligatory to put numbers with the height of 10-15 cm. in the top frontal part of the t-shirt and in the lower part of the shorts.

Infractions / sanctions

In case of any infraction of the Rule 4 the player must leave the field to clear up his clothing or equipment for demand of the umpire. The player can't return to the field without authorization of one of the umpires, who must verify if the clothing was cleaned up. The player can return to the field in his replacements area, only in the moment when the ball is out of game.

Rule № 5. DURATION OF THE GAME

The duration of the game is two periods of 15 minutes the net time of game with 5 minutes for rest between them.

The time begins with the switching on the chronometer at the moment of kicking the ball as well as at the moment of throwing the ball from the side line or the goal line. The chronometer stops after the umpire's whistle as well as at the moment of coming off the ball of the game field.

Rule № 6. BEGINNING AND RENEWAL OF THE GAME

Before the beginning of the game

While recording the game report the teams decide by the toss who will put the ball into the game.

In the second half of the game the teams change half of the field. The ball should be put in game by the opposite team.

The team "A" takes the bench on the right side of the field, team "B" takes the bench on the left side of the field.

The first kick

The first kick is the way of initiating or renewing the game:

- To the beginning of the first and second period.
- To the beginning of every supplementary period of time, if it is established by the Rules.
- After every goal.

Dispositions

1. In the beginning of the game the players should stand on their halves of the field.
2. The opposing team to the one that makes the first kick stand not less than 3 m distance to the ball until the ball comes in the game.
3. The ball in the stationary position should stand in the middle of the field.
4. The umpire gives the sign.
5. The ball is in game when one gives him a kick.
6. The player who makes the first kick can't touch the ball for the second time while it is not touched by any other player.

After the goal the first kick should be done by another team.

The goal is taken into account if it was done from the first kick.

Infractions / sanctions

If the player that is doing the first kick touches the ball for the second time before another player touches, it will be sanctioned by throwing the ball to the opposite team from the point nearest to the place of the infraction. The throwing should be done by the opposite team.

In case of infraction while throwing the ball into the game the procedure of first kick repeats.

Disputable throwing the ball

The "disputable" throwing the ball is a way of renewal of the game after an interruption of the game. It's made from the place, where the ball has been while the game was interrupted.

Rule № 7. BALL IN GAME AND OUT OF GAME

The ball is considered to be out of game in case if:

- It crosses completely the goal line or side line by the game surface or by air.
- The game is interrupted by the umpires.
- The ball touches the roof.

The ball is considered to be in game in course of all the remaining time, as well as:

– It bounces off the crossbeams and the stanchions of the goals towards the inside to the court.

- It bounces off the umpire when he is inside the field.

Dispositions

If the ball strikes the roof, the game is renewed by throwing the ball from the side line. It's done by the team opposite to that one, whose player was the last touched the ball.

The throwing is done from the point nearest to the interception with the imaginary line planned in parallel with the goal line that crosses the point in the field under the place where the ball touched the roof.

Rule №. 8 DEFINITION OF GOAL

The scored goal

The ball is kicked into the goal if it crosses completely the goal line between the stanchions and crossbeams on condition that the team that scored the goal has not broken the Rules. The goal scored from the outside of the goal area is also available.

The goal is also scored, in case if during the game the gates have moved on the distance not more than the diameter of the ball.

Winning team

The team that has done more goals during the game is considered to be a winner. If both teams have equal quantity of scored goals or if there are no scored goals at all, it's considered to be drawn game.

For the games that end with draw the Rules can apply some measures like additional time or some other ways to assign the winner.

Rule № 9. INFRACTIONS OF THE RULES OF THE GAME AND UNDISCIPLINED CONDUCT

The infractions and the undisciplined conduct are sanctioned of the following way:

Penalty kicks

The following measures are applied to team whose player has done one of the following mistakes:

- To strike or to try to strike the rival with the foot.
- To trip up the rival.
- To make wrong maneuver (with a foot he plays the ball and with other he strikes the other player).
- To jump to the rival.
- To beat or to try to beat the rival with the hand.
- To push the rival of not authorized form.
- To stall a rival with the hand.
- To spit at the rival.
- To play the ball with the hand, or the ball hit the player to the hand, except case when the hands are in position vertical given to the body or when the ball is out of player's sight.
- To jump to the ball with both feet, to threaten the safety of the rival (with physical contact).
- Without playing to the ball to block deliberately the rival, to intervene between the rival and the ball and to put itself in the way of the rival (with physical contact).

The penalty kick is done from the place where the violation was done. If the player realizes any of the violations in its goal area, independently of the place where the ball was in this moment in game. It will be sanctioned by penalty kick from the midfield of game, the 9 meters penalty kick has to be done.

The player of the defending team is sanctioned by a penalty kick in playing in his goal area if:

- He attacks the rival who is controlling the ball in the zone.
- Being in his goal area, he takes the ball that was pulling by the rival.
- being in the area of the goal, blocks access to a ball from the side of the rival (or the rival touched the ball which was controlled by defender);
- Premeditatedly moves the goal.
- The foul of the last hope (before breaking the rule the forward was on the rival's part of the game field and was closer to the goal than the rivals).
- After throwing the ball he touches the ball in his goal area.

Out fouls

All the infractions are sanctioned by throwing the ball with the hands from the side line by the player of the opposing team. It should be done from the point nearest to the place of the infraction if:

- The player having in his power the ball he delays the game, limiting the movement of the ball of some way for more than 5 sec.
- The player hobbles for playing the ball for other players, covering it with his body or blocking up the movement of the ball with his body.
- The player touches the ball for the second time when the game is renewed and another player has not even touched it.
- The player realizes incorrectly the throwing from the side line.
- From the umpire's point of view, the player plays of dangerous way for the rivals as well as for himself (except the cases of physical contact of the rival that are sanctioned by penalty kick).
- the attack player throws the ball through the goal area by air or throws to the goal area;
- The player does not put the ball in game within 5 seconds from the indication of the umpire.

DISCIPLINARY SANCTIONS

The infractions sanctioned with warning

The player receives warning with yellow card if:

- He demonstrates unsportsmanlike conduct
- He expresses dissatisfaction with the desiciones of the umpire verbally or with actions
- He infringes systematically the Rules of the game.
- He does not preserve the regulatory distance when the game is renewed by throwing the ball or by penalty kick.
- He comes out or returns to the field without permission of the umpire or infringes the condition of the replacement procedure.

- He leaves the field without permission of the umpire.
- He deliberately plays the ball with the hand.
- He deliberately tries to move the goal.
- He is simulating, that is trying to mislead the umpire.
- He disables the rival to score a goal.
- He plays roughly against the rival.

The coach and other representatives of the team must stay in zone of the bench of substitute players and must behave correctly and with the due responsibility.

During the game only one representative of the team is allowed to stand in the zone where is situated the bench of the substitute players.

The coach or another representative of the team can take a warning if:

- He comes to the game field for giving instructions for the players or for making medical aid to the player without the permission of the umpire.
- He disrespectfully appeals to the umpire or to the players of the opposite team or to the spectators.
- He urges the players of his team to the unsportsmanlike conduct.
- Regularly leaves the zone of the substitute's bench;

Infractions sanctioned with sending off the field

The player or representative of the team will be send off the field with red card if:

- He demonstrates an aggressive conduct.
- He spits at the rival or strikes him as well as any other person.
- He makes serious and meaningless infraction of the Rules of the game.
- He uses offensive or unquotable expressions or gestures.
- He receives the second warning during the game.

The removed player can be substituted with another player and he is automatically disqualified for one or more games in accordance with the decision of the Disciplinary Committee.

The removed players and representatives of the team cannot be in the bench of substitute.

When there are applied disciplinary sanctions (warning or sending away) the umpire must use the «principle of advantage».

Rule № 10. PENALTY KICK

When the umpire detects a violation and the guilty team has a right to form a barrier to defend the penalty kick, the umpire raises the hand and keeps it raised up till he is sure that the players are located not less than 3 m. of the ball.

If the distance between the place of interruption of the game as a result of the violation of the Rules and the goal area is less than 3 m., the ball is taken down from the distance of 3 m. of the goal area and the player's barrier stands in front of the goal area.

While making a free kick, the ball must stay immovable on the game surface. The player who makes the kick cannot touch the ball for the second time until any other player does not touch it.

If the ball enters the goal of the rival after was made a penalty kick, the goal is valid.

Infractions / sanctions

If the player of the defending team infringes the rule:

- The kick recurs if the goal wasn't scored.
- The kick does not recur if the goal was scored.

If making a kick the rival brings over to the ball at a less distance of the regulatory one (3 meters) the kick recurs.

If later that the ball brings in game the player who executes the kick touches the ball for the second time before any other player, it is granted to the opposing team to execute throwing from the point nearest to the place where the infraction has happened. If the team that makes the penalty takes wastes more than of 5 sec. to do it more, the opposite team throwing the ball from the side line.

When it is executed the penalty kick all the players of the opposing team must stay not less than 3 m. of the ball until the ball comes into the game. The player of the opposite team cannot be between the kicking player and the ball.

Rule № 11. 9-METER PENALTY KICK. 9-METER PENALTY KICK AFTER THE GAME

The 9-meter penalty kick is applied in case if:

- The Rule № 9 was infringed within the range of one's goal area.
- After the «foul of last hope».
- For touching the ball in one's area after any way of throwing the ball.

Place of the ball and of the players

The ball places over the 9-meters mark.

The player who was executing the penalty kick must be identified.

9 meter penalty kick should be done during 5 sec from the umpire's whistle.

The players, except the one that was executing the penalty kick must be located at not less than 3 m distance of the ball and to the imaginary sector of goal area.

The executor of the kick of penalty directs the ball stamping on it towards the goal of the rival. If the ball does not cross the imaginary line between the stanchions and the crossbeams or turned aside towards the field after bouncing in the stanchions or the

crossbeams, it is realized extract from any point in the line goal executed by a player of the opposite team.

When the time of the first period ends or the second period or the extra-time ends and simultaneously to sanctioned a penalty kick, then the time it will be extended up to executing the penalty kick.

9-meter penalty kicks after the game

The penalty kicks after the party from the midfield it is the way of determining the winner if the regulation of the competition considers it to be valid.

Dispositions:

1. The umpire chooses the goal in which the penalty kicks will be done.
2. The umpire realizes the drawing and the team whose captain wins acquires the right to the first or second kick.
3. The umpire takes the control of the order of succession of the taking of the kick.
4. The kicks can be done only by players who were in the field of game at the moment of finishing the game.
5. The kicks to the goal finish if in any series of the kicks (a kick to every team) one of the teams puts the ball to the goal and another team not.

Rule № 12. THROWING THE BALL FROM THE SIDE LINE AND FROM THE GOAL LINE WITH THE HANDS

The throwing is a way of renewing the game executed by the player of the opposing team. The goal is not cost if the ball enters the goal immediately after the side throwing.

The throwing the ball from the side line is assigned when the ball crossed completely the side line for the surface of the field or by air, or when it touches the roof, or after out fouls (Rule № 9).

The player that executes the throwing the ball at the moment of making to bring the ball in to the game:

- He must do it staying face to the field and out of its limits.
- He must not take his the foot on the surface of the game field.
- He must use two hands and throw the ball from behind and over the head.

When the ball goes out of the field crossing the goal line, the opposite team executes bringing the ball in to the game from any point of the goal line.

Infractions / sanctions

The throwing in realizes it the opposing team if the player who executed the kick touches the ball for the second time before any other player touches it. The throwing of the ball is executed from the point nearest to the place where the infraction took place.

The throwing is executed again by the player of the opposing team if:

- It was executed incorrectly.
- It was not executed from the point where the ball crossed the side line.
- The throwing takes a more than 5 sec. after the umpire's whistle.
- A player of the attacking team received the ball inside the goal area.

AUTHORITIES OF THE UMPIRES

There are two umpires and timekeeper in each game.

The main umpire:

– He will make to fulfill the Rules of the game and the regulation of the competition.

– He will control the course of the game and timekeeping of the game (if the Regulations don't provide the timekeeper) with the help of the auxiliary umpire.

– He will interrupt game or stop it in case of infraction of the Rules of the game or of external interference.

– In case of violations he uses the «beginning of advantage».

– He interrupts the game if from his point of view a player has received a serious injury and he provides the transportation of the player out of the field.

– He allows the continuation of the party until the ball is out of game, if from his point of view the injury of the player is not serious.

– He sanctions to the player for the absence of major gravity in case that this one to assignment several violations at the same time.

– He applies disciplinary sanctions to the players who commit infractions that deserve reprimand or expulsion.

– He acts based on the recommendations of the Auxiliary Umpire when the accident has happened out of his sight.

– He controls that no unauthorized persons enters to the field without his permission.

– He takes measures as regards to the official representatives of the teams conducting themselves improperly, and he can according to his opinion send them off the field and from the bordering area.

– He controls that the ball that is used fits to the demanded for the Rule 2.

– He takes disciplinary measures from the entering the field in the beginning of the game till the final whistle.

The decisions of the umpire applied to the facts related to the game, are determinant.

The umpire can change his decision only in case if he understands his error or on recommendation of his assistants, but under the condition that he has not even renewed the game or he has not suspended the game.

In case of sending off a player or a representative of the team, the umpire is forced to indicate in the report the surname of the player or accused representative, as well as the cause of accusation.

Auxiliary Umpire:

- He fixes in the report of the game scoring a goal and disciplinary sanctions as well as other accidents, which take place during the game, before and after it.
- He duplicates the timekeeping of the game (if the Regulations don't provide the timekeeper).
- He fixes coming the ball out from the side line or the goal line.

Timekeeper:

- He counts the clear playing time. The time begins with the switching on the chronometer at the moment of kicking the ball as well as at the moment of throwing the ball from the side line or the goal line. In case if after kicking the ball the time stopped and the ball crosses the goal line, the goal is valid.

The chronometer stops after the umpire's whistle as well as at the moment of coming off the ball of the goal area.

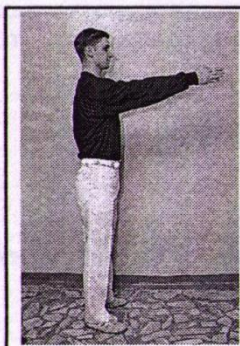
Clothing of the umpires

The umpires' uniform consists of shirt or t-shirt of any color that differs from the color of the uniforms of the participants, long pants, belt, socks and sport shoed (all should be in white color).

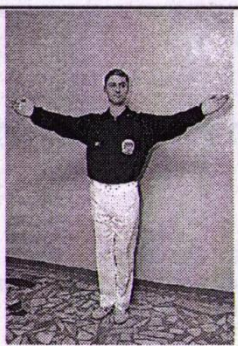
SIGNS OF THE UMPIRES

1. Beginning and renewal of the game.
2. To continue the game.
3. Penalty kick.
4. Count of five seconds.
5. Time-out.
6. Warning or sending off the field.

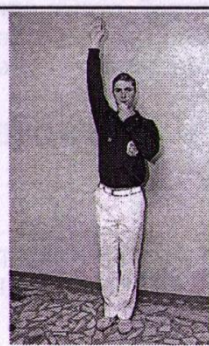
Жесты судьи



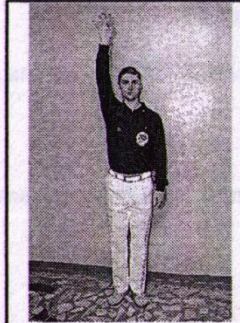
Начало и возобновление игры



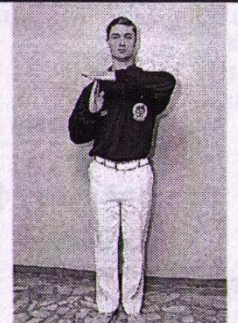
Продолжать игру!



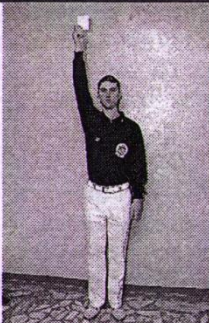
Штрафной удар



Отсчет пяти секунд



Тайм-аут



Предупреждение или Удаление

МЕЖДУНАРОДНАЯ ФЕДЕРАЦИЯ ФУТЗАЛА (ФИФУСА)
FEDERACION INTERNACIONAL FUTSAL (FIFUSA)
e-mail: FIFUSA-2010@yandex.ru www.uefs.eu

ЕВРОПЕЙСКИЙ СОЮЗ ФУТЗАЛА (УЕФС)
UNION EUROPEA DE FUTSAL (UEFS)
e-mail: uefs@mail.ru