CERN Futsal Rules of Play (Short version)

Goalkeeper

• inside his own half of the pitch the goalie has 4 seconds to play the ball, i.e. even with his feet inside or outside of the penalty area. Outside his own half of the pitch the goalie becomes a normal player.
• for the goalie to play the ball in his own half a second time (after he put the ball in play either with hands or with feet) the ball must, at least once, either touch an opponent or cross the halfway line or after a throw-in.
• in addition to above rules the goalie may never take the ball with the hand when this is passed back to him intentionally from a teammate with his feet (same as in outdoor football).
• Goal clearance: the goalie throws (i.e. with his hands) the ball outside the penalty area (even in the other midfield), from anywhere inside the penalty area within 4 seconds. He cannot touch the ball again before it has been touched by an opponent or crossed the halfway line, or after a throw-in.
• Infringements to these rules are punished with an indirect free kick taken from the place where the infringement occurred or from the 6 m line if it occurred inside the penalty area.

Free kicks, corners, kick-in

• Distance for direct or indirect free kick is 5 meters.
• Distance for corner kick and kick-in is 3 meters.
• When a kick-in is taken the ball must be stationary on the touch line.

Accumulated fouls, If a player commits his team’s fifth (or higher) accumulated foul:

• in the opposing team’s half or in his own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark, the free kick is taken from the second penalty mark (10 meters).
• The location of the second penalty mark is made 10 m from the midpoint between the goalposts and equidistant to them.
• in his own half of the pitch between the imaginary 10 m line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the place where the infringement occurred.

Advantage rule

• The referees may play advantage whenever an infringement or offence occurs, if the infringement (or offense) is cumulative for the fault bonus, the referees adds it to the current bonus when the action is over.

Sliding

• Sliding in an attempt to play the ball while an opponent is playing it or is about to play it (sliding tackle) is forbidden, except for the goalkeeper in his own penalty area, provided that he does not endanger the safety of an opponent. However, if someone slides to keep the ball in play, block a ball going into the goal, to score, etc., in a manner deemed not to be dangerous by the ref, such will be permitted.

RED card

A player shall be sent off (red card) if in the opinion of the referees, he:

• intentionally impedes a goal-scoring opportunity;
• is guilty of serious foul play;
• is guilty of violent conduct;
• uses foul or abusive language;
• persistently infringes the laws of the game.

When a player is sent off, his team will play for 2 minutes with one player less. After the 2 minutes are elapsed (or early if a goal is scored by the opposite team) the player can play again or be replaced by a substitute.

Note: For reasons of readability the masculine form was chosen in this text, nevertheless, the information refers to both genders.