



Adult Futsal (Indoor Soccer) League Rules and Regulations

(Revised 11/1/2022)



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Table of Contents

I.	Registration Procedures.....	3
II.	Managers Duties.....	3
III.	Eligibility.....	4
IV.	Playing Rules.....	4
	Playing Area.....	5
	Equipment.....	5
	General Rules.....	5
	Restart for Sideline Out-of-bounds.....	6
	Restart for End Line Out-of-Bounds(Offense).....	6
	Restart for End Line Out-of-Bounds(Offense).....	6
	Goalie Box.....	6
	Substitutions.....	6
	Overtime.....	6
V.	Penalties.....	6
VI.	Tournament.....	7
VII.	Awards.....	7
VIII.	Ejections.....	8
IX.	Code of Conduct Contract.....	9

League Director

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All playing rules listed below will govern league play. In the event a situation is not listed below, it will default United States Fustal (USF) Rules.

I. Registration Procedures

A. Team Registration:

- a. **\$150.00 per team** – Includes 10 regular season games and a single elimination post-season tournament.

B. Player Registration:

- a. In addition to the team fee, a participation fee of **\$20** (Greenville City Resident); **\$30** (Non-Resident) and player registration form are required for each member on the team roster which includes players, coaches, and managers.

C. Payment of Fees:

- a. Player fees can be paid online after the team fee deadline or in person at H. Boyd Lee Park.
- b. Please make checks payable to Greenville Recreation & Parks Department (GRPD).

D. Manager Meeting:

- a. A MANDATORY meeting for managers or team representatives will be held at the conclusion of team registration.
- b. Failure to attend this meeting (manager or team representative) will result in removal from the league with a full refund.

E. Refund/Credit Policy:

- a. GRPD will give partial or full refunds for the following reasons:
 - i. Classes/programs cancelled due to lack of participant interest, and/or
 - ii. Valid medical reasons on the part of the participant, and/or
 - iii. Participant is dissatisfied within the first two (2) meetings of a program and contacts GRPD staff within five (5) business days after the second meeting for a refund.
- b. Other valid reason for exiting programs will be considered for program credit. GRPD must be notified at least two (2) working days prior to class/program starting date in order for GRPD to be able to fill program vacancy.
- b. Senior Management must approve a refund or a credit for program or portion of programs deemed appropriate.
- c. Credits can be used only by participants or his/her immediate family members.

II. Managers Duties

- A. It shall be the duty of each manager to see that the official roster, player registration forms, and entry fees are delivered to the Athletic Office as stated on the Futsal Deadline and Fact Sheet. Each team is required to register during assigned registration dates. Team managers are responsible for signing player registration forms to verify all players are of proper age.
- B. At the conclusion of registration, a mandatory organizational meeting and rules clinic will be scheduled by the League Director. Failure to supply a team manager or team representative will result in dismissal from the league and a refund will be granted.
- C. It is the responsibility of each manager to assure that all players on his/her team are eligible and understand the rules and regulations of the GRPD Futsal League.
- D. Managers or team captains are the only ones allowed to question the referee.
- E. Managers are to see that all players are in the proper uniform and that the players stay in the respected areas.
- F. It is the manager's responsibility to ensure the player's bench is occupied by only players. Children and spectators are not to be on the bench.

- G. Each manager is responsible for their team and spectators' conduct at and around the park. GRPD will not tolerate abusive language, consumption of alcoholic beverages on city property, litter, or other irresponsible acts.
- H. Only the team manager should contact GRPD after 12pm, in case of inclement weather. Game status updates will be available by calling the weather hotline at 252.329.4299.
- I. Each manager is responsible for contacting GRPD concerning the rescheduling of games.
- J. Notify the Athletic Office of any changes of team manager contact information.
- K. Managers are to see that all players "check in" with the official 10 minutes before the scheduled game time. Game official will have an updated roster each week and players must show photo I.D. to be considered eligible to play.
NOTE: Players arriving late must check in and CANNOT be on the floor until cleared by the game official.

III. Eligibility

- A. All participants must be 16 years of age prior to participation and are required to pay the appropriate fee and complete a registration form to be considered an eligible player. Proper Identification is required.
- B. Player registration fees and registration form must be on file with GRPD before the game in which he/she is to play.
- C. Each player will have the option to switch teams one time. The switch must be made before the third regular season game with the original team. The manager of the team the player is leaving must agree to the release in writing.
- D. Each roster is limited to 12 players, including manager and/or coaches. There will be **NO MINIMUM** number of games a player has to participate in to be eligible for the post-season tournament. Any player on the roster by the last regular season game in his/her league will be eligible for post-season play.
- E. Any GRPD representative, official, scorekeeper, or an opposing team all have the right to protest the legality of a player. GRPD has the right to check identification at any time; picture I.D.'s must be readily available upon request. This includes the right to check entire teams or just specific players in question.
NOTE: Failure to provide identification will result in a forfeit and player suspension. Any team found to be playing illegal players must forfeit the present game, those players will be suspended from ALL league play for the next 3 scheduled games, and the manager will be suspended from ALL league play for the next 5 scheduled games.
- F. **An illegal player** is defined as: a player participating under an assumed name and/or playing for a team in which he/she is not on that team's roster; or playing on more than one team in the same division.
- G. **An ineligible player** is defined as: a player who does not meet the requirements of the GRPD Code of Conduct [SEE PAGE 13]; or playing while under suspension.
- H. **Uniform:** Each player must have a shirt of the same color with a screen printed or ironed on number on the back of the shirt. **(The number must be AT LEAST 8in tall)**. Teams are not allowed to have duplicated jersey numbers (1 and 01, 3 and 03, 8 and 08, etc. are NOT the same number). All uniforms must be complete by the beginning of the regular season game. Referees will not allow a player without the minimum uniform to play, and a team will be charged a forfeit if they fail to provide 3 players dressed alike.

IV. Playing Rules

All playing rules listed below will govern league play. In the event a situation is not listed below, it will default United States Futsal (U.S. Futsal) Rules.

THE PLAYING AREA

- A. The playing area boundaries are defined by the basketball court sidelines and end lines; NO using the walls.

EQUIPMENT

- A. Tennis shoes or indoor shoes must be worn; NO CLEATS or TURF SHOES
- B. Shin guards **MUST** be worn; anyone without shin guards will NOT be allowed to participate.
- C. The use of headgear (including hats), **JEWELRY**, or any unyielding or dangerous equipment is **PROHIBITED**. Headwear containing any exposed knots, such as bandannas, is illegal.
NOTE: Should there be question regarding the legality of any equipment, the referee and/or GRPD staff shall be the judge of improper equipment.
- D. Uniforms consist of every player on each team wearing a shirt of the same color with a different number on their back. (Please see uniforms rule above)
- E. GRPD shall provide the Soccer Ball: Weighted size #4; specially designed for little bounce to adapt to the gym floors for all games.

GENERAL RULES

- A. A game shall consist of (2) two 20-minute halves; running clock.
NOTE: The clock will stop on all injuries.
 - a. Teams play with 5 players (including the goal keeper)
 - b. There will be a 5 minute half time.
 - c. The referee is the official timer.
 - d. Kickoffs must be played lateral or backwards.
 - e. No off-sides.
 - f. The referee's will use a 2 card system (yellow & red).
 - g. **All "kick-ins" will be INDIRECT.**
 - h. **NO SLIDE TACKLING. A foul (yellow card) will be called immediately, regardless of whether or not contact occurs.**
 - i. **MERCY RULE:** The game shall be considered complete if one team holds a lead of four (4) or more goals at or any time after the two-minute mark of the second half.
- B. A grace period of 5 minutes will be allowed for all games from the scheduled start time. Teams must have 3 eligible players on the court prior to the grace period running out. Teams who fail to produce at least 3 eligible players prior to the grace period ending, will forfeit the game.
- C. Only five (5) players per team are allowed on the court at a time (including the goalkeeper). **A minimum of three (3) players is necessary to begin play.** The game may be continued with fewer than 3 players if the team has a chance to win.
- D. A game shall be forfeited for violation of the following: If a team scheduled to play, fails to place at least 3 eligible players on the court; if a team or any member of a team shall delay the progress of a game, the opposing team could be declared the winner; if a player or manager engages in an argument with official(s) and refuses to continue the game, he/she will be ordered off the premise. Failure to comply with the official(s) could mean a forfeit for his/her team. In case of a double forfeit, both teams will be charged with a loss. If a team forfeits 3 games (which includes all call ahead forfeits), that team will not be eligible for the post-season. All players on a team that have forfeited out of the post-season will not be allowed to play in the post-season with another team in that league.
- E. Alcoholic beverages will not be allowed at any time on City property or properties used by the City of Greenville (this includes parking lots).
- F. If in the opinion of the referee, League Director or any GRPD Staff, a player has been drinking, they will be ejected from the game. If they do not leave sight and sound of the facility within 2 minutes, the game will

be forfeited.

NOTE: If any team is caught drinking alcohol on City property before their game, that night's game will be forfeited. If any team is caught drinking alcohol on City property after their game, their next scheduled game will be forfeited.

- G. Any person using profane or vulgar language will be removed from the field. If a player is removed from court for unsportsmanlike conduct, he/she shall be automatically suspended for the next game played, as well as being in jeopardy of being banished from the league, pending review by the Athletic Staff.

Restart for SIDELINES out-of-bounds

- A. The ball will be placed on the sideline where it went out-of-bounds and put back into play with a indirect kick-in, not a throw-in.
- B. Defensive player must allow 10 feet from restart kick.
- C. The ball must come to a complete stop before striking.

Restart for END LINES out-of-bounds (Offensive)

- A. A corner kick will be played when the ball goes over the end lines; normal soccer rules apply.
- B. Defensive players must allow 10 feet from corner kick.

Restart for END LINES out-of-bounds (Defensive)

- A. A legal throw-in will be taken in place of a goal kick within the boundaries of the goal box.
- B. Ball must touch another player prior to crossing mid-court; if no player is contacted, possession changes and an indirect kick will be taken from mid-court.
- C. No drop-kicks (goal keeper may not kick ball after releasing it until another player has played the ball)

GOALIE BOX

- A. The offensive team **CANNOT** go into the goalie box to score; goals can only be scored from the field area.
- B. Goals can be scored from the back court.
- C. **NO GOALS MAY BE SCORED DIRECTLY FROM KICKOFF!**
- D. The goalkeeper may field the ball with their hands at any point (as long as one foot remains in the marked goalie area) even on an intentional pass.
- E. IF a goal is scored from inside the goalie box, an indirect kick will be taken from the corner of the goalie box.

SUBSTITUTIONS

- A. Substitutions will be made on the fly.
- B. Players coming off the court must be completely across the sideline before the substitution player can enter the game.
- C. Goalkeeper substitutions can only be made when the ball is out of play.

OVERTIME

- A. No overtime or shootouts in regular season games – A tie stands.

V. Penalties

- A. Penalty Kicks
 - a. A Foul (hand ball) in the goalie box by the defensive team results in a penalty kick for the offensive team.
 - b. Penalty kicks will be taken from the 3 point arch and all players except the kicker and the opposing goal keeper shall be 10 feet outside the penalty area.
 - c. A substitute entering the game may not take the penalty kick.

- B. Any ball that strikes a backboard, lights or scoreboard will result in a ONE MINUTE penalty.
 - a. The offending team must play without the penalized player for one minute or until a goal is scored.
NOTE: If the goalkeeper is the offender, the team manager can remove another player.
 NOTE: A ball striking a backboard, lights or scoreboard as result of a deflection, it will not result in a one minute penalty.
- C. INDIRECT KICKS will be awarded for other violations such as: dangerous play, unsportsmanlike conduct, etc
- D. Any player removed from a contest for unsportsmanlike conduct will automatically be ineligible for the remainder of the game as well as the next scheduled game.
- E. A team that exceeds the established limits for misconduct shall have the game immediately terminated and forfeited to the opponent. Teams will accumulate misconduct points for the following:
 - a. Yellow Card (Caution) = ½ point
 - b. Red Card (Disqualification) = 1 point (offending player is also ejected from the facility)
NOTE: A team will be forced to forfeit the game if they accumulate 2 or more misconduct points.

VI. Tournament Rules:

- A. Seeding in the tournament will be determined by the regular season standings in the division. In case of a tie for the regular season, tournament seeding will be based on (ranking order):
 - 1. Head to head match-ups between the tied teams; if still tied
 - 2. Goals scored will be used; if still tied
 - 3. Goals allowed will be used; if still tied
 - 4. There will be a coin toss by GRPD staff to determine seeding's.**NOTE:** Should there be a three-way tie or more at the end of the regular season and the schedule is not a perfect round robin, then Number 1 will be skipped and we will start with Number 2. Once one team is seeded, the process will start over until there are only two teams left, in which we will start over at Number 1 to determine seeding's.
NOTE: Forfeits will be recorded as 3-0.
- B. If a match remains tied at the end during the post-season, it will be handled in the following manner:
 - a. One SUDDEN DEATH 8 minute overtime period (first team to score, wins) – if still tied...
 - b. 3 team member shootout. All shootouts will be taken from 3 point arch – if still tied...
 - c. Sudden death shootout (head to head shots until one team out scores the other)
 ** No goalkeeper substitutions can be made once the shootout begins**

VII. Awards

- A. Regular Season Champions and Runner-Up will receive a team plaque.
- B. Post-Season Tournament Champions will receive a team plaque.
- C. Post Season Runner-up will receive a team plaque.

VIII. Ejections

- A. A player who is ejected will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. This includes post-game ejections. Managers should see that ejected players leave promptly.
- B. If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

NOTE: If the player is registered to play on more than one team, they may not play for any other team until they have served their suspension for the league in which they were ejected from.

Possible actions include:

- One game suspension
- Multiple game suspensions and a meeting with the Athletic Staff
- Season suspension and a meeting with the Athletic Staff
- Indefinite suspension

- C. If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

Factors that may suggest a more lenient penalty include:	Factors that may suggest a harsher penalty include:
<ul style="list-style-type: none">- First offense- Apparent desire to reform- Leaving sight and sound of facility within 2 minutes	<ul style="list-style-type: none">- Personal attack on GRPD staff- Failure to leave sight & sound of facility within 2 minutes- Violation of law

- D. **Ejection Review Process:** Within 48 hours of a player being ejected, the Athletic Staff will initiate a review process consisting of:

1. Gather written reports and document eyewitness accounts of the event(s) that took place from individuals involved. This may include the site supervisor, game officials, and other players.
2. After all information is gathered, the Athletic Staff will review all documentation. Once all documentation is reviewed, severity of the penalty will be determined as outlined in this manual. GRPD has the authority to decide the severity of the situation.
3. The player will be informed by the Athletic Staff of the penalty and at this time, a meeting with the involved player, their team manager and Athletic Staff may be scheduled.

NOTE: Ejections CANNOT be protested; this review process is used only for staff to determine if the ejected player should serve more than a one game suspension.

GREENVILLE RECREATION & PARKS DEPARTMENT
"CODE OF CONDUCT CONTRACT"
ADULT FUTSAL LEAGUE

All basketball players and coaches shall be guided by the following:

1. No player or manager shall refuse to abide by an official's decision.
2. No player or manager shall be guilty of objectionable demonstrations of dissent at an official's decision.
3. No player, other than the manager shall, discuss with an official in any manner, the decision reached by an official.
4. No player shall be guilty of using unnecessary rough tactics in the play of the game against the opposing team.
5. No player or manager shall at any time, lay a hand, push, shove, strike, or threaten to strike an official.
6. No player or manager shall be guilty of verbal abuse upon any official for any real or imaginary wrong decision or judgment.
7. No player or manager shall be guilty of aggressive behavior or physical attack as an aggressor upon any player, official, or spectator.
8. No player or manager shall be guilty of allowing team spectators to heckle any official, scorekeeper, or facility supervisor. It will be the manager's responsibility to control team spectators. If the manager cannot control their spectators, he/she may obtain assistance from GRPD staff.

A player who is ejected from a game will be required to leave sight and sound of the facility within 2 minutes. If a player fails to leave after an ejection, the game will be forfeited by the umpire. Managers should see that your player leaves promptly.

If any player is ejected from the game he/she shall be automatically suspended for a minimum of one game, additional punishment could be handed down pending review by GRPD staff.

If the player is ejected a second time, he/she will be suspended for the remainder of the season, or if circumstances so warrant, be suspended from participation in any program and/or facility of Greenville Recreation and Parks Department indefinitely, pending review by GRPD staff.

This contract MUST BE signed.

PLAYER: _____

DATE: _____