



Nebraska Premier Futsal League

Rules

Number of Players

- The game is played with 5 players (one goalkeeper and four outfield players). Teams need a minimum of 3 players to start a game.
- All substitutions can be made on the fly (no stoppage in play needed). Players must enter and exit at midfield. Players may not have more than 5 players on the field at a time.
- Roster size may not exceed 14 players per team.
- **POWER PLAY RULE** – If a team is losing by a 4-goal differential, they will be allowed to add an extra player on the field. Once the goal difference is back to 3, the extra player must come off.

Referee

- There will be one referee per game. The referee will enforce the league rules during each game. Any decision made by the referee is final. The referee will be responsible for maintaining the game clock and reporting the final score to league officials. **Coaches should check game scores online and report any discrepancies.**

Equipment

- All players must wear proper footwear with rubber soles (no cleats), shin-guards, and a consistent colored jersey (shirts must match in color). Each player must have a numbered jersey.
- In the event of a jersey color conflict between the home and away team, the home team will be responsible for changing to an alternate color.

Duration of the Game

- A game will consist of two 20-minute halves, with a 5-minute halftime period. Once play begins the clock will not stop until the end of the half (running clock). There will be no time outs.

Age Groups and Flights

- The league may combine age groups to ensure teams play games against different competition. The league will make every effort to keep teams in their requested age group.

Ball in and out of play

- “Ball out of play” when it has wholly crossed the goal line or touchline. The ball will be considered “out of play” if the ball hits the ceiling (restart: kick-in at the place closest to where the ball hit the ceiling). The lines of the basketball court will serve as the boundary.



Goalkeeper

- The penalty area for the goalkeeper is located inside the “3-point arc” using the basketball lines. The goalkeeper can handle the ball anywhere inside the penalty area.
- The goalkeeper has 4 seconds to distribute the ball on all restarts and after making a save (distribution is when the ball leaves the goalkeepers possession). When distributing the ball by throwing it, the ball must touch the goalkeeper’s defensive half before crossing the midfield line. If goalkeeper does not release ball within 4 seconds an indirect free kick shall be awarded to the opposing team at the top of the penalty area.

Restarts

- Players will have 4 seconds to take any restart (direct/in-direct free kick, kick-in’s). Opposing players must be 5 yards away from the ball on all restarts, 4 second window should not start until this is honored. Kicker cannot touch the ball again until it has been touched by another player. If restart is not taken within 4 seconds an indirect free kick shall be awarded to the opposing team.
 - **Kick-in:** To be taken in place of a throw in. The ball is placed on the touchline and must be taken within 4 seconds. Cannot score directly from a kick-in.
 - **Goal Clearance:** To be taken in place of a goal kick. From inside the penalty area, the goalkeeper throws the ball into play (not considered in play until it has cleared the penalty area). Ball must touch their defensive half before crossing midfield. If goalkeeper does not release the ball within 4 seconds an indirect free kick shall be awarded to the opposing team at the top of the penalty area.
 - **Corner Kick:** Ball is placed in the corner, must be taken within 4 seconds. A goal can be scored directly off a corner kick.
 - **Free Kick:** Direct and indirect free kicks must be taken within 4 seconds.

FOULS AND MISCONDUCT

Direct free kick awarded when any of the below offenses occur (penalty kick awarded when offense takes place inside the penalty area – kick to be taken from the “free throw line.”

- Kicking or attempting to kick an opponent
- Tripping an opponent
- Charging an opponent in a violent or dangerous manner
- Charging an opponent from behind
- Striking, or attempting to strike an opponent
- Holding an opponent
- Pushing an opponent
- Charging an opponent with shoulder (i.e. shoulder charge)
- Handling the ball (except goalkeeper)



Accumulation of Fouls

- Accumulation of fouls refer only to the fouls listed above. Once a team has accumulated 5 fouls during a half:
 - A direct free kick shall be awarded at the top of the penalty area, in line with the goal.
 - All players, except the kick taker and goalkeeper must be outside the penalty area and behind the ball.

An indirect free kick awarded when any of the below offenses occur (if offense takes place inside the penalty area – indirect free kick to be taken from the top of the penalty area in line with the goal).

- Obstruction
- Dangerous play (includes sliding)
- Goalkeeper throws ball directly over halfway-line without it first touching his/her own half (indirect free kick from midfield, close to spot of foul, will be awarded).
- Goalkeeper picks up or touches with his hands **a deliberate back pass** (indirect free kick from top of penalty area, close to spot of foul, will be awarded).
- Goalkeeper picks up or touches with his hands **a kick-in** from a teammate (indirect free kick from top of penalty area, close to spot of foul, will be awarded).
- Too many players on the field. Includes players entering the field of play during substitutions. Players must be off the field before a substitute may enter.

Ejections and Suspensions

- Any player, coach or spectator who is ejected from a game shall miss the remainder of that game. For a first offence, there will be an additional one game suspension. Any ejections after the first offence will result in removal from the league.

Forfeit

- Teams will be provided a 15 minute grace period from the scheduled start time of their game. If they do not have the minimum number of players (3) after the 15 minute grace period that team will forfeit the game. The opposing team will receive 3 points and the game will be recorded as a 0-5 loss for the forfeiting team.

REFUND POLICY

- In the event that games are canceled the NPFL will attempt to make up those games on the scheduled make-up weekend (Jan. 18th – 19th). If the league is unable to schedule a make-up game, teams will receive a refund of \$40 per game that the league cannot reschedule.