

2026 ACS Futsal Rules

Last Updated January 2026

1. ACS Futsal matches shall be played according to the rules as stated by FIFA unless otherwise stated hereunder or in ACS Competition Rules.
2. Playing Conditions: Two teams; 1st and 2nds played back to back on an indoor Futsal pitch. Indoor soccer court with nets is not suitable.

Official Futsal Rules from FIFA (adapted for ACS purposes and includes rules where they differ from football played outdoors)

3. THE PITCH: Dimensions

The length of the touch line must be greater than the length of the goal line. All lines must be 8 cm wide.

For non-international matches the dimensions are as follows:

- Length (touch line): minimum 25 m – maximum 42 m
- Width (goal line): minimum 16 m – maximum 25 m

4. **THE BALL:** Size 4 Futsal Ball to be provided by the home team.

5. NUMBER OR PLAYERS:

- A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper.
- A match may not start if either team consists of fewer than three players. The match is abandoned if one of the teams has fewer than three players on the pitch.
- 5 a side on the court; more for substitutions. Up to a maximum of ten substitutes may be used in any match with an unlimited amount of substitutions during a match.
- A player who has been replaced may return to the pitch as a substitute for another player

6. SUBSTITUTE PROCEDURE:

A substitution may be made at any time, whether the ball is in play or not.

Changing the goalkeeper

- The player changing placed with the goalkeeper must do so during a stoppage in the match and must inform the referees before the change is made
- A player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with his or her number on the back

Players and substitutes sent off

- A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.
- A named substitute who had been sent off, either before the kick-off or after play has started, may not be replaced.
- A substitute player may replace a sent-off player and enter the pitch two full minutes after the sending-off, provided that he has the authorisation of the timekeeper or the third referee (assistant referees), unless a goal is scored

7. DURATION OF THE MATCH:

7.1. **PERIODS OF PLAY:** The match lasts two equal periods of 20 minutes with a 5 minutes break at half time. Any agreement to alter the duration of the periods of play must be made by mutual agreement between the coaches before the start of play and must comply with the competition rules.

7.2. In the final minute of each half, any time the ball is out of play the clock will stop.

7.3. ENDING THE PERIODS OF PLAY:

- If an infringement has been committed during this period that is sanctioned with a direct free kick after the fifth accumulated foul of one of the teams, or sanctioned with a penalty kick, the period ends after the kick is taken.

- penalty kick is not committed if an infringement sanctioned with an indirect free kick is committed during this period, the period ends when an indirect kick is taken.

7.4. **TIME OUT:** The teams are entitled to a one-minute time-out in each period. The following conditions apply:

- the team officials are authorised to request the third referee, or the timekeeper if there is no third referee, for a one-minute time-out using the document provided the timekeeper grants the time-out when the team that has requested it is in possession of the ball and the ball is out of play, using a different whistle or acoustic signal from the ones used by the referees
- during the time-out, the players may remain on or off the pitch. In order to have a drink, the players must leave the pitch
- during the time-out, the substitutes must stay off the pitch
- substitutions may only be made after the acoustic signal or whistle has sounded to indicate the end of the time-out

8. **OFFSIDE:** There is no offside rule in Futsal

9. **THE KICK IN:** A goal may not be scored directly from a kick-in.

9.1. **Position of Players: Opponents must be:**

- on the pitch
- at a distance of no less than 5 m from the place on the touch line where the kick-in is taken

9.2. **Position of Kick in: At the moment of delivering the ball. The kicker:**

- kicks the ball, which must be stationary, either from the point where it left the pitch or on the ground outside it at a distance no greater than 25 cm from that point
- delivers the ball within four seconds of being ready to do so

9.3. **Infringements and Sanctions:**

If, when a kick-in is taken, an opponent is closer to the ball than the required distance:

- the kick-in is retaken by the same team and the offending player is cautioned, unless the advantage can be applied or an offence punishable by a free kick or penalty kick is committed by the opposing team of the player taking the kick-in

If an opponent unfairly distracts or impedes the player taking the kick-in:

- he is cautioned for unsporting behaviour for any other infringement of the procedure for the kick-in:
- the kick-in is taken by a player of the opposing team

9.4. **Kick-in taken by a player other than the goalkeeper:** If the ball is in play and the player taking the kick-in touches the ball again (except with his or her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the ball is in play and the player taking the kick-in deliberately handles the ball before it has touched another player:

9.5. **Kick-in taken by the goalkeeper:** If the ball is in play and the goalkeeper touches the ball again (except with his or her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred

10. **GOAL CLEARANCE:** The goal clearance is a method of restarting play. A goal clearance is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Rule 9. A goal may not be scored directly from a goal clearance.

10.1. **Position of Player:** The opponents must be: on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play.

10.2. **Procedure:**

- The ball is thrown from any point inside the penalty area by the goalkeeper of the defending team

- The goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so
- The ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team

10.3. **Infringements and Sanctions:**

If the ball is not thrown from directly out of the penalty area from a goal clearance:

- the clearance is retaken, but the four-second count is not reset and continues once the goalkeeper is ready to retake it

If the ball is in play and the goalkeeper touches the ball again (except with his or her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

If the goal clearance is taken with attacking players inside the penalty area:

- the clearance is retaken if any of the attacking players touches the ball or prevents the clearance from being taken properly

11. **REFEREES:** In all matches 1 accredited referee is required.
12. **SCORERS AND TIME KEEPERS:** Each school should Provide one scorer and the home team should provide a time keeper.
13. **EXTRA TIME:** If the scores are equal at full time in the grand finals then extra time of 4 minutes each way will be played without a break at the change of ends. The full 8 minutes of extra play is played and the team that scores the most goals in extra time will be declared the winner. Should the scores still be equal at the completion of extra time a penalty shootout with a minimum of five shots, shall take place. The team maintaining an advantage of one goal after an equal number of shots after this time shall be declared the winner. Teams will continue until a result is achieved.
14. **FORFEIT:**
 - Scores should be recorded as an 8-0 win
 - All matches to start by 3:00pm of the forfeit rule will be enforced.
15. **UNIFORM:**
 - 15.1. All players must wear the approved soccer uniform of the school they represent. Goalkeepers must wear a jumper whose colours contrast with those worn by other team members. All team members should be uniformly dressed.
 - 15.2. Tracksuit pants should not be worn, except the goalkeeper may wear tracksuit pants.
 - 15.3. All players must wear shin pads.
 - 15.4. All jewellery is to be removed before play commences
16. **RESULT OF UNFINISHED MATCH:** For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time then it is deemed a draw.