

INVICTUS SOCCER PERFORMANCE FUTSAL LAWS OF THE GAME



GAME LOGISTICS

MATCH DURATION 20 minute halves with a 2 minute half time. Time will only stop during a time out. If game is within 1 goal in last minute of 2nd half, time will stop for out of bounds, free kicks, and penalty kicks.

TIME OUT 1 timeout allowed per half (1 minute in duration)

RESTARTS Only 4 seconds on all kickoffs, corner kicks, goal clearance, and free kicks. Ball must completely stop before it can be live.

- Goal kick: ball must start from yellow line for every restart.
- Free kick: Players can score directly into goal from a free kick.
- Kick in: Player must pass to teammate, shooting directly into goal is not allowed unless a teammate touches the ball. A kick-in that goes into the goal will result in a goal kick for the opposing team.
- Corner kick: Players can score directly from corner kick.

SUBSTITUTIONS All substitutions are on the fly, this includes goalkeeping substitutions. A substitute may not enter the pitch until the player leaving the pitch leaves through the substitution zone in front of his teams' bench. Any substitute who enters the pitch before the player being replaced has completely left the field of play may be shown a yellow card.

BASIC RULES

KICK OFF Ball must be played back to start play.

BALL SIZE U12 divisions: Size 3
12+ divisions: Size 4

FOULS Referees must call unsportsmanlike fouls, foul language, tripping, shoving. Referee is responsible for keeping the game in control and giving advantage to the attacking team if play is building forward.

- Yellow Card: Book after 1-2 verbal warnings and make a decision based on how the foul was.
- Red Card: Intention to hurt a player or excessive aggression

• Red cards will result in a one-game suspension.

- 6-foul policy will be implemented per team. If a team reaches 6 fouls, a direct penalty kick will be given, and the count will reset afterward.

Goalie is able to score when play is live but can not drop kick directly into goal or score from a throw.

GOAL-KEEPER

HEADERS

Headers are allowed across all divisions.

ATTIRE

Players are only allowed to play with indoor shoes/flats. Players are prohibited from playing in cleats
Shin guards are required to be worn.

POINTS & PLAYOFFS

POINTS SYSTEM
Win = 6 points
Tie = 3 point
Loss = 0 points
1 point per goal scored, with max of 3 points per game
1 point for a shutout

TIE-BREAKER
In the event of a tie (groups), the following criteria shall apply

1. Total points
2. Head to head competition (does not apply in a 3 or more way tie)
3. Largest goal differential
4. Most goals scored
5. Fewest goals allowed
6. Penalty kicks

PLAYOFFS If the game is a draw, both teams will advance to a penalty shoot out. The team that wins the best of 5 penalties will win the game. If the game is still drawn after penalties, the penalties will go into 'sudden death'. No single player can take more than one penalty, unless every team member has taken a penalty

CONDUCT POLICY

OUR MISSION
Invictus aims to provide a true development platform for athletes to play free, and develop their creativity and love for the game. Any player or spectator that compromises this mission through misconduct will face the necessary consequences to optimize the environment for everybody involved.

PLAYER CONDUCT
Aside from respecting the laws of the game, players will be asked to respect the game of futsal. Players are expected to prioritize technical abilities and fair play, with a lower threshold for physical contact. It's important to note that the game promotes a reduced tolerance for physicality compared to outdoor or indoor soccer.

SPECTATOR CONDUCT
Any spectator conduct that goes against our player-centered approach won't be tolerated. This includes foul language, directing comments towards children, or any misconduct. Any spectator that acts out of accordance with this policy will be asked to leave the facility or risk the match being forfeited by their team.

#TEAMINVICTUS