

# 2020 BC SPL FUTSAL PROGRAM

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## THE PROGRAM

In January and February 2018, the 6 lower mainland clubs participated in a pilot futsal program. The purpose was to offer an enjoyable off-season skill development opportunity built into BC SPL year round programming. In 2020, we will enter our third winter of this additional futsal programming.

## FORMAT

The futsal program is a 5 week schedule for the U13 and U14 age groups (2007 + 2006 born players), boys and girls.

## LOCATION

The BC SPL has secured Pacific Academy Christian School in Surrey (10238 168<sup>th</sup> Street) as the centralized location for this program. We are using three gymnasiums on site, and parking is plenty on their school campus.

## THE GAMES

All U13 games will be 42 minutes running time, with 2x21 minute halves and a change of ends during the brief (2 minute) halftime. The U14 games will be 48 minutes running time, with 2x24 minute halves and a change of ends during the brief (2 minute) halftime.

The rules that the referees will be using have been taken from the official FIFA futsal rules document and are included in this document.

No standings or scores will be kept by the BC SPL as this is only intended for development purposes.

The BC SPL will provide a staff person and first aid person on site, and BC Soccer has kindly provided goals and futsal balls.

## COST

There is no direct cost to teams as all costs are absorbed within the 2020 BC SPL budget.

## SCHEDULE AND TEAMS

The 6 lower mainland clubs will enter two squads of U13 (2007) from within each team. For scheduling purposes, the groups have been split into BLUE and RED groups. These are not tiered and shouldn't be by the teams, they are just labeled for scheduling purposes.

Based on your player availability, it is up to teams if players do play for both teams. ie: if one of your teams has 6 players available and the other split group has 10 players, it only makes sense for development purposes to bring a couple players from one team to the other thus allowing those players to get two games in a day. Of course this option should be rotated amongst all players throughout the 5 weeks, so that everyone shares in extra game time opportunities.

It is suggested that both of your keepers play in each game (in case of injury and to give each other a break), and that a maximum number of players for each game doesn't exceed 10 (including keepers) so that subs are limited and all players get maximum touches and playing time opportunities. If you only have 1 goalkeeper, it is strongly suggested to also offer this opportunity to other goalkeepers in your club (ie: from a younger team, or a metro feeder program) as we had a few times last year where a goalkeeper didn't show up and players were put in goal, not ideal for a player development opportunity.

The U14 (2006) teams will have one squad entered.

All games will take place with just one game in a gym on the lined basketball court (length-wise) with futsal goals.

## FIRST AID

There will be a certified athletic trainer on location to deal with any injuries. Ankles can be taped if players bring their own tape and come early enough.

## ETIQUETTE

Please ensure your players don't warm up by simply kicking the futsal balls against the wall. This destroyed many balls last winter as they aren't made for this purpose.

Teams should enter/exit the benches as quickly as possible to get games started. There is limited warm up time.

## **RULES YOU NEED TO KNOW – BCSPL FUTSAL PROGRAM**

(taken from FIFA futsal laws of the game, slightly amended for BCSPL development purposes)

The biggest change to the BCSPL futsal rules (vs the FIFA rules) is that once the ball is in play, the goalkeeper can be passed to more than once. This will allow possession through the goalkeeper if required, and not penalize the team for playing through their goalkeeper. This will of course allow the goalkeepers to further develop their distribution and passing skills.

We will also not be using FIFA's accumulated foul clause whereby a team is penalized after accumulated fouls. We feel this is a development program with our youngest age groups, therefore accumulated fouls won't be a competitive issue.

And finally, we will be allowing a kickoff in any direction to begin play.

### **DURATION**

U13 = 2 x 21 minute periods of play – *running time with no timeouts*

U14 = 2 x 24 minute periods of play – *running time with no timeouts*

\*\* 1 minute halftime to switch ends quickly.

### **PLAYERS**

Games will be 5v5, which is made up of 4 players and 1 goalkeeper.

### **FOULS**

There are no slide tackles. Slide tackling will result in a free kick.

### **THE KICK-OFF**

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal may not be scored directly from the kick-off

All players must be in their own half of the pitch

- The opponents of the team taking the kick-off are at least 3 m from the ball until it is in play
- The ball must be stationary on the centre mark
- The referee gives a signal
- The ball is in play when it is kicked

### **OFFSIDE**

There are no offsides in futsal.

### **KICK-IN**

A kick-in is a method of restarting play.

A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air, or touches the ceiling of the hall.

A goal may not be scored directly from a kick-in.

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

#### **Position of kick-in**

At the moment of delivering the ball, the kicker:

- has one foot on the touch line or on the ground outside the pitch
- 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 25cm from that point

- delivers the ball within four seconds of being ready to do so The ball is in play when it enters the pitch.

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

## **FOULS**

Fouls are penalised with a direct free kick, penalty kick or indirect free kick.

### **DIRECT FREE KICKS**

A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referees to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
  - Trips an opponent
  - Jumps at an opponent
  - Charges an opponent
  - Strikes or attempts to strike an opponent
  - Pushes an opponent
  - Tackles an opponent
- A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:
- Holds an opponent
  - Spits at an opponent
  - Handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from the place where the offence occurred (see Law 13 – Position of free kick).

The above offences are accumulated fouls.

If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.

### **PENALTY KICK**

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

#### **Position of the ball and the players**

The ball:

- must be placed on the penalty mark

The player taking the penalty kick:

- must be properly identified

The defending goalkeeper:

- must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

- on the pitch
- outside the penalty area
- behind the penalty mark
- at least 5m from the penalty mark

#### **Procedure**

- After the players have taken positions in accordance with this Law, one of the referees signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- The ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time or at the end of a period of extra time, if any, to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:

- the ball touches either or both goalposts and/or the crossbar and/or the goalkeeper

## **INDIRECT FREE KICKS**

An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offences:

- Controls the ball with his hands or feet in his own half of the pitch for more than four seconds
- After playing the ball, he touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it
- Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a team-mate
- Touches the ball with his hands inside his own penalty area after he has received it directly from a kick-in by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referees, a player:

- plays in a dangerous manner in the presence of an opponent
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits against a team-mate one of the nine offences penalised with a direct free kick if they are committed against an opponent
- commits any other infringement not previously mentioned in Law 12 or in any other Law, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the offence occurred (see Law 13 – Position of free kick).

The referees indicate an indirect free kick by raising their arms above their heads. They maintain their arms in that position until the kick has been taken and the ball has touched another player or goes out of play.

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

- If an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded

## **POSITION OF FREE KICK**

### **Free kick outside the penalty area**

- All opponents must be at least 5m from the ball until it is in play
- The ball is in play when it is kicked and moves
- The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred (according to the infringement) or from the second penalty mark

### **Direct or indirect free kick inside the penalty area to the defending team**

- All opponents must be at least 5m from the ball until it is in play
- All opponents must remain outside the penalty area until the ball is in play
- The ball is in play when it is kicked directly out of the penalty area
- A free kick awarded in the penalty area may be taken from any point inside that area

### **If the team taking the free kick takes more than four seconds:**

- the referees award an indirect free kick to the opposing team, to be taken from the place where play was to be restarted

## **DISCIPLINE**

The yellow card is used to communicate that a player or substitute has been cautioned.

The red card is used to communicate that a player or substitute has been sent off.

Only a player or substitute may be shown the red or yellow card.

The relevant card is only shown publicly on the pitch if the match has started. In other cases, the referees verbally inform the players and team officials of the disciplinary sanction taken. The referees have the authority to take disciplinary sanctions from the moment they enter the premises where the pitch is located before the start of the match until they leave them.

All discipline will be reported to, and tracked by, the BCSPL office.

## **THE 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 Law 10.

A goal may not be scored directly from a goal clearance.

## **Position of the players**

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

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

If the goal clearance is not taken within four seconds:

- an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred (see Law 13 – Position of free kick)

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
- the goalkeeper can't throw the ball across the centre line without it first bouncing or being touched in their own half.

If they do so, and maintain possession, the whistle will be blown and an indirect free kick taken by the opposing team anywhere on the centre line

## **CORNER KICK**

The corner kick is a method of restarting play.

A corner kick 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 defending team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a corner kick

### **Position of the ball and the players**

The ball must be:

- inside the corner arc nearest to the point where the ball crossed the goal line

The opponents must be:

- on the pitch at least 5m from the corner arc until the ball is in play

Procedure

- The ball must be kicked by a player of the attacking team
- The team taking the kick must deliver the ball within four seconds of being ready to do so
- The ball is in play when it is kicked and moves

## **SUBSTITUTIONS**

Subs are allowed to be made “on the fly” granted the player leaving is not involved in the play and leaves the court as the substitute player enters.

Procedure

- A substitution may be made during play or during a stoppage in play
- The player being substituted does not need to obtain the referees' permission to leave the pitch
- The referees do not need to authorise the substitute to enter the pitch
- Before entering the pitch, the substitute waits for the player he is replacing to leave the pitch

If a substitute enters the pitch by infringing the substitution procedure or causes his team to be playing with an extra player, the referee must adhere to the following guidelines:

- Stop play, although not immediately if the advantage can be applied
- Caution him for unsporting behaviour if his team plays with an extra player or for infringing the substitution procedure if the substitution was not made correctly