

2026 DPL Futsal Rules

(New rules highlighted in green)

a. Futsal is not Soccer - Technique over force, no reckless or careless play.

b. Players, Rosters & Coaches - Match is played 5v5, one of whom is the goalkeeper. A match may start if either team has a minimum of 3 players. Rosters must be in numerical order and submitted to the scorer's table before each game. **Roster must contain photos of all coaches who will be on the bench.** No roster will result in a penalty shot taken by the non-offending team.

- All coed teams must have a gender split of 2 boys and 2 girls (on the court) with the goalie being either. Having 3 players of 1 gender "on the court" is not permitted. If a team does not have sufficient players for the 2-2-1 split, they play a player short until additional players arrive.
- Once schedules are finalized, players are permitted to be listed on one team's roster and only one roster for the duration of the entire season.
- All rosters must be set by the midway point in the regular season. New players may NOT be added to a roster following that point.
- Max of 3 coaches are permitted on the bench.
- Only the head coach may stand while the ball is in play.

c. Referees - Are required to complete and sign the Game Sheet indicating the final score, as well as report on any game incidents involving player, coach and or spectator misconduct (red and yellow cards), or injuries. In case of an injury or incident, a report must be completed and forwarded to the league office by the gym supervisor.

d. Score Table - Each score table will be comprised of 2 individuals:

- Volunteer from the home team will keep the score sheet (any type of scoresheet or book can be used)
- Volunteer from the visiting team will run the clock and scoreboard.

Volunteers must be 16 years old or older. A gym adult monitor needs to be present and could also act as one of the scorekeepers.

e. Ball - Futsal ball of proper size for the age playing. Size #4 will be used for game ball. **Teams must bring their own warm-up and game balls.**

f. Equipment - Players on same team must wear same color uniforms (home-dark, visitors-light). Shin guards are required and footwear must have flat soles (no turf shoes allowed). Socks must completely cover the shin guards. The uniform of the goalkeeper must be a distinctly different color from that of his team, the opposing team and the referees. Visiting team changes color in case of conflicting colors. All players must wear numbered jerseys, and no two players on the same team may have identical uniform numbers.

No jewelry of any kind is permitted to be worn during games.

Uniforms are to be consistent with school guild lines and should display only School logos or athletic brand name logos (i.e. Nike or Adidas). This is also the case with accessories such as sleeves and socks.

- A player wearing a soft cast is permitted to play with permission of the referee.
- Hard casts are not permitted.

g. Game Duration -

- **DPL: 40 minutes – Four 10 minute running clock quarters with a 3 minute halftime.** No overtime in regular season games. During the play-offs in the event of a tie at the end of regulation the game will be decided by penalty kicks. Only players on court at the end of regulation can participate in the penalty kicks.
- **Mercy Rule - With 5 minutes to go in the game, if a team is up by 10 pts, the game will be called.**
- **Playoffs** - for playoff games that end in a tie in regulation, we decide them by going straight to penalty kicks. Five penalty kicks per team and can only be taken by those players who are on the court at the end of regulation. The coach must inform the referee of the order in which each player will take a kick. Goalkeepers also must take one. If still tied after the first round of 5 each, round two is one penalty each until there is a winner. The second-round penalties are taken by the same players who took one in round 1 and in the same order

h. Time Outs - Each team has ONE timeout per half and can only be taken when in possession of the ball and it is out of play. Clock stops only for a time-out or an injury.

i. Fouls - Fouls penalized with a **direct free kick** for: tripping, pushing, shoving, holding, charging and striking an opponent, and also for handling the ball deliberately (except goalkeeper within his/her own penalty area.) All the above are considered accumulated fouls, and direct free kick taken from the place where the offense occurred.

Fouls penalized with an **indirect free kick** for: goalkeeper handling the ball on his own half for more than 4 seconds, **2.** for touching a ball after it's been deliberately played to him/her by a teammate without an opponent playing or touching it (both these only for U9 and older ages), **3.** goalkeeper touches the ball with his/her hands in the penalty area after kicked to him/her by a teammate including on kick ins, **4.** for dangerous play, and obstruction. **5.** For illegal substitutions. Indirect free kicks are taken from the place where the infraction occurred unless it takes place in the penalty area, then it's taken at the edge of the penalty area.

j. Accumulated Fouls - Once a team reaches 5 accumulated fouls in a half, the sixth and all subsequent fouls in the same half are sanctioned with a direct free kick without a wall, taken from the second penalty mark. Accumulated fouls from the first half don't carry over to the second half. Fouls should be kept track of in the scorebook.

k. Goalkeeper Area – better described as the “Penalty Area”, is the area within the basketball 3-point line

l. Goal Clearance - Is awarded when the whole of the ball passes over the goal line and touched last by an attacking player and a goal isn't scored. The ball is played by the goalkeeper with their hands. The goalkeeper can play the ball to a teammate standing in the penalty area, and all opposing team players must be outside the penalty area. Goalkeeper cannot throw the ball directly over the half line, ball must first touch their own half. Infringement sanctioned with an indirect free kick at halfway line.

NOTE: when goalkeeper prevents the ball from going across the goal line, the ball is considered to be “live” and they can then throw the ball over the half line without it first bouncing on their side.

A goal may not be scored directly with a throw, but can score directly if ball is drop kicked or punted.

m. Goalie Possession – once the goalie plays the ball to a teammate either with their hands or their feet, it then cannot be passed back to the goalie unless there is a change of possession.

Players are not permitted to use their head when playing the ball. Infringement is an indirect free kick from where the ball was headed. If the ball was headed inside the penalty area, the indirect free kick is taken from the edge of the penalty area.

n. Substitutions - Unlimited and are done on the fly and via the team's substitution zone. Procedure: the substitute enters the pitch only after the player being replaced tags him. Infringement is sanctioned with a stop of play and an indirect free kick from the position of the ball at the time of the stoppage, against the team committing the infraction. **NOTE: Substitution of goalkeeper is same as with any other player.**

o. Kick Offs - at the start of the match taken by the home team. Ball is in play when kicked and moves forward. A goal may not be scored directly from the kick off.

p. Kick Ins - Ball must be on touchline or behind it, stationary, and played onto the court. Infringement is penalized by awarding the kick in to an opposing player. The defending team players must keep a distance of 3 meters. If a defending player is closer than the required distance, the kick in is retaken (unless advantage given), and if the defending player attempts to make a play on the ball while being closer than the required distance, the game official may caution the player and award an indirect free kick.

NOTE:-*Cannot score directly from a kick in.

q. Corner Kicks - Same as with kick ins - May score directly from a corner kick.

r. Four Seconds on all Restarts - Restarts are: kick offs, kick ins, corner kicks, goal clearance, free kicks. Referee must visibly perform the count. Except on Indirect free kicks, where count isn't visible.

s. Distance on Restarts: 3 meters - Infringement is penalized with an indirect free kick from the spot of the infringement, and the infringing player is cautioned.

t. No Offside in Futsal

u. At halftime, teams will switch benches so as to substitute from their defending area.

v. FORFEITS: Any team that forfeits 25% or more of their scheduled games will not be eligible for postseason play. A forfeit must occur if teams do not have at least 3 players by the scheduled start of the game.

CONTROL OF SIDELINE CONDUCT Players, reserve players, managers, coaches and fans are expected to conduct themselves within the letter and spirit of the "Laws of the Game". Gym supervisor has the authority and the responsibility to remove any person(s) from the facility for abuses of conduct. The team manager/coach will be responsible for the behavior of their fans and the referee will have the authority to warn and ultimately send off, any manager/coach and the fans who behave in an abusive or disruptive manner.

DISCIPLINE - A player manager or coach ejected will have an automatic minimum one (1) game suspension regardless of the cause of the ejection. Depending upon the severity of the unacceptable conduct, a suspension for more games may occur.

Yellow Cards are not accumulated from game to game. If a **Red Card** is given to a player/coach and they are to be removed from the gym. The subsequent suspension will be determined once all the information has been collected by the league office.

POSTSEASON TIEBREAKERS:

Postseason status is determined only by in-conference record. In the event of a tie:

1. Head-to-head competition
2. Point differential (Capped at +/- 5 for all games)
3. Coin Flip