
North Alabama *FUTSAL*

League Rules

May 10, 2025



P. O. Box 6882
Huntsville, Alabama 35813

This document is updated on a periodic basis as rules, regulations, and operations change. North Alabama *FUTSAL* maintains a web site at www.nafutsal.com where you may review this document on-line, download an electronic version, or print a paper copy.

Recommended modifications should be made to the League Office at board@nafutsal.com or by calling the League President at 256-651-8191.



**Federation Internationale
de Football Association**



**United States
Futsal Federation**

For futsal activities



**United States
Specialty Sports Association**

For soccer activities



**North Alabama
*FUTSAL***

Revision History

Rev	Action	Date	Author	Description of Changes	Approval
				<i>Records of older revisions to this document are at the end of this document.</i>	
4.5	Revised	24 July 2024	Darrell Schmidt	<p>Changed scores for forfeits from 3-0 to 6-0 because a 3-0 score for the winning team is below average and becomes a disadvantage as compared to playing the game with possible higher scores and higher goal differentials, etc. in sections 2.1(6) and 3.1(3);</p> <p>Added section 3.1(13)(C) to clarify when stepping onto the futsal court during kick-ins is allowed and when it is not;</p> <p>Moved existing sections 3.1(13)(C) & (D) forward to next higher letters.</p>	Not Required
5.0	Updated	9 May 2025	Darrell Schmidt	<p>Added the USSSA logo in the preface;</p> <p>Updated section 1.0 to include USSSA;</p> <p>Modified section 2.1(2) to exclude intramural players;</p> <p>Modified section 2.2(6), Club Pass, to the clarify the requirement to have a minimum of 3 players to continue playing an official game;</p> <p>Modified section 2.2(6)(2) to identify an alternative to player passes;</p> <p>Updated Table 2.2 to show last year, current year and more future years;</p> <p>Updated section 2.4.2 to include GotSport.com for youth;</p> <p>Modified section 3.1(9) to clarify end of halves with and without timekeepers;</p> <p>Deleted section 3.1(11) about disallowing scoring directly from a kick-off;</p> <p>Changed section 3.1(11)B to change the comparison of slide tackling to “kicking or attempting to kick an opponent” to comparing to “Dangerous Play” AND to clarify legal slide tackles by goalkeepers;</p> <p>Modified section 3.1(11)C to remove reference to section 3.1(11)D</p> <p>Deleted section 3.1(11)D specifying placement of the ball on a restart after a Dangerous Play;</p> <p>Deleted section 3.1(12)A on GKs throwing the ball over the halfway line;</p> <p>Changed section 3.1(12)B to allow stepping entirely on the court during the taking of a kick-in;</p> <p>Deleted section 3.1(11)E that disallowed “blocking an opponent”;</p> <p>Updated section 3.1(15)B to use new terminology;</p> <p>Added ASA and USSSA to Section 4.0, Acronyms</p>	Required

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1.0 North Alabama *FUTSAL* Overview

The North Alabama *FUTSAL* League is a youth and adult (amateur) futsal (indoor soccer) league that services cities in North Alabama by organizing seasons, tournaments, camps, clinics and more. North Alabama *FUTSAL* exists to bring organized futsal games to North Alabama. It is the first permanent organization created with the initial sole purpose of facilitating standard futsal play in Alabama. North Alabama *FUTSAL* is a member of the United States Futsal Federation (USFF), which is an “Other Affiliated Member” of the United States Soccer Federation (USSF), which, in turn, is an affiliate of the Fédération Internationale de Football Association (FIFA). North Alabama *FUTSAL* is also sanctioned by the United States Specialty Sports Association (USSSA). North Alabama *FUTSAL* and the activities it sponsors are governed by the USFF and USSSA and conducts itself within the safety guidelines of the USFF, USSSA and its affiliations.

1.1 Executive Board

The North Alabama *FUTSAL* Executive Board members are listed on www.nafutsal.com, including positions of President, Director of Marketing, Director of Programs, Director of Education, Secretary/Treasurer/Registrar, and Manager of Assets. The Executive Board manages the league.

1.2 Referees

Futsal referees for league matches are USFF trained and certified and are assigned by a futsal referee assignor for North Alabama *FUTSAL*. Per FIFA, the referee’s decision on points of fact connected with play shall be final, so far as the result of the game is concerned.

2.0 Registration Process

2.1 Team Eligibility

1. Youth teams may be formed to include U9 players on each team through U19 players on each team. There are no outside participation limitations. Instead, it is expected that outdoor soccer teams form teams to play indoor soccer, i.e. futsal.
2. Adult teams may be formed with players 19 years old and older (or to turn 19 soon – see Section 2.2, Player Eligibility). Adult teams may not have more than two active college, NPSL, WPSL, USL and/or USLW players on its roster during any one season/session. An active college player is defined as any player who has played on a college team during the current academic year. College intramural soccer players are not considered “active college players” in this eligibility specification. Players who have used up their college playing eligibility are not considered to be active college players. An active NPSL, WPSL, USL and USLW player is defined as any player who has played on a NPSL, WPSL, USL and/or USLW team in the immediate previous NPSL, WPSL, USL or USLW season.
3. Each team and all of its players must be registered with USFF. An official USFF roster and individual player passes are required at each USFF sanctioned match. Adult players may use other forms of authentication, e.g. driver’s licenses. All alternate forms of authentication are listed in the appendix to this document, “Acceptable Forms of Player Biological Authentication”.
4. Each team must have an officially designated team captain or manager to serve as the POC for the team.

5. Teams may make roster changes (drop/add players) not to exceed the maximum of 14 players on youth teams or 20 players on adult teams (with a maximum of 14 playing in any particular game) before their first game of the season and after their second game. After reaching the defined cut-off date in the current season/session (see section 2.3.3), teams may not drop players from the roster until the current season/session has been completed. Teams may continue to add players to their roster not to exceed the stated maximum above.
6. Misuse of the roster allows the league to deduct points from the overall standings and results in a (6-0) forfeiture of any games played with ineligible players.
7. The balance of a team's league fees, including a performance bond in escrow, is due no later than two weeks before the start of a season/session.
8. Returning teams must roster a minimum of 50% of the previous season/session's roster to be considered an existing team. If the new roster is under the 50% minimum, the team must drop out of the league and re-enter as a new team, if space is available. This rule may be waived at the league's discretion.

2.2 Player Eligibility

1. Each youth player shall be between 8 years old (U9 div.) or younger (meaning "playing up" in the U9 division) and 19 years old (U19 div.). Each youth player's age shall be less than or equal to the age of their division throughout the calendar year containing the end of the playing season, except fall seasons. During fall seasons, each youth player's age shall be less than or equal to the age of their division throughout the NEXT calendar year, to provide continuity with subsequent seasons (winter, spring, summer). This is the case unless a young player is "playing up" and is younger than the team's age, which is allowed. Youth players are allowed to play up a maximum of 3 years, but more years with permission from the league. On the next page, table 2.2 covers all birth years contributing to U9 through U19 divisions, Bolero (U9-10), Disco (U11-12), Lindy (U13-14), Junior Samba (U15-16) and Samba (U17-19) divisions.
2. Each adult player shall be at least 19 years old or turn 19 sometime during the calendar year containing the end of the playing season, except fall seasons. During fall seasons, each player's age shall be at least 19 year of turn 19 sometime during the subsequent year, to provide continuity with subsequent seasons (winter, spring, summer). Players younger than this may be allowed to play in the adult division with a signature on an expanded player agreement by a parent or legal guardian.
3. When required by the league, authentication of player age may be done with any of the documents listed in the Appendix to this document, Appendix "Acceptable Forms of Player Biological Authentication".
4. Any outstanding debts owed by a player or team to North Alabama *FUTSAL* from a previous season/session must be paid before registration can be completed.
5. A player may be a member of one league team at a time. Players may transfer from one league team to another team during the season/session.
6. Club Pass

All teams playing in the North Alabama *FUTSAL* League have the ability to allow registered players to move between teams, excluding players sitting out for receiving red cards. A Club Pass allows playing with a different team from his/her registered

team. This is also called Club Passing a player and the player is called a Club Passed Player. The team from which a Club Passed Player comes is called the Passing Team and the team receiving Club Passed Players is called the Receiving Team. Youth Club Passed Players may play up in age or at same age, but are limited to being Club Passed to play only one additional game per day over the regular game schedule. Adult Club Passed Players may play up a division, competitively, or the same division. More definition for the Club Pass follows:

- a. A team must have a minimum of 3 of their own players (organic players) present and able to start the match to consider Club Passing players. If a team does not have the minimum of 3 organic players to start the match as specified in the FIFA Futsal Laws of the Game, they must forfeit the match. Club Passing of players is not for teams with only 1 or 2 players present. Once all Club Passing requirements have been met and the game started, the minimum of 3 *organic* players is dropped. The minimum applies to the *combination* of organic and club passed players.
- b. Club Passed Players may be players from the opposing team or players from another team registered in the current year.
- c. A team may Club Pass a maximum of 3 players while not resulting in a larger roster than the opposing team (including their Club Passed Players)
- d. No player may be Club Passed down in age (youth) or competitiveness, e.g. from division 1 to division 2
- e. Once a game has started, no more players may be Club Passed to either team.
- f. Once player(s) have been Club Passed and the game started, they will be allowed to play the entire game, if they chose to, even if there are late arriving players for the Receiving Team.
- g. Similarly, once player(s) from an opposing team have been Player Passed and the game started, if there are late arriving players for the Receiving Team (or for any reason), the Club Passed Players may continue playing on the Receiving Team or they may move back to the Passing Team, but only during a timeout by either team, during halftime, during the break before Extra Time or during the break between the two periods of Extra Time.
- h. Club Passing to teams for the purpose of playing in single-elimination games, e.g., finals and semi-finals used in league-type games, is not allowed.

PROCEDURE: Before the kick-off that starts a match, to Club Pass players:

1. The youth coach or adult team captain writes the name(s) of the player(s) to be Club Passed on the team roster that will be given to the referees.
2. Along with the player passes shown to the referees for the players on the team about to play, the youth coach or adult team captain also shows the player pass(es) of the Club Passed Player(s). Team rosters that contain player pictures for the organic players and the Club Passed players may be used in place of player passes.

Note: Since the official team roster containing the registrar's signature has been modified by hand for a particular match, it becomes necessary to show player passes, which contain the registrar's signature, of the players being Club Passed.

Table 2.2 – Birth Year / Season Matrix

Seasons:	2023/24	2024/25	2025/26	2026/27	2027/28	2028/29	2029/30 *
Birth Year							U9 and Bolero
2021							U9 and Bolero
2020						U9 and Bolero	U10 and Bolero
2019					U9 and Bolero	U10 and Bolero	U11 and Disco
2018				U9 and Bolero	U10 and Bolero	U11 and Disco	U12 and Disco
2017			U9 and Bolero	U10 and Bolero	U11 and Disco	U12 and Disco	U13 and Lindy
2016		U9 and Bolero	U10 and Bolero	U11 and Disco	U12 and Disco	U13 and Lindy	U14 and Lindy
2015	U9 and Bolero	U10 and Bolero	U11 and Disco	U12 and Disco	U13 and Lindy	U14 and Lindy	U15 and Jr. Samba
2014	U10 and Bolero	U11 and Disco	U12 and Disco	U13 and Lindy	U14 and Lindy	U15 and Jr. Samba	U16 and Jr. Samba
2013	U11 and Disco	U12 and Disco	U13 and Lindy	U14 and Lindy	U15 and Jr. Samba	U16 and Jr. Samba	U17 and Samba
2012	U12 and Disco	U13 and Lindy	U14 and Lindy	U15 and Jr. Samba	U16 and Jr. Samba	U17 and Samba	U18 and Samba
2011	U13 and Lindy	U14 and Lindy	U15 and Jr. Samba	U16 and Jr. Samba	U17 and Samba	U18 and Samba	U19 and Samba
2010	U14 and Lindy	U15 and Jr. Samba	U16 and Jr. Samba	U17 and Samba	U18 and Samba	U19 and Samba	
2009	U15 and Jr. Samba	U16 and Jr. Samba	U17 and Samba	U18 and Samba	U19 and Samba		
2008	U16 and Jr. Samba	U17 and Samba	U18 and Samba	U19 and Samba			
2007	U17 and Samba	U18 and Samba	U19 and Samba				
2006	U18 and Samba	U19 and Samba					
2005	U19 and Samba						
Seasons:	2023/24	2024/25	2025/26	2026/27	2027/28	2028/29	2029/30 *

* Fall thru Summer Seasons

** The format U# means that age and younger, e.g. U9 means 9 years old and younger. Players may not turn 10 years old during the year containing the end of their playing season. See Section 2.2, para. 1.

2.3 Team/Player Registration

Starting a new team and renewing an existing team follow similar procedures. Team registration is done before each season/session. First a team registers as a team. Next, individual players are identified and registered.

2.3.1 Team Registration Filings and Fees

To register a team, the individual organizing/forming the team should view Registration at www.nafutsal.com and find and follow the instructions for registering online and paying team fees to North Alabama *FUTSAL*. Identification of the fees and the exact amounts of the fees are provided at www.nafutsal.com.

2.3.2 Player Registration Filings and Fees

Both teams register and players register. These are separate actions. Teams register to play in a season of a set number of games, e.g., to compete in a winter futsal season. Players register annually with US Futsal Federation (on GOTSport.com) for insurance, etc. and to be allowed to participate in N.A. *FUTSAL*'s various activities. Adult players may register to play on the "Pool Team". Youth players may register to participate in futsal academies. Youth teams may register for "Futsal Time", which is just divide up and play futsal. A player pool is posted for players wanting to play on a team and for teams looking to add players during winter and summer seasons. With the exception of the "Pool Team", N.A. *FUTSAL* does not accept individual player registrations with expectations to be placed on teams by the league that the league defines. Players either must have found a team to play on before registering as a player or they are registering to be part of a futsal academy, which does not have fixed teams.

To register a player, the individual should view Registration at www.nafutsal.com and find and follow the instructions for registering online and paying player fees to North Alabama *FUTSAL* and to USFF. Identification of the fees and the exact amounts of the fees are provided at www.nafutsal.com. Detailed input during player registration lead to the making of player passes and team rosters.

2.3.3 Adding/Dropping Players During the Season

Players may be added to a team following the start of a season/session throughout most of the season/session but players may be dropped only up to a defined cut-off date. The cut-off dates are defined below for 8-game and 10-game sessions.

Table 2.3.3(A) – Cut-off Dates for Dropping Players in an 8-game Session

Division Size (Qty of Teams)	Cut-off Date
4	The day of the 6 th match, which immediately precedes semi-final and final matches
5	The day of the 4 th match, which immediately precedes when teams begin to play each other a second time
6 and greater	The day of the 5 th match

Table 2.3.3(B) – Cut-off Dates for Dropping Players in a 10-game Session

Division Size (Qty of Teams)	Cut-off Date
5	The day of the 8 th match, which immediately precedes semi-final and final matches
6	The day of the 5 th match, which immediately precedes when teams begin to play each other a second time
7 and greater	The day of the 6 th match

When adding players to a team during the season/session, the addition must be made on nafutsal.com or HTGsports.com and the registrar notified 48 hours prior to the next game in order to be eligible to participate in the next game. Payment is due at the time of the online player registration.

2.3.4 Team Performance Bond

Table 2.3.4 – Performance Bond Amounts

Team Age	Bond Amount *
U9 thru U12	\$75.00
U13 thru U16	\$100.00
U17 thru U19	\$125.00
Bolero (U9-10)	\$75.00
Disco (U11-12)	\$75.00
Lindy (U13-14)	\$100.00
Jr. Samba (U15-16)	\$100.00
Samba (U17-19)	\$125.00
Adult (19+)	\$125.00

* If you do not have this amount already in escrow

Each team is required to post a performance bond, a.k.a. forfeit bond, which is refundable at the end of the season/session. If a team fails to appear at the time of the scheduled game (a no-show), refuses to participate or leaves without participating (a walk-off), the team loses the performance bond. If a team appears and participates in all scheduled games, the performance bond may be refunded or left for a future season/session.

For each no-show and walk-off, the performance bond will be used to cover unavoidable costs of preparing to host the game and the team will not be allowed to play subsequent games until the performance bond is replenished. If the league is notified in sufficient time to cancel a game, the performance bond will not be forfeited.

2.4 Player Pass Replacement (if player passes are being used)

From time to time, a player's pass may be lost or in need of replacement.

2.4.1 Lost Player Pass Replacement (if player passes are being used)

If the player has been registered within the current playing year, a new pass may quickly be issued after the captain submits a request by phone, e-mail or in person to the League Registrar. Be prepared to provide the League Registrar with the player name, DOB, and/or player ID. A \$5 replacement fee must be secured before the replacement is complete.

2.4.2 Player Pass Re-Issue (if player passes are being used)

If a player has been registered in the past but not within the current fiscal year, the player must re-register as a player and pay the annual payer registration fee on GotSport.com (adults) or GotSport.com or HTGsports.net (youth). The League Registrar will issue the player a new player pass.

2.5 Player Transfers

Once a player is registered on a team, all transfer rules apply until the end of the fiscal year, more specifically, the end of the summer season. The only time a transfer form or fee is not needed is between the end of the summer season and the start of the winter season. This is when USFF restarts the yearly registration processes. The maximum roster size in section 2.1, paragraph 5 always applies to the "receiving" team in a transfer but the restriction on dropping players does not apply to the "giving" team.

If a player transfers from one existing USFF registered team to another existing USFF registered team, the following steps must be followed.

1. A transferring player must obtain a Player Release from his prior team. An email to the League Registrar or signed player release from the releasing team captain of the player can be used.
2. The releasing team captain must provide the transferring player's player pass to the registrar or the new team captain.
3. A \$5 remittance, payable to North Alabama *FUTSAL*, must be made by the "receiving" team as the transfer fee.
4. The League Registrar makes the change in the USFF database and then prints the player a new pass and new team rosters to reflect the transfer.

The League may choose to step in if a releasing team captain is unresponsive to transfer requests or if the releasing team is no longer in the league.

3.0 Game Schedule, Game Play & Standings

3.1 Game Play

FIFA Futsal rules apply to all North Alabama *FUTSAL* matches. The following list contains the USFF and North Alabama *FUTSAL* changes and additions to the rules.

1. Indoor Facilities: Futsal games are intended to be played indoors or "de sala". The following specify requirements of those indoor facilities.

- A. Indoor games shall be played on flat, smooth and non-abrasive surfaces only, preferably made of wood or artificial material surfaces (concrete or tarmac should be avoided). No indoor artificial turf surfaces will be used.
 - B. The minimum height of ceilings of facilities in which games are played shall be four (4) meters.
 - C. The minimum distance from perimeter lines, i.e., touchlines and goal lines, and facility off-court obstacles such as walls and bleachers is two (2) meters.
2. Each home team is responsible for the game balls – size 3 for U12 and younger games, size 4 for all else. (This is added by USFF.) North Alabama *FUTSAL* ensures there are goals & nets.
3. Each team has a six-minute grace period to appear and reach the minimum required quantity of players per the futsal LOTG to start a game. If a team does not appear or reach minimal players within this grace period, it will forfeit the game by a score of 6-0. At the referee's discretion, the referee may allow the game to be played after the grace period, if the late team subsequently reaches minimal players, but will deduct time from the game in order for the game to be completed in the designated time slot. In this situation referees are required to notify the teams of any time adjustment prior to kick-off.
4. Per FIFA Law 4, team uniforms are required including shirts, shorts, socks, shin guards, and footwear. North Alabama *FUTSAL* requires that a distinct number between 0 and 99 within a team appear on the back of each player's jersey at least six inches in height, contrasting with the jersey color, clearly visible and, optionally, on the front (jersey or shorts) with the same number, which shall be at least 4 inches in height, contrasting with the jersey color, and be clearly visible. Goalkeepers follow the same requirement but may display their player number only on his/her shorts instead. In the case of teams wearing the same or very closely colored uniforms to a match, the home team shall be responsible for making a uniform change to distinguish their players from visiting players.
5. Teams must submit a non-returnable copy of the team roster with jersey numbers to the referee crew prior to the start of the match.
6. In addition to substitutes, a technical area may be occupied by only one coach, one assistant coach, one team manager, and one trainer.
7. Each team will have unlimited substitutions and re-entries. Substitutions may be made by both teams during the run of play via their substitution zones provided the exiting player has completely exited the pitch prior to the substitute entering. Regarding injury substitutions, refer to the FIFA Laws of the Game.
8. The half time interval shall be limited to five (5) minutes. Teams swap benches at half time to locate their substitutes and perform substitutions in front of their own goals in single elimination games and/or playoff games. In less competitive types of games, e.g. round-robin games, swapping benches at half time is optional but requires the two team captains to agree to not swap before swapping benches is waived. Without agreement between team captains, teams shall swap benches at halftime. But if teams do *not* swap benches, teams continue to defend the same goals as they defended in first half of their game because substitutions must be done in front of their own goals.

9. The ends of halves are identified by and are announced by Timekeepers, i.e. scoreboard operators, sounding the scoreboard horns. Referee whistles only clarify the sounding of horns. Timekeepers will watch for potential scores in the last few seconds of halves and not sound scoreboard horns when scoreboards display zero until ensuring the results of any traveling ball as follows: if traveling toward a goal and enters a goal, sound the horn after the ball enters the goal; if traveling toward a goal and is prevented from entering a goal, sound the horn at the moment the ball is prevented from entering a goal; if not traveling toward a goal, sound the horn immediately. When games have no timekeepers, the scoreboard horn will be set to automatic and the teams advised of such.
10. Initial kick-offs of games shall be taken by the teams whose goals are closest to the main entrance to the area containing the futsal court. (This is a NAFL rule.)
11. The following futsal rules are very important in ensuring safety of players:
 - A. Players may not deliberately charge other players, including shoulder to shoulder charging. The restart will be a Direct Free Kick (DFK) by the opposing team.
 - B. In all divisions except the U17-19 divisions and the Samba division, players may not slide tackle to take possession of the ball away from another player, except goalkeepers while inside their own penalty areas to prevent a score even if their tackle begins in the penalty area and ends outside the penalty area. A goalkeeper who initiates a slide tackle outside the penalty area will be sanctioned like all other players. So slide tackles by field players and goalkeepers outside their penalty areas will be equated to Dangerous Play and will result in an Indirect Free Kick (IFK) for the opponents. (This is added by NAFL.) Additionally, slide tackles performed recklessly will be cautioned. Slide tackles performed with excessive force or with complete disregard to the opponent's well-being will result in sendoffs. (This is standard FIFA Futsal LOTG.) The U17-19 divisions and the Samba division are allowed to slide tackle but only if the minimum distance described in Section 3.1(1)(C) is fully met. Currently, the Johnson Legacy Center does not meet this requirement outside of touchlines. In any division, if a player slide tackles the ball near no one or without anyone in possession of the ball, no foul nor misconduct.
 - C. In U12 divisions and below, players may not deliberately head the ball and doing so will be viewed as Dangerous Play. (This limitation on U11s is added by USSF. ASA specifies U12 and so does NAFL.)
12. Miscellaneous Rules:
 - A. On Kick-ins, FIFA no longer allows ball placement up to 25 cm from a touchline off the court. Now the ball must be on the touchline. But this is not literally on the line, i.e. ball surface touching a touchline. "On the touchline" means the ball on or over the line identical to the way a ball is judged to be in or out of play near a touchline.
 - B. During the performance of a Kick-in, the kicker may step entirely onto the court with one or both feet before kicking the ball.
 - C. On Kick-ins, opponents of the kicker are required to be only 3 meters from the ball instead of 5 meters, as defined by FIFA. (This is added by USFF and NAFL.)
13. Since North Alabama *FUTSAL* sometimes rents basketball courts, players who kick the ball wildly and hit the basketball scoreboard or shot clock will be cautioned for unsporting behavior. A player who kicks a ball wildly and hits the basketball

scoreboard and/or shot clock twice in one game will be cautioned a second time and sent off.

14. Since North Alabama *FUTSAL* rents facilities for finite amounts of time and since the game clock stops and starts as the ball goes out of play and is returned to play creating uncertainty in the length of game halves, defined game half lengths which vary by division must be completed in determined longer “real time” half lengths as shown in the table below. For example, as a 20-minute half is being played and the game clock stops/starts with the ball in/out of play, a separate clock is running non-stop to ensure it does not take longer than 30 minutes to finish the 20-minute half. An entire game of two 20-minute halves must be completed within 75 minutes, i.e. players entering/exiting the court, players warming up and checking in with the referees, playing of two halves, and breaking for halftime must all fit within 75 minutes.

Table 3.1(A) – FIFA Compliant Game Half Lengths

Team Age	Std. Game <u>Half Length</u> (min) & Clock Setting	Real Time <u>Half Length</u> (min)	Real Time <u>Game Length</u> (2 X half) plus 5-min HT	Game Schedule Time <u>Slot Length</u> (min)
U9 thru U12	12	20	45	55
U13 thru U16	16	25	55	65
U17 thru U19	20	30	65	75
Bolero (U9-10)	12	20	45	55
Disco (U11-12)	12	20	45	55
Lindy (U13-14)	16	25	55	65
Jr. Samba (U15-16)	16	25	55	65
Samba (U17-19)	20	30	65	75
Adults (19+)	20	30	65	75

An alternate and simpler method of operating the game clock is to use a longer Running Clock Half Length and let the clock run continuously until the last minute(s) of each half, in which, the game clock will stop and start as the ball goes out of play and is returned to play. This will vary by Game Schedule Time Slot Length. The tables below provide detail:

Table 3.1(B) – Practical Game Half Lengths for Recreational Futsal

Standard Game Half Length (min)	Clock Setting (min)	Ending [†] Minutes that Clock Stops/starts	Probable Real Time Half Length (min) *	Real Time Game Length (2 X half) plus 5-min HT	Game Schedule Time Slot Length (min)
12	17	1, 2 or 3	20	45	55
16	22	1, 2 or 3	25	55	65
20	27	1, 2 or 3	30	65	75

[†] 1 minute if both teams took a timeout, 2 minutes if only one team took a timeout, 3 minutes if neither team took a timeout.

* This assumes each minute when the game clock stops/starts will take twice as long to play.

Table 3.1(C) – Game Half Lengths for Tournament Preliminaries

Standard Game Half Length (min)	Clock Setting (min)	Ending Minutes that Clock Stops/starts	Probable Real Time Half Length (min) *	Real Time Game Length (2 X half) plus 5-min HT	Game Schedule Time Slot Length (min)
12	15	0	17	39	45
16	20	0	22	49	55
20	25	0	27	59	65

* This assumes the possibility of each team taking their allowed 1-minute timeout.

Table 3.1(B) includes game clock operations that fit well with regular season games and knock-out round games of tournaments. Table 3.1(C) includes game clock operations that fit well with games during group play of tournaments. Stopping/starting the clock on all ball-out situations throughout games will be reserved for the highest levels of competitions, for example the Futsal Super Cup.

ACCELERATED GAME STARTS

During a season when the league experiences repeated difficulty in starting games on time due to late arriving players, a motivating technique called Accelerated Game Starts may be used. It will be used whenever three or more games are scheduled consecutively in a day in a single gym. It works like this:

At or after the scheduled kick-off time (but not earlier), the clock will start with the first team to both check in and field a minimum of 3 players, including a goalkeeper. Every 2 minutes afterwards that the opposing team, the second team, has NOT completed check-in and the fielding of the minimum of 3 players, including a goalkeeper, a point will be given to the first team. This can lead to 2 points at 4 minutes and 3 points at 6 minutes, which is the end of the grace period. At 6 minutes the second team will forfeit and the score will be 6-0 in favor of the first team. But if the second team to field the minimum of 3 players does so before reaching 6 minutes, they will be instructed to immediately kick-off and the 1 or 2 points accumulated remain as part of the game score. As with all starts and restarts in futsal, the kick-off must be done within 4 seconds.

15. When a match must end with a winner, only the following may be used to break a tie:

- A. Extra Time: Two 3-minute periods will be played in their entirety (no golden goal). The team to kick-off first will be determined by a coin toss.
- B. Penalty Shoot-out as defined in the FIFA Futsal Laws of the Game.

16. If the Referee or the Second Referee is injured and cannot continue to officiate a match, the following order of replacement should be used:

Second Referee —(replaces)→ Referee, if injured.

Timekeeper, if a trained futsal referee **—(replaces)→ Second Referee**, if injured or has replaced the Referee.

Injured Referee or injured Second Referee **—(replaces)→ Timekeeper**, if able to remain at the match.

3.2 Send-Offs

All send-offs (red cards) are tracked by North Alabama *FUTSAL* and USFF. Outstanding sanctions at the end of one season/session carry over to the following season/session. Players sent off will sit out the next scheduled game. The only exception is when a player receives two cautions in a single game and one or both of the cautions are for kicking the ball wildly into the scoreboard. In such case, he/she does not have to sit out the next scheduled game. Players sent off for violent conduct will sit out two subsequent games. Two send-offs within a single season/session or one during the last half of one season/session and a second during the following season/session require an automatic two game suspension. Three send-offs within this time span require an eight-game suspension. Sitting out games is sitting out regular season games – not byes. Any incident in any league match may be reviewed by the league management for possible further punitive action.

3.3 Match Terminations

1. The preference of the league is for all matches to be played to full time and enjoyed by all teams. But in the event one team is ahead of the other team by 10 or more goals, the team that is behind by 10 or more goals may elect to cease playing and end the match with the score at the time election was made. This election to cease playing when behind by 10 or more goals can only be made after the first half has ended and during a stoppage of play and is told to the referee. The losing team will not forfeit their performance bond if they make this election and inform the referee as specified above. This is known as the **Mercy Rule**.
2. Each team is responsible for the actions of its players, managers, and fans. Any team or associated members causing termination of a league match by the referees other than via the Mercy Rule shall receive no points for the terminated game and may have points deducted from the overall standings. Three points toward the league standings will be awarded to the opposing team for the termination. Any further misconduct may result in expulsion from the league.
3. Any game terminated for reasons beyond the control of the players, coaches, managers, trainers and referees shall be replayed if less than half of the game has been completed. If half or more of the game has been completed, the score at the time the game terminates will be considered final.

3.4 Division Alignments

3.4.1 Youth Divisions

Youth divisions will be organized by player age and player gender as best as possible. Separate boys divisions and girls divisions as young as 8 years old (U9) and as old as 19 years old (U19) may be organized. Separate multi-age based divisions called Bolero (U9-10), Disco (U11-12), Lindy (U13-14), Junior Samba (U15-16) and Samba (U17-19) may be organized in addition to or instead of single age-based divisions. See Section 2.2, paragraphs 1 and 2 and the table in that section. Usually divisions comprise at least 4 or 5 teams and may be expanded at the discretion of the league board. Divisions may be added at the discretion of the league board. Moreover, multi-age based divisions called Rumba and Tango may be used occasionally to combine player ages that cross the boundaries between Disco and Lindy divisions and cross the boundaries between Lindy and Samba divisions, respectively. For example, U12 and U13 ages may be combined to make a Rumba division. Adjacent divisions may be combined when quantities of registered players warrant such, e.g. U11 and U12 combined into a single U12 division or a Disco division.

3.4.2 Youth Co-ed Divisions

Youth co-ed divisions may be created or disbanded when quantities of registered players warrant such and at the discretion of North Alabama *FUTSAL*. These divisions comprise at least 4 teams each and will be expanded at the discretion of the league board. The co-ed division is a separate and distinct division and will not compete against single gender teams.

- 3.4.2.1 Required Proportions of Male and Female Players. There must be at least 3 registered female players on the team roster. More is recommended. The rest may be male players. There must be at least 2 female player per team on the pitch at all times, except as described below. Failure to maintain the minimum quantity of female players will result in the team playing short 1 male player for 1 minute while restoring the minimum quantity of female players or being scored on. If the failure to maintain the minimum quantity of female players was discovered during the stoppage immediately following a goal by the team under the minimum, the goal will be disallowed as well as playing short for 1 minute. If the game has been restarted following a goal before the discovery, the goal will stand but the referee must include a complete explanation in his game report.
- 3.4.2.2 Playing Short. If a team cannot field the minimum quantity of female players for any reason anytime in the match, the team will play short (less than 5 players). If a team starts at or drops to only 3 fielded players for any reason, the minimum quantity of female players reduces to only 1. The minimum of 3 players to start or continue a match still applies, one of which must be female. If not, the match ends.

3.4.3 Youth Open 4v4 Divisions, “Mighty Fours” Divisions

Youth, open, 4 versus 4 divisions, called the Mighty Fours Divisions, may be created or disbanded at the discretion of North Alabama *FUTSAL*. These divisions consist of at least 4 teams each and will be expanded at the discretion of the league board. The Mighty Fours divisions are separate and distinct divisions and will not compete for advancement

into the other Youth Divisions. Initial expectations are for the Might Fours to be a tournament division.

3.4.4 Adult Open Divisions

Adult open divisions will be organized with a top division called the Champions division and lower numbered divisions, i.e. Division I, Division II, etc. All adult divisions will consist of five teams each. The lowest division may consist of only four teams. Divisions may be added at the discretion of the league board. While open divisions are for male players primarily, female players may play in the open division also.

3.4.5 Women's Division

A separate adult women's division may be created or disbanded at the discretion of North Alabama *FUTSAL*. This division consists of at least 4 teams and will be expanded at the discretion of the league board. The women's division is a separate and distinct division and will not compete for advancement into the Open Divisions. The women's division is for female players only.

3.4.6 Adult Co-ed Division

An adult co-ed division may be created or disbanded at the discretion of North Alabama *FUTSAL*. This division consists of at least 4 teams and will be expanded at the discretion of the league board. The co-ed division is a separate and distinct division and will not compete for advancement into the Open Divisions.

- 3.4.6.1 Required Proportions of Male and Female Players. There must be at least 3 registered female players on the team roster. More is recommended. The rest may be male players. There must be at least 2 female players per team on the pitch at all times, except as described below. Failure to maintain the minimum quantity of female players will result in the team playing short 1 male player for 1 minute while restoring the minimum quantity of female players or being scored on. If the failure to maintain the minimum quantity of female players was discovered during the stoppage immediately following a goal by the team under the minimum, the goal will be disallowed as well as playing short for 1 minute. If the game has been restarted following a goal before the discovery, the goal will stand but the referee must include a complete explanation in his game report.
- 3.4.6.2 Playing Short. If a team cannot field the minimum quantity of female players for any reason anytime in the match, the team will play short (less than 5 players). If a team starts at or drops to only 3 fielded players for any reason, the minimum quantity of female players reduces to only 1. The minimum of 3 players to start or continue a match still applies, one of which must be female. If not, the match ends.

3.4.7 Adult Open 4v4 Division, "Mighty Fours" Division

An adult, open, 4 versus 4 division, called the Mighty Fours Division, may be created or disbanded at the discretion of North Alabama *FUTSAL*. This division consists of at least 4 teams and will be expanded at the discretion of the league board. The Mighty Fours division is a separate and distinct division and will not compete for advancement into the Open Divisions. Initial expectations are for the Might Fours to be a tournament division.

3.4.8 Four-Team Divisions

Divisions consisting of only 4 teams will play round-robin twice in order to play all opposing teams twice. This will be 6 games per team. Next, standings will be used to schedule two semi-final matches followed by a final and a consolation match.

3.4.9 Five-Team Divisions

Divisions consisting of 5 teams will play round-robin twice in order to play all opposing teams twice. This will be 8 games per team. The point system will apply across all 8 games.

3.4.10 Six-Team Divisions

Divisions consisting of 6 teams will start their season with a single game whose points are not recorded. Next they will play round-robin in order to play all opposing teams once. This will be 6 (1+5) games per team. Next, standings will be used to schedule two semi-final matches followed by a final and a consolation match.

3.4.11 Seven-Team Divisions

Divisions consisting of 7 teams will play round-robin in order to play all opposing teams once. This will be 6 games per team. Next, standings will be used to schedule two semi-final matches followed by a final and a consolation match.

3.4.12 Eight-Team Divisions

Eight-team divisions will be avoided. Instead, two divisions of 4 teams each will be created.

3.5 Point System

Each team will receive three (3) points toward its overall standing for a win, one (1) point for a tie, and zero (0) points for a loss.

3.6 Promotion / Relegation

The top team in each division is promoted to the next higher division for the following season/session. Likewise, the bottom team in each division is relegated to the next lower division for the following season/session. In the event a team or multiple teams disband in the off-season, the relegation slot in a division is reduced by the number of teams disbanded in that division plus all higher divisions. If the total number of disbanded teams is greater than the number of relegation slots in that division, additional teams are promoted from the lower divisions to bring that division to a total of five teams, with the exception of the lowest division which may have as few or as many teams as the league deems appropriate.

3.7 Tie-breakers

At the end of a season or session, teams emerge on top of their respective divisions by having the most points based on the Point System. Upon the occasions teams have equal quantities of points within a division, subsequent tie-breaker methods are applied in the following order.

1. Head to Head
2. Goals Against
3. Goal Differential

4. Goals For
5. Most Wins
6. Most Shutouts
7. Coin Toss

3.8 Game Cancellations

Although games are played indoors, the season/session schedule can still be affected by the inclement weather and or other technical difficulties. If you are unsure as to whether or not your game is cancelled,

1. Check the North Alabama *FUTSAL* Facebook page. It is the primary source of late breaking news. Coaches also have communication tools on www.nafutsal.com.
2. Individual players should contact their team coach or captain if there are any discrepancies or concerns.
3. Coaches and captains should contact the league office.
4. If you cannot get an official answer from any of these sources, show up to the game as planned. The coaches, captains and referees will make the final decision on the pitch.

3.9 Schedule Changes

Once a division's game schedule has been created, reviewed, revised and approved by team managers/captains and the season starts, minimal additional changes are preferred. One game per team per season may be requested to be rescheduled. Additional requests to reschedule games will cost requesting teams \$50 per rescheduled game. (Often rescheduling games costs the league due to rented gyms going unused and cancelling reservations were not feasible. The common gym rental rate is around \$50/hour.)

A schedule change requested by a team must be submitted a minimum of 5 full days prior to the game to be considered. The league will consider exceptions to this policy only for games rescheduled due to weather or loss of gym availability.

These deadlines are to provide enough time to notify other teams, referees and resolve any possible gym/scheduling conflicts. Your request may or may not be allowed depending on the feasibility of the necessary adjustments. To request a schedule change,

1. Contact the coach or captain of the opposing team and clear any changes with that coach or captain.
2. If the schedule change requires the cooperation of other teams, you must get approval from the affected coaches and captains.
3. If everyone affected is in agreement on the change, contact the league office and request the schedule change.

Schedule changes at the league's discretion can be made at any time but will include sufficient notification time for teams affected.

Cancelled games will be rescheduled by the league as soon as practicable. All rescheduled matches must be played by the league designated season/session end date. If the match cannot be rescheduled, a forfeit will be assessed against the team who originally cancelled the match. In the case that both teams mutually wish to reschedule a

match and the match cannot be rescheduled, the match will not be played and neither team will receive points in the overall standings.

Cancelled games that cannot be rescheduled and result in forfeits by teams lead to partial refunds of team fees. A proportionate refund to the team that was able to play, i.e., did not forfeit, will be made available. No refund will be given to the team that forfeited. In other words, a team that forfeits a game such that no game is played either at the original scheduled date/time or any rescheduled date/time will waste the portion of their team fee that would have paid for the game if it had been played. The opposing team is eligible for a refund of a portion of their team fee. In the case that both teams mutually wish to reschedule a match and the match cannot be rescheduled, neither team is eligible for a refund.

3.10 Facility Problems

Various facilities are used to provide futsal pitches to North Alabama *FUTSAL*. If a problem arises such as the facility is locked or there is a power failure during the game, you should contact the facility operators for assistance. Facilities (or venues) are listed on the North Alabama *FUTSAL* website.

3.11 Insurance Claims

Every player registered in North Alabama *FUTSAL* through the US Futsal Federation has emergency insurance should the player not have any insurance. Players with insurance must go through their primary insurance before trying to use this *supplemental* insurance. This insurance is meant to help reimburse uninsured players for their medical expenses. The deductible is high and the players must pay for all their medical costs up-front. They may be reimbursed through this insurance after the emergency has passed.

Regardless of which insurer will be used, should an injury occur on the pitch, make sure the referee crew is notified. Request that the injury be included in the match report. Many insurance companies require a match report be provided showing that the injury occurred on the field of play before making any payments.

Should you need to file with this supplemental insurance program, contact the League Office (board@nafutsal.com) to obtain the insurance forms.

3.12 Communications

3.12.1 Regarding Officials and Venues

Official player/team complaints, suggestions, or comments regarding the officials or the playing venues must to be submitted by the team coach or captain, and in writing, to the league through e-mail at board@nafutsal.com (preferred) or by US Mail to P.O. Box 6882, Huntsville, AL 35813. Complaints will be reviewed by the league for legitimacy and viability. If approved by the league, North Alabama *FUTSAL* will take the complaint to the Referee Assignor or the facility owner as appropriate with the full backing of North Alabama *FUTSAL*.

3.12.2 Regarding North Alabama *FUTSAL*

Player/team complaints, suggestions, or comments regarding North Alabama *FUTSAL* may be delivered by anyone, in writing, to the league through e-mail at board@nafutsal.com (preferred) or by US Mail to P. O. Box 6882, Huntsville, AL 35813.

4.0 Acronyms

ASA	Alabama Soccer Association
FIFA	Federation Internationale de Football Association
NPSL	National Premier Soccer League
USFF	United States Futsal Federation
USL	United Soccer League
USLW	United Soccer League - Women
USSF	United States Soccer Federation
USSSA	United States Specialty Sports Association
USYF	United States Youth Futsal
WPSL	Women's Premier Soccer League

Appendix - Acceptable Forms of Player Biological Authentication

This appendix is kept in a separate file. Print and replace this page with that file.

Older Revision History

Rev	Action	Date	Author	Description of Changes	Approval
1.0	Created	6 Feb 2014	Darrell Schmidt	Original	Not Required
1.1	Revised	25 Feb 2014	Darrell Schmidt	Clarified season/session; added limitation of playing on one team at a time; expanded definition of numbers on player jerseys; added co-ed division	Not Required
1.2	Revised	17 April 2014	Darrell Schmidt	Added definition to the co-ed division	Not Required
1.3	Revised	17 May 2014	Darrell Schmidt	Added specification of the youth divisions and further refined adult divisions plus dated two team requirements.	Approved
1.4	Revised	11 October 2014	Darrell Schmidt	Added definition of minimal indoor facility requirements, technical area occupants, half time interval, initial kick-offs, charging & slide tackling fouls, a youth GK foul and allowed tiebreaker methods. Changed Performance Bond amounts back to previous amounts.	Not Required
1.5	Revised	17 April 2015	Darrell Schmidt	In Section 3.1, Game Play, added yellow card for kicking ball into scoreboard, definition of Time Slots, and changed overtime procedures to two 3-minute periods.	Not Required
1.5	Revised	9 July 2015	Darrell Schmidt	Added that 2 yellow cards for kicking ball into scoreboard is also a send-off, but player does not sit out the next game. Added cut-off date for adding players to a team in a 6-team division. Added sections: 3.4.7, Five-Team Divisions 3.4.8, Six-Team Divisions	Approved
1.6	Revised	30 Sept. 2015	Darrell Schmidt	Added player-add cut-off dates for 10-game sessions; changed Performance Bond amounts to new lower amounts.	Not Required
1.7	Revised	30 Nov. 2015	Darrell Schmidt	Corrected Performance Bond amount for U12 thru U15 teams.	Not Required
1.8	Revised	6 April 2016	Darrell Schmidt	Reduced maximum roster size to 14 (to conform to USFF) and changed to allowing adding players until the end of a session/season. Reworded related sentences to clarify. Updated correlated section on Player Transfers. Added Tables A, B and C to define an alternate way of operating the game clock.	Approved
1.9	Revised	3 June 2016	Darrell Schmidt	Deleted sentence limiting player transfers during the season; added cut-off dates for dropping players for 7 and 8 team divisions in an 8-week session; added specification of who changes when teams wear the same colored jerseys to a match; increased the length of the grace period for teams to arrive at games. Clarified that if just one YC or two YCs received in a single game is for kicking the ball into the scoreboard, the player does not sit out the next game.	Not Required
2.0	Revised	17 October 2016	Darrell Schmidt	Changed player registration year to calendar year; increased roster size for adult teams to max 20; updated wording on how to register players; corrected	

				add/drop cut-off dates for large divisions; added cap on per-game goal differential for maintaining team standings.	
2.1	Revised	15 November 2016	Darrell Schmidt	Added Club Pass capability to youth teams in section 2.2 Player Eligibility, 5. Club Pass	Approved
2.2	Revised	15 April 2017	Darrell Schmidt	Corrected Player Eligibility, section 2.2, points 1 and 2. Clarified add/drop rules in section 2.3.3. Updated per release of new Modifications to the LOTG by USFF in section 3.1. Added the legality of slide tackles by U15 and older players to section 3.1. Added USSF's heading the ball limitation to section 3.1. Added U15-18 (High School) division to section 3.4.1.	Not Required
2.3	Revised	8 September 2017	Darrell Schmidt	Regrouped youth age-based divisions and added a middle school division; clarified age requirement for playing in the adult division; set maximum roster size back to 14 players for all divisions; adjusted and simplified the amounts of Performance Bonds; adjusted and simplified length of halves of games of the various player ages; added a "mercy rule" providing losing teams a legitimate method to end matches;	Approved
2.3	Revised	31 December 2017	Darrell Schmidt	Clarified slide tackle fouls in section 3.1, 10B; removed requirement on youth goalkeepers to stand on the goal line at the taking of kicks from the second penalty mark (section 3.1, 10C).	Not Required
2.4	Revised	28 May 2018	Darrell Schmidt	Added limitation on roster changes to section 2.1, 5; Added procedure for "club passing" a player to section 2.2 Player Eligibility, 5. Club Pass; Clarified how slide tackles are handled in section 3.1, 10, B; Added Accelerated Game Starts to section 3.1, 13; Added section 3.1, 15, injured referee replacement; Changed labels of youth divisions from the U99 format to the 99U format throughout; Numbered all tables and added List of Tables.	Not Required
2.5	Revised	14 October 2018	Darrell Schmidt	Moved older Revision History records to the end of the document; Added maximum years allowed for youth players "playing up" to section 2.2, Player Eligibility; Added limitation to "club passing" a player to section 2.2 Player Eligibility, 5. Club Pass; Added Club Pass capability to adult teams in section 2.2 Player Eligibility, 6. Adult Club Pass; Moved 15U up alongside 16U, 17U and 18U to be consistent with the 15-18U (HS) division;	Not Required

				Rewrote sections 2.3.1 and 2.3.2 on team and player registration to match the changes made to the online registration system; Changed references to nafutsal.org website to nafutsal.com	
2.6	Revised	12 November 2018	Darrell Schmidt	Updated tables for division sizes greater than 7 teams in section 2.3.3, Adding/Dropping Players During the Season; Changed methods used for breaking ties between teams' standings in section 3.7, Tie-breakers	Not Required
2.7	Revised	24 February 2019	Darrell Schmidt	Added section 3.4.3 Youth Open 4v4 Divisions, "Mighty Fours" Divisions; Added section 3.4.7 Adult Open 4v4 Division, "Mighty Fours" Division; Eliminated max goal differential in section 3.5, Point System; Updated terminology in sections 3.8 and 3.9; Added policy for refunding cost of individual games that could not be rescheduled to section 3.9, Schedule Changes; Changed email addresses containing nafutsal.org to nafutsal.com throughout.	Not Required
2.8	Revised	16 September 2019	Darrell Schmidt	Renamed Middle School Division to Lindy Division; renamed High School Division to Samba Division; added Bolero, Disco, Rumba and Tango divisions; Rewrote section 3.4.10, Six-Team Divisions; Added sections 3.4.11, Seven-Team Divisions and 3.4.12, Eight-Team Divisions; Revised section 3.9, Schedule Changes, to minimize game change requests.	Approved
3.0	Revised	16 May 2020	Darrell Schmidt	Increased roster size for adult teams to max 20 in section 2.1; Refined/clarified definition of youth division birthdate requirements in section 2.2; Merged and revised Club Pass rules for youth and adult players in section 2.2.	Not Required
3.1	Revised	9 October 2020	Darrell Schmidt	Added sanctioning organization US Youth Futsal; Modified youth division age ranges, effecting Lindy and Samba divisions and adding Junior Samba and 19U divisions; Replaced references to youthleaguesusa to nafutsal.com and HTGsports.com; Updated wording for player transfers in section 2.5;	
4.0	Revised	12 December 2021	Darrell Schmidt	1. Changed labels of youth divisions from the 99U format to the U99 format throughout and moved U17 division to the Samba division; 2. Improved definition of acceptable forms of player authentication (sect. 2.1.2.2); 3. Refined Club Pass rules (sect. 2.2[6]);	

				<p>4. Added clarification of when halves end and how their endings are announced (sect. 3.1[9]);</p> <p>5. Added statement disallowing scores directly from kick-offs (sect. 3.1[11]);</p> <p>6. Updated who may do slide tackles (sect. 3.1[12][B]);</p> <p>7. Added section “Alternate Restart Location” (sect. 3.1[12][D]);</p> <p>8. Updated who may throw the ball over the halfway line (sect. 3.1[13][A]);</p> <p>9. Clarified required ball location on kick-ins (sect. 3.1[13][B]);</p> <p>10. Added required distance of opponents at kick-ins (sect. 3.1[13][C]);</p> <p>11. Added statement disallowing “Blocking an Opponent” (sect. 3.1[13][D]);</p> <p>12. Updated Co-ed rules (sect’s 3.4.2 and 3.4.6);</p> <p>13. Updated required lead-time for requested schedule changes (sect. 3.9);</p> <p>14. Made several wording and grammar changes throughout.</p>	
4.1	Revised	24 March 2022	Darrell Schmidt	<p>Removed restriction on roster changes in section 2.1, para 5;</p> <p>Eliminated the term “hall pass” in describing Club Pass in section 2.2, para 6.</p> <p>Updated game half lengths in Tables 3.1(A), 3.1(B) and 3.1(C);</p> <p>Updated Point System and Tie-breakers in sections 3.5 and 3.7</p>	Not Required
4.2	Revised	7 February 2023	Darrell Schmidt	<p>Amended section 2.1 to include NPSL, WPSL, USL and USLW players;</p> <p>Added an exception to Club Passing in section 2.2, para 6;</p> <p>Removed sanctioning organization US Youth Futsal from sections 2.3.2 and 3.11; removed all references to USYF except in the list of acronyms;</p> <p>Updated Performance Bond amounts to more closely cover unavoidable costs of team no-shows and walk-offs in section 2.3.4;</p>	Not Required
4.3	Revised	27 September 2023	Darrell Schmidt	<p>Reduced wordiness in section 2.1, para 3, by combining the first four sentences into two sentences;</p> <p>Modified section 3.1, para 8, to make swapping benches optional in certain situations;</p> <p>Adjusted wording in section 3.1, para 12(B), to increase opportunities for goalkeepers to legally slide tackle.</p>	Not Required
4.4	Revised	20 November 2023	Darrell Schmidt	<p>Modified when players may slide tackle in section 3.1(12)(B);</p> <p>Lengthened the lead time for requesting game schedule changes in section 3.9</p>	Not Required