JACKSONVILLE FUTSAL ACADEMY

LEAGUE FUTSAL RULES

Operated by Jacksonville Futsal Academy

Updated 11/2026

RULE AUTHORITY

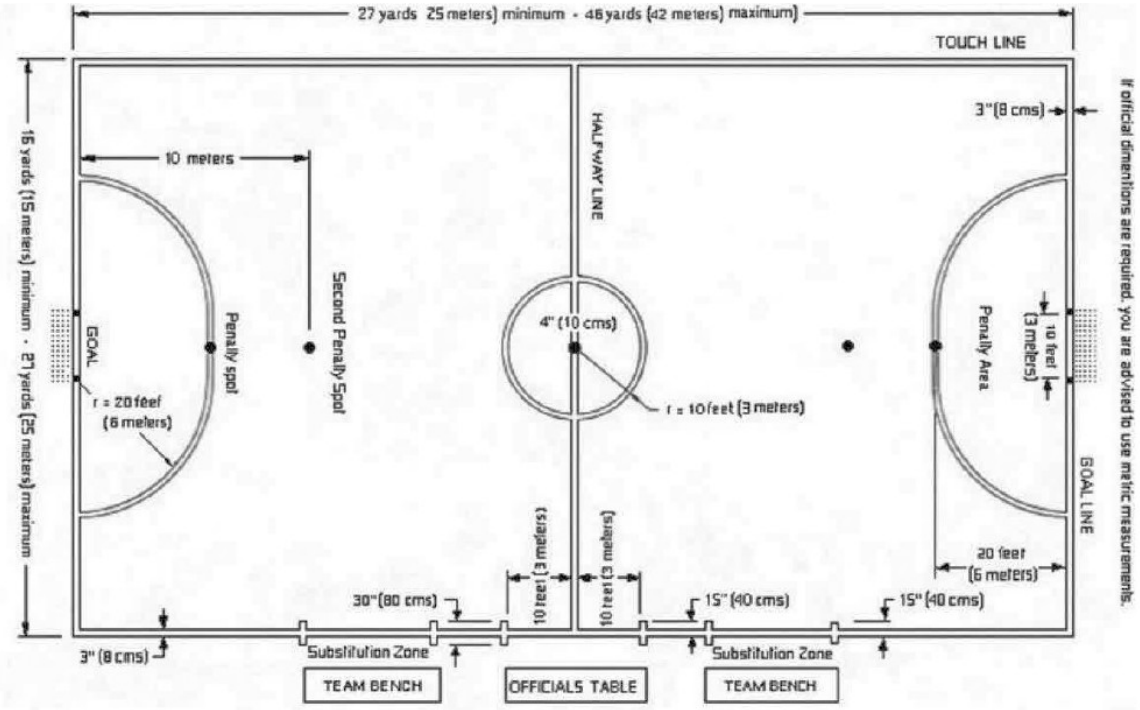
- These rules govern Jacksonville Futsal Academy (JFA) league and tournament competition.
- JFA rules are based on the FIFA Futsal Laws of the Game, with specific JFA competition modifications identified in this document.
- If a game situation is not addressed here, the current FIFA Futsal Laws of the Game apply unless the JFA League Director determines otherwise.
- Jacksonville Indoor Recreation Center (JIRC) facility policies remain in effect for safety, conduct, and venue operations.

JFA League Modifications - Quick Reference

This page highlights the primary JFA rules that differ from, add to, or simplify standard FIFA futsal procedure. It is intended for referees, coaches, and players who participate in futsal under other rule sets.

JFA Modification	JFA Rule
Match Format	15-minute halves, 1-minute halftime, and no team timeouts.
Kickoff	Kickoff is treated as indirect for scoring purposes. A goal may not be scored directly from a kickoff.
Extra Player / Improper Substitution	More than five players on the court (four outfield players plus one goalkeeper) results in one accumulated team foul and a direct free kick from the position of the ball when play is stopped. No automatic yellow card is issued solely for this violation. If it is the team's sixth or subsequent accumulated foul in the half, the kick is taken as a DFKSAF from the 10m mark (second penalty mark).
Heading	U12 and older: heading is allowed anywhere on the court. U11 and younger: deliberate heading is prohibited. Any combined bracket that includes U11 (for example, U11/U12) is a no-heading bracket.
Contact / Sliding	Fair shoulder-to-shoulder contact is permitted when making a legal play on the ball. Charging, pushing, or careless/reckless/excessive-force contact is prohibited. Slide tackling an opponent is prohibited; non-dangerous slides are allowed only when no opponent is within playable distance.
Penalty Kicks	The one-step restriction is removed. The kicker may use a normal run-up. All players other than the kicker and defending goalkeeper must remain behind the halfway line until the ball is kicked.
Kick-ins	Opponents must be at least 2 yards away; the 4-second count starts only after that distance is met. U9+: strict 4-second enforcement and no retake for an improper/out-of-bounds kick-in. U8 and younger: reasonable extra time and instructional discretion.
Goalkeeper Distribution	Goalkeeper distribution past the halfway line is allowed. Punts and dropkicks are not permitted under JFA rules.
Tied Games	Every JFA competition game tied after regulation proceeds to the JFA overtime procedure.
Roster / Guest Player Rules	Rosters lock 48 hours before the team's first game. No guest players. Before game 5, JFA may approve one injury addition only if the roster has just five players. After game 5, no roster changes for any reason. Any non-rostered player used = 5-0 forfeit.
Ball / Corner Restarts	U5-U8: Size #3 ball. U9+: Size #4 ball. On corner kicks, opponents must remain at least 3 yards from the ball.

1. Field / Court and Ball



- U5 through U8: Size #3 futsal ball. U9 and older: Size #4 futsal ball.

2. Players and Required Equipment

- A match is played by two teams, each with a maximum of five players on the court, one of whom must be the goalkeeper. A match may not start or resume if either team has fewer than three players.
- All jewelry (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) is prohibited and must be removed. Tape may not be used to cover jewelry.
- Required player equipment: shirt with sleeves, shorts (goalkeeper may wear trousers), socks, shin guards covered by the socks, and appropriate footwear.

3. Rosters and Player Eligibility

JFA ADMINISTRATIVE RULE

- All players participating in a JFA league game must be listed on that team's approved roster and meet the age/division eligibility requirements. There are no guest players in official JFA competition.
- Each team's roster must be finalized and approved no later than 48 hours before that team's first scheduled game. After that deadline, no player may be added, replaced, transferred onto, or otherwise added to the roster except for the limited injury exception below.
- Before participating, every rostered player must complete all required registration information and have a signed waiver on file.
- Limited injury exception: If a team has only five players on its official roster and an injury creates a need for one additional player, JFA may, in its sole discretion, approve one roster addition after the initial 48-hour deadline. This exception exists only for that limited injury situation and does not create a general guest-player option.
- After a team completes its fifth game, the roster is absolutely locked for the remainder of the season. No additions, replacements, transfers, or other roster changes will be permitted for any reason, including injury.
- The JFA League Director has final authority regarding roster status, eligibility, and whether the limited pre-fifth-game injury exception applies.

No Guest Players / Short-Roster Policy

- JFA does not recognize guest players. A player must be listed on the team's official approved roster to participate in an official match.
- A team that arrives with a short roster may not borrow a player from another JFA team or use any other non-rostered player as an eligible player for the official match.
- The opposing team cannot make a non-rostered player eligible for the official result. However, if the opposing team voluntarily agrees to allow a non-rostered player to participate solely so the match can still be played, the match will be treated as an exhibition/friendly for that team.
- If a team uses any non-rostered player, the official result is automatically a 5-0 forfeit loss for that team, regardless of the score of the game played.
- Participation in an exhibition/friendly does not add the non-rostered player to the team roster and does not create eligibility for any later match.
- No unregistered, unwaivered, over-age, or otherwise ineligible player may participate, even in an exhibition/friendly arrangement.
- Use of any unapproved, non-rostered, or otherwise ineligible player results in a 5-0 forfeit and may result in additional league discipline.

4. Substitutions

- An unlimited number of substitutions may be made during a match.
- Substitutions may occur while the ball is in play or out of play.
- The player being replaced must leave through the team's substitution zone, except when the Laws permit otherwise.
- The substitute may enter only after the player being replaced has completely left the court, and the substitute must enter through the team's substitution zone.
- Referee permission is not required for a normal substitution.

Too Many Players on the Court

JFA LEAGUE MODIFICATION

- A team may have no more than five players on the court at one time: four outfield players plus one goalkeeper.
- If a team has more than five players on the court because of an improper substitution or entry, the referee will stop play unless applying advantage clearly benefits the non-offending team.
- The violation counts as one accumulated team foul. No automatic yellow card is issued solely for having the extra player on the court; separate misconduct may still be cautioned or sent off when appropriate.
- The opposing team is awarded a direct free kick from the position of the ball when play is stopped.
- If the violation is the offending team's sixth or subsequent accumulated foul in that half, the restart is a direct free kick beginning with the sixth accumulated foul (DFKSAF) from the 10m mark / second penalty mark.

5. Match Duration

JFA LEAGUE MODIFICATION

- 15-minute halves for JFA league and tournament play.
- 1-minute halftime.
- No team timeouts.

6. Offside

- There is no offside in futsal.

7. Kickoff

JFA LEAGUE MODIFICATION

- The ball is in play when it is kicked and clearly moves.
- Kickoff is treated as indirect for scoring purposes: a goal may NOT be scored directly from a kickoff. The ball must touch another player before a goal may be scored.
- If a kickoff enters the opponents' goal without touching another player, a goal clearance is awarded to the opponents.
- If a kickoff enters the kicker's own goal without touching another player, a corner kick is awarded to the opponents.

8. Scoring a Goal

- A goal is scored when the whole of a legally played ball passes over the goal line, between the goalposts and under the crossbar, provided the scoring team has committed no offense.
- If the referee's whistle sounds before the ball fully crosses the goal line, the goal is not allowed.
- A goal may be scored directly from a corner kick.
- A goalkeeper may not punt or dropkick the ball under JFA rules.
- A goal may not be scored directly from a kickoff under JFA rules.

9. Heading

JFA LEAGUE MODIFICATION

- U12 and older divisions: heading is allowed anywhere on the court in accordance with normal futsal play.
- U11 and younger divisions: deliberate heading is not allowed.
- If a bracket combines U11 with an older age group (for example, U11/U12), heading is not allowed for any player in that bracket.
- A deliberate heading violation in a no-heading bracket is restarted with an indirect free kick for the opposing team from the position of the offense, subject to standard restart-position rules.

10. Ball Out of Play

- The ball is out of play when it wholly passes over the goal line or touchline on the floor or in the air, when play is stopped by the referee, or when it hits the ceiling.
- Contact with facility netting does not stop play unless it changes the ball's direction; referee discretion applies.
- If the ball touches a match official, remains on the court, and a team starts a promising attack, the ball goes directly into goal, or possession changes, play is restarted with a dropped ball.

11. Kick-In

JFA LEAGUE MODIFICATION

- A kick-in is awarded when the whole ball crosses the touchline OR touches the ceiling or an overhead structure.
- Opponents must be at least 2 yards from the ball. The 4-second count does not begin until the opponents have retreated to at least the required 2-yard distance and the kicking team is ready to restart.
- U9 and older: The ball must be played within 4 seconds once the team is ready to restart and the required opponent distance has been met; the referee will give a visible count. If the kick-in is not taken within 4 seconds, the opposing team is awarded the kick-in.
- The ball must be placed on the touchline. If it rolls slightly off after being properly placed, the referee may allow the kick-in if it is taken without delay.
- The kicker may not step onto the court before the ball is in play.

- A goal cannot be scored directly from a kick-in.
- U9 and older: If the kick-in is taken improperly, is kicked directly out of bounds, or fails to bring the ball into the court of play, there is no second attempt; the opposing team is awarded the kick-in.
- U8 and younger: Referees will allow additional reasonable time for kick-ins and will use instructional discretion rather than strictly enforcing the 4-second limit.

12. Goal Clearance

- A goal clearance is awarded when the whole ball crosses the end line, last touched by an attacking player, and a goal is not scored.
- The goalkeeper must throw or roll the ball into play; punts and dropkicks are not permitted.
- The goalkeeper may distribute the ball past the halfway line.
- U9 and older: The ball must be released within 4 seconds once the goalkeeper/team is ready; the referee will give a visible count and enforce the applicable turnover/restart for a 4-second violation. U8 and younger: Referees will allow additional reasonable time and use instructional discretion rather than strictly enforcing the 4-second limit.
- After the goalkeeper has played the ball in controlled possession, the goalkeeper may not touch it again in the team's own half after it is deliberately played back by a teammate until an opponent has played or touched the ball.
- A goal cannot be scored directly from a goal clearance.

13. Corner Kick

- The ball must be placed within the corner arc. If there is no corner arc, place the ball at the intersection of the goal line and touchline.
- Opponents must remain at least 3 yards from the ball until it is in play.
- The kick must be taken within 4 seconds once the player is ready; the referee will give a visible count.
- The ball is in play when it is kicked and clearly moves.
- A goal may be scored directly from a corner kick.

14. Fouls and Misconduct

JFA LEAGUE MODIFICATION

- JFA futsal is a minimum-contact competition.
- Fair shoulder-to-shoulder contact is permitted when players are making a legal play on the ball. Charging, pushing, or forceful shoulder contact that is careless, reckless, uses excessive force, or is not a legal challenge for the ball is not permitted.
- Direct-free-kick fouls include offenses such as kicking, tripping, pushing, striking, holding, and other direct-free-kick offenses recognized by the FIFA Futsal Laws of the Game.
- Slide tackling an opponent is prohibited under JFA rules.
  - o A player may slide to keep a ball in play, block a pass/shot, or play a loose ball when no opponent is within playable distance and the action is not dangerous.
  - o A slide to play the ball with an opponent within playable distance and no contact is penalized with an indirect free kick for dangerous play.
  - o A sliding challenge that makes illegal contact with an opponent is penalized with a direct free kick and may also result in disciplinary action depending on severity.
- Free kicks must be taken within 4 seconds once the player is ready. In accordance with the FIFA Futsal Laws of the Game, opponents must be at least 5 meters (approximately 5.5 yards) from the ball unless another specific JFA restart rule applies.
- The referee does not provide a visible 4-second count on standard free kicks.

- Goalkeeper distribution past the halfway line is allowed.

15. Accumulated Fouls

- Direct-free-kick fouls accumulate separately in each half. Opponents must be at least 5 meters (approximately 5.5 yards) from a standard free kick.
- The first five accumulated fouls in a half are restarted in the normal manner, including the use of a defensive wall when otherwise permitted.
- Beginning with a team's sixth accumulated foul in a half, the opposing team receives a direct free kick without a wall (DFKSAF).
- For JFA play, a sixth-or-subsequent accumulated foul is taken from the 10m mark / second penalty mark, except when a penalty kick is required for a separate direct-free-kick offense committed by the defending team inside its own penalty area.
- The DFKSAF must be taken with the intention of scoring directly.

16. Penalty Kicks

JFA LEAGUE MODIFICATION

- A penalty kick is awarded when the defending team commits a direct-free-kick offense inside its own penalty area.
- The kicker must be clearly identified. The kicker may use a normal run-up; JFA does not use a one-step penalty restriction.
- The defending goalkeeper must remain on the goal line, facing the kicker and between the goalposts, until the ball is kicked.
- All players other than the kicker and defending goalkeeper must remain behind the halfway line until the ball is kicked.
- The ball is in play after it is kicked forward and clearly moves.
- If a goal is not scored, the kicker may not play the ball again until another player has touched it.

17. Cautions and Send-Offs

- Yellow and red cards may be issued for misconduct in accordance with the JFA rules and the FIFA Futsal Laws of the Game, except where a JFA modification expressly provides otherwise.
- If a player is sent off, the player must leave the venue. The team plays short for two minutes or until the opposing team scores, whichever occurs first, subject to referee administration of the numerical reduction.

18. Coach, Player, and Spectator Behavior

- All coaches, players, and spectators are subject to Jacksonville Futsal Academy competition policies and Jacksonville Indoor Recreation Center facility policies, including any code of conduct and disciplinary action.
- The referee and JFA League Director may remove any participant or spectator whose conduct threatens safety, disrupts the match, or violates league/facility rules.

19. Tied Games - JFA Overtime Procedure

JFA LEAGUE MODIFICATION

- Every JFA competition game that is tied at the end of regulation proceeds to overtime.
- Overtime begins 4 vs. 4 with no goalkeepers. The first goal scored wins the game (sudden victory).
- If no goal is scored after 2 minutes, each team removes one player and play continues 3 vs. 3.
- If no goal is scored after another 2 minutes, each team removes one player and play continues 2 vs. 2.

- If the match remains tied after 2 minutes of 2 vs. 2 play, the game proceeds to a 3-player shootout from the 10m mark / second penalty mark.
- The first three kickers must be eligible players who participated in the match and have not been sent off. They do not have to be the two players who were on the court at the end of overtime.
- If the score remains tied after three kicks by each team, the shootout continues in sudden-victory rounds. After an equal number of kicks, the first team to lead wins.

20. Rule Interpretation and League Authority

- Where this document expressly differs from FIFA, the JFA rule controls for JFA competition.
- For situations not addressed by these rules, the current FIFA Futsal Laws of the Game will be used as the reference standard.
- The JFA League Director has final authority on administrative matters, roster eligibility, competition-specific procedures, and interpretation of JFA modifications.

Reference framework: FIFA Futsal Laws of the Game 2025-26