



CCFL

Central Connecticut Futsal League - Tournaments

Powered by Vale Sports Club

Mission of the Central Connecticut Futsal League & Tournaments

To provide an environment for players of all levels and ages to play and learn the game of futsal, the fastest growing form of indoor soccer in the world!

CCFL advocates for

- Focusing on **skill development** and **individual creative play**.
- Utilizing **US Soccer certified referees** who understand the spirit and art of the game.
- Matching **teams of similar skill** in appropriate divisions and age groups.

The CCFL aims to offer different levels of play for Boys and Girls within the below divisions

CCFL Champions League Division U12-U19- This division is for our highest level of futsal teams in our leagues. Direct pathway to US Futsal Regionals for the winners..

CCFL Premier Division U9-U19- This division is for mid-high level club teams looking to play competitive games against the most suitable teams for development...

CCFL Alliance Division U9-U14- This division is catered to local town travel clubs and acts as an introduction league for Futsal...



General Rules:

- 25 minute games, no halftime
- Running time
- 2-3 minute halves overtime if tied after regulation in a playoff/championship game; golden goal applies. If nobody scores in overtime, a penalty kick round-robin will occur with 3 players. If score is still tied, then it will go to 1 player each team until a team wins.
- 4 outfield players & 1 goalkeeper
- No offsides
- 12 players maximum per roster
- Minimum # of players to start a game is 4 (must have a goalkeeper)
- A player MAY NOT be rostered nor play on 2 teams or more in the same division. If they do, that team will forfeit all of their games, both played and un-played. A player is allowed to be rostered on another team so long as it is another division AND the 2 divisions do not play one another.
- Flat-soled shoes or indoor soccer shoes only. No studs or cleated soles are acceptable
- Teams listed first on the game schedule shall be considered “home” and the “away” team must change uniform should a color conflict arise
- Standings will be decided by points (3 for win, 1 for tie, 0 for loss)
a Tiebreaker will go in the following order: Head to Head, Goal Differential (+7 maximum), fewest goals allowed, most goals scored, coin toss

Substitutions

- Substitutions are on the fly and IS NOT up to the referees discretion.
- A substitute cannot enter the match until the player leaving is at the touchline.

Goalkeeper

- Must wear a different color shirt. They may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick in directly.
- May kick the ball (with their feet) directly over the half-way line.
- May score directly with their feet during the run of play.



- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- Throwing the ball directly across the half-way line from hands:
 - ALL DIVISIONS – If the ball is thrown over halfway, it does NOT need to touch another player before bouncing. Essentially its “free” play in this instance

Restarts

- A goal CAN be scored directly from a kick-off.
- All kick-ins are indirect. A kick-in that goes directly into the opposing goal results in a goal-clearance for the opposing team. A kick-in that goes directly into the defensive team goal results in a corner kick for the attacking team.
- Defensive players must be 3 yards away from all kicks. Failure to give distance can result in a yellow card for the offending player.
- If the ball crosses over the end line last touched by an attacker, the result is a goal clearance and starts from the goalkeeper’s hands.
- Corner kicks are direct.
- Players have 5 seconds to get the ball in play from dead ball restarts after having been signaled to do so by the referee. If they do not, the ball is turned over to the other team. The 5 seconds rule will be strictly enforced but will also be communicated by the referee.
- The ball must be stopped (as much as it can, we understand with the flat surface it may move a bit) before being played again from dead ball restarts. This will be strictly enforced but will also be communicated by the referee.
- Penalty kicks are taken from the spot right in front of the goal, and all other players must be behind the halfway line and can enter the play after the ball has been touched by the shooting player.



- If the ball hits the ceiling, the team that did not touch the ball last restarts play with an indirect kick parallel to the point hit on the ceiling.

Fouls & Misconduct

- An offending player may be shown a yellow card; two yellow cards in a match and they are shown a red card.
- If a red card is shown, the offending player is sent off, cannot come back on, and the offending team plays down a player for 2 minutes. Another player can come on but NOT until the 2 minutes have expired regardless of whether or not the other team scores.
- Fouls are recorded and accumulated but reset at half time. If a team fouls 5 times in 1 half, a PK is awarded to the other team from the RED MARK. Every other foul after the 5th is another PK (7th, 9th, etc.).
- All fouls are direct free kicks.
- There is no sliding in the futsal league; sliding will be penalized with a direct free kick.
- Heading is not allowed in U8-U11 divisions; if a player heads the ball during a game, an indirect free kick will result for the opposing team.
- There will be NO GUM allowed on the courts. If a ref sees a player (or players) chewing gum, they will be asked once to remove it immediately. **This is for the court's appearance and longevity**

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