



U4 & U6 Futsal Rules (4-v-4)

U4 & U6 League Features

- 4'x6' goals with no goalkeeper
- No standings or scores are recorded
- 8-minute quarters

Player Eligibility: Each player must be registered with Dynamo Soccer Club and can only be registered to one recreational team or program. Players who are registered Travel Players with Virginia Youth Soccer Association, may not play on a Dynamo Soccer Club Team.

Number of Players: Each team has a maximum of 8 players. Teams play 4-v-4 games so that each player can be involved as much as possible and have more touches on the ball. Teams are encouraged to play down a player if their team is winning by 5 goals or more.

Positioning: Field Players

Goalkeeper: None, Players are not allowed to stand in their defensive goal mouth (or arch) and defend the goal.

Referees: Games will be refereed by a neutral assigned referee. Coaches are not allowed to enter the field of play.

Playing Time: There is a minimum of two quarters playing time for each player.

Game Length: Each game is divided into four quarters, 8 minutes in length. There is a 2-minute rest period between quarters and 5 minutes at halftime.

Ball size: Size 3 Futsal

Kick-ins: Kick-ins are taken when the opposing team kicks the ball across one of the sidelines.

Goal kicks: Goal kicks are taken when the opposing team kicks the ball across the defending team's end-line. The opposing team must stand behind the midfield line while the kick is taken. The team kicking the ball may stand where they choose. Once the kick is taken the game is live.

Corner Kicks: Corner kicks are taken when the ball crosses the end-line and is last touched by a member on the defending team.

Fouls: Fouls such as handballs, tripping and pushing will occasionally occur, usually unintentionally. If an obvious foul occurs (at the discretion of the referee) then a direct free kick will be awarded.

Off-side: Not applicable.

Penalty Kicks: None

****ALL OTHER RULES WILL FOLLOW FIFA LAWS****



U8 Futsal Rules (4-v-4)

U8 League Features

- 4'x6' goals with no goalkeeper
- No standings or scores are recorded
- 10-minute quarters

Player Eligibility: Each player must be registered with Dynamo Soccer Club and can only be registered to one recreational team or program. Players who are registered Travel Players with Virginia Youth Soccer Association, may not play on a Dynamo Soccer Club Team.

Coaching and Spectators: There is to be no coaching from behind the goals or from the spectator side of the field. All teams and coaches will be on the designated side of the field with the spectators on the opposite side. Spectators are asked to remain behind the dashed spectator line to give the players room to play.

Number of Players: There is a maximum of 8 players per team. U8 teams compete with 4-v-4. Four field players and no goalkeeper. Teams are encouraged to play down a player if their team is winning by 5 goals or more.

Minimum Number of Players to Start a Game: 3 per team. Coaches are encouraged, but not required, to play-down when the opposing team is playing short, without jeopardizing the minimum playing time for each player.

Positioning: 4 field players. (Starting with the defenders) 1-2-1 formation. 1 Defender, 2 Midfielders (left/right), 1 Forward.

Referees: Referees are High School players. They have been instructed to teach the game of soccer to the younger children as they officiate. They may let some children throw the ball in two or three times in order to teach them the proper technique. Please let them do their job, and if there are any problems or concerns, please contact Shawn Martin at Shawn@dynamosc.com.

Playing Time: There is a minimum of two quarters of playing time allowed for each player.

Game Length: Each game is divided into four quarters, each lasting 10 minutes. There is a 2-minute rest period between quarters and 5 minutes at halftime.

Ball size: Size 3 Futsal

Kick-ins: Kick-ins are taken when the opposing team kicks the ball across one of the sidelines.

Goal kicks: Goal kicks are taken when the opposing team kicks the ball across the defending team's end-line. The opposing team must stand behind the midfield line while the kick is taken. The team kicking the ball may stand where they choose. Once the kick is taken the game is live.

Corner Kicks: Corner kicks are taken when the ball crosses the end-line, and is last touched by a member of the defending team.

Fouls: Fouls such as handballs, tripping and pushing will occasionally occur, usually unintentionally. If an obvious foul occurs (at the discretion of the referee) then an indirect free kick will be awarded.

Off-side: Not applicable.

Penalty Kicks: None

****ALL OTHER RULES WILL FOLLOW FIFA LAWS****



U10 & U12 Futsal Rules (5-v-5)

U10 & U12 League Features

- 6x12' goals with goalkeeper
- No standings or scores are recorded
- 25-minute halves

Player Eligibility: Each player must be registered with Dynamo Soccer Club and can only be registered to one recreational team or program. Players who are registered Travel Players with Virginia Youth Soccer Association, may not play on a Dynamo Soccer Club recreational team.

Coaching and Spectators: There is to be no coaching from behind the goals or from the spectator side of the field. All teams and coaches will be on the designated side of the field with the spectators on the opposite side. Spectators are asked to remain behind the dashed spectator line to give the players room to play.

Referees: Referees are High School players. They have been instructed to teach the game of soccer to the younger children as they officiate. Please let them do their job, and if there are any problems or concerns, please contact Shawn Martin at Shawn@dynamosc.com.

Number of Players: There is a maximum of 10 players per team. U10 & U12 teams compete with 5-v-5. 4 field players and one goalkeeper. Teams are encouraged to play down a player if their team is winning by 5 goals or more.

Minimum Number of Players to Start a Game: 4 per team. Coaches are encouraged, but not required, to play-down when the opposing team is playing short without jeopardizing the minimum playing time for each player.

Positioning: The formation (excluding the goalkeeper and starting with the defenders) is a 1-2-1. 1 Defenders, 2 Center Midfielders, 1 Forward.

Goalkeeper: The goalkeeper may use his/her hands anywhere inside the goal arc. The goalie may then throw the ball to a teammate. Punting or Drop Kicks are not allowed. While the Goalie in 5-v-5 is not restricted to the normal 6-second possession rule, please encourage him/her to distribute the ball quickly and not run east/west looking for an outlet.

Playing Time: There is a minimum of one half of playing time for each player.

Game Length: Each game is divided into two twenty-five minute halves. There is a 5-minute break at halftime.

Ball size: Size 4 Futsal

Kick-ins: Kick-ins are taken when the opposing team kicks the ball across one of the sidelines and are indirect.

Goal kicks: Goal kicks are taken when the opposing team kicks the ball over the defending team's end-line. The ball is not in play until it crosses the penalty box in front of the goal. Players on both teams may position themselves anywhere on the field outside of the penalty box that the kick is being taken.

Corner Kicks: Corner kicks are taken when the ball crosses the end-line, and is last touched by a member of the defending team.

Fouls: Fouls such as handballs, tripping and pushing will occasionally occur, usually unintentionally. If an obvious foul occurs (at the discretion of the referee) then a direct free kick will be awarded.

Off-side: Does not apply

Penalty Kicks: Penalty kicks will be awarded on obvious fouls and intentional handballs in the goal arc that prevent a goal from being scored. They will be taken by a member of the fouled team from the penalty spot with a goalkeeper on the goal line. All other players must remain on the opposite half of the field during the kick and may re-enter once the ball is kicked.

****ALL OTHER RULES WILL FOLLOW FIFA LAWS****



U14 Futsal Rules (5-v-5)

U14 League Features

- 6x12' goals with goalkeeper
- No standings or scores are recorded
- 25-minute halves

Player Eligibility: Each player must be registered with Dynamo Soccer Club and can only be registered to one recreational team or program. Players who are registered Travel Players with Virginia Youth Soccer Association, may not play on a Dynamo Soccer Club recreational team.

Coaching and Spectators: There is to be no coaching from behind the goals or from the spectator side of the field. All teams and coaches will be on the designated side of the field with the spectators on the opposite side. Spectators are asked to remain behind the dashed spectator line to give the players room to play.

Referees: Referees are High School players. They have been instructed to teach the game of soccer to the younger children as they officiate. Please let them do their job, and if there are any problems or concerns, please contact Shawn Martin at Shawn@dynamosc.com.

Number of Players: There is a maximum of 10 players per team. U14 teams compete with 5-v-5. 4 field players and one goalkeeper. Teams are encouraged to play down a player if their team is winning by 5 goals or more.

Minimum Number of Players to Start a Game: 4 per team. Coaches are encouraged, but not required, to play-down when the opposing team is playing short without jeopardizing the minimum playing time for each player.

Positioning: The formation (excluding the goalkeeper and starting with the defenders) is a 1-2-1. 1 Defenders, 2 Center Midfielders, 1 Forward.

Goalkeeper: The goalkeeper may use his/her hands anywhere inside the goal arc. The goalie may then throw the ball to a teammate. Punting or Drop Kicks are not allowed. While the Goalie in 5-v-5 is not restricted to the normal 6-second possession rule, please encourage him/her to distribute the ball quickly and not run east/west looking for an outlet.

Playing Time: There is a minimum of one half of playing time for each player.

Game Length: Each game is divided into two twenty-five minute halves. There is a 5-minute break at halftime.

Ball size: Size 4 Futsal

Kick-ins: Kick-ins are taken when the opposing team kicks the ball across one of the sidelines and are indirect.

Goal kicks: Goal kicks are taken when the opposing team kicks the ball over the defending team's end-line. The ball is not in play until it crosses the penalty box in front of the goal. Players on both teams may position themselves anywhere on the field outside of the penalty box that the kick is being taken.

Corner Kicks: Corner kicks are taken when the ball crosses the end-line, and is last touched by a member of the defending team.

Fouls: Fouls such as handballs, tripping and pushing will occasionally occur, usually unintentionally. If an obvious foul occurs (at the discretion of the referee) then a direct free kick will be awarded.

Off-side: Does not apply

Penalty Kicks: Penalty kicks will be awarded on obvious fouls and intentional handballs in the goal arc that prevent a goal from being scored. They will be taken by a member of the fouled team from the penalty spot with a goalkeeper on the goal line. All other players must remain on the opposite half of the field during the kick and may re-enter once the ball is kicked.

****ALL OTHER RULES WILL FOLLOW FIFA LAWS****