



PROST FUTSAL RULES AND REGULATIONS 2025



Captains are responsible for ensuring their teammates are aware of and abide by the rules and regulations contained in this packet.

The website www.crestedbutterec.com contains all relevant information regarding futsal. Rules not clarified here will be interpreted by the Crested Butte PROST Department. For questions or more information please email recreation@crestedbutte-co.gov or call 970-349-7197.

Rule #1: BE SAFE, BE RESPECTFUL, AND HAVE FUN

Rule #2: Obey all Town of Crested Butte PROST Rules.

Alcohol and Substances: No alcohol or substances are allowed at the Crested Butte Community School property, including the parking lot.

Dogs: Dogs are not allowed at the Crested Butte Community School property.

Emergencies: In an emergency, call 911. For non-emergencies, local law enforcement can be reached via Gunnison Dispatch at 970-641-8200.

Sec. 1 RESPECT AND SPORTSMANSHIP:

1. All participants will exhibit good sportsmanship. Captains are ultimately responsible for the conduct of their players and fans.
 - a. Verbal or physical abuse of any kind will not be tolerated, and violator(s) may be ejected at referee discretion. Ejected person(s) must leave the grounds and cannot have contact with the referees or participants in the game.
 - b. The use of profanity and abusive language is prohibited. All participants must acknowledge this is *recreation*, occurring in a *public space*, and *children may be present*.
2. The PROST Department empowers referees to enforce good sportsmanship. Games may be stopped at any time for enforcement and players or spectators may be ejected from games and facilities.
 - a. Any Player, Coach or Manager who is ejected from a game, will not be eligible to participate in the program until a (minimum) one game suspension is served. CB PROST has the authority to suspend or expel players as necessary.
 - b. Notify the PROST office of all offenders.

Sec. 2 TEAM CAPTAINS, ROSTERS, AND PLAYERS:

1. Team captains will register the team and provide a player roster. Team captains will be responsible for communication, organization, and managing their team.
2. The registration fee is non-refundable.
3. Teams are allowed a maximum of ten (10) players on the roster. Rosters are due **Thursday, January 9.**
4. Players may only play for one team in the league.
5. Players are not eligible until they complete and sign the Liability Waiver and are officially added to the teams' roster.
6. If anyone plays in a game prior to signing the waiver and being added to their team's roster,
 - a. the game will not count towards updated league standings.
 - b. The team that plays an ineligible player will receive a loss for that game.
7. Players must be 18 years of age or older.

8. Teams can make roster adjustments in the season. For example, if a player can no longer commit to the league games due to injury, work, or circumstance. They must make an appeal to the PROST Department.

Sec. 3 Equipment:

1. **SHOES:** Must be clean, indoor NON-MARKING court shoes not worn, but brought to the gym.
2. **SHINGUARDS:** Recommended, but not required.
3. **JERSEYS:** Players on the same team must wear the same color jersey or shirt.
4. **BALL:** Futsal balls will be provided by the PROST Department.

Sec. 4 LEAGUE GAMES AND THE SEASON:

1. Game schedules will be available at www.crestedbuttere.com
2. Games will start at 8pm and continue until 10:30pm on Thursdays
3. Games will be played at the Crested Butte Community School.
4. Games will accrue points: Win = 3 Points, Draw = 1 Point, Loss = 0 Points
5. Games that end in a draw will have no golden goal, no extra time, and no penalties.
6. Games are 30 minutes, no half time, and a running clock (except for injury).
7. Teams will play 5v5 (4 Position Players + 1 Goalkeeper). A minimum of 4 players on the court is required to avoid forfeiting.
8. **Captains must submit game results to recreation@crestedbutte-co.gov.** If scores are not submitted, then the match will be considered a 0-0 and no points awarded to standings.

Sec. 5 FORFEITS:

1. A forfeit occurs if a team does not have enough players 5 minutes past the game start time. The 30-minute game clock begins at the scheduled time.
2. Teams may continue to play their scheduled match if they mutually agree if the forfeiting team does not have enough players to conduct the game.
3. A forfeit will be scored as a 4 – 0 loss.

Sec. 6 LEAGUE STANDINGS:

1. Total Points
2. Win Percentage
3. Head-to-Head Record
4. Goal Difference
5. Goals Against

Sec. 7 REFEREES:

1. During league play, each team will provide one referee for the other game at the same field of the same night (e.g. Team A & B play at 8:20pm, they each provide one referee for the Team C & D game at 8:55pm)
 - a. Referees may be assigned by PROST to facilitate other games.
2. Referees are responsible for knowing the Crested Butte Futsal Rules and Regulations.
3. Failure to meet your team's referee responsibilities may result in a point deduction in your team's league standing.
4. No show referees must be recorded, and the PROST Department must be notified promptly.

Sec 8 RULES & REGULATIONS:

1. The Start of Play
 - a. Procedure: Rock, paper scissors and winner begins play with a kickoff; opposing team waits outside center circle; ball deemed in play once it has been touched; the kicker shall not touch ball before someone else touches it.
2. Ball in and out of Play
 - a. Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling or basketball hoop (restart: kick-in at the place closest to where the ball touched the ceiling).
 - b. The gray lines are the touchlines, and the inside of the blue border are the goal lines.
3. Kick-in
 - a. To be taken in place of the throw-in and for goal kicks and corner kicks.
 - b. The ball is placed on the touch line before kicking.
 - c. The kicker's foot not kicking the ball must be outside or at least on the touchline.
 - d. The kick-in must be taken promptly within five (5) seconds; if it is not, the kick-in is given to the opposing team.
 - e. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails a direct free kick to the opposing from the point of infringement.
 - f. Players on the opposing team must be at least five (5) feet from the spot of a kick-in.
 - g. Cannot score directly from a kick-in.
4. Substitutions
 - a. Substitution Limit: None
 - b. Substitution Method: "Flying Substitution" The player coming out must be in the "bench area" before the sub can enter play.
5. Goals and Scoring
 - a. When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).
 - b. Goals will only be counted when the ball is struck from inside the attacking half.
 - c. Goals count as one point.
 - d. Teams are allowed a maximum of 4 GOALS FOR per game in their Goal Difference
 - For example, if Team A and Team B have a score of 8-1. It will be recorded as 5-1. If Team B scores another goal, then it will be recorded as 6-2.

6. Fouls and Misconduct

- a. Direct free kick awarded when a player intentionally commits any of the following offenses (self-called foul):
- b. Handball, defined as any part of the arm below the elbow in an unnatural position touches the ball, as to obstruct the ball being played.
- c. Kicking or attempting to kick; tripping; jumping at; charging; striking, attempting to strike, or spiting at; holding; pushing; charging; and sliding at an opponent.
- d. Sliding is not allowed under any circumstances. Sliding is defined as any part of the body touching the ground. Players must stay on their feet best to their ability.
- e. Handling the ball, dangerous play, or obstruction.
- f. If necessary, a yellow card will be issued and a mandatory 5-minute substitution.
 - i. If no players are available to substitute the player issued a yellow card, then the team must play on without the player for 5-minutes.
- g. Two yellow cards or serious infractions will result in a red card/ejection from the game and facility.
- h. A player with red card/ejection from the game, will not be eligible to participate in the program until a (minimum) one game suspension is served for the next fixture.

7. Free Kick

- a. Types: Direct free kicks only
- b. Wall: At least five feet away until the ball is in play
- c. Ball in Play: After it has been touched by the team awarded the kick
- d. Time Limit: Kick must be taken promptly within five (5) seconds
- e. Restriction: Kicker cannot touch the ball again until it has been touched by another player