

SOCIAL COMPETITION RULES – FUTSAL

Players

- The maximum number of players on a team is ten (10).
- The maximum number of players on the court at any given time is five (5).
- The minimum number of players on court without incurring a forfeit is four (4).
- All players to sign the registration sheet before each match
- Teams may borrow players if they are short from other teams but if team size reaches six (6) no more can be used
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Spectacles can be worn provided they do not pose a significant danger to others, and players do so at their own risk.
- Shin pads must be worn for player safety
- Players must have played a minimum of 4 games to qualify playing in the finals.

Length of the game

- Games comprise of two (2) twenty (20) minute halves with a two (2) minute break at half time
“In discretion of the administrator dependent on start time”

Substitutions

- A team can interchange players when the ball is out of play and after a goal has been scored.
- There is no limit to the amount of times a player may leave or re-enter the field of play.

Start of Play

- Team captains are to toss the coin in the presence of the referee with the winning captain's team receiving possession for the commencement of the first half.

Sideline

- When the ball goes over the side-line, play is restarted with a kick-in rather than a throw in.
- The player who is to kick in the ball (with the exception of the goalkeeper) will stand behind the side line at the same point through which the ball left the court.
- The ball must be stationary when taken, failure will result in a hand over
- All players must be at least 3m from the ball when play is being restarted with a kick in.
- Players have 4 seconds in which to play the ball, failure to do so will result in a change of possession
- If a player does not retreat 3m (unless the sideline kick has been taken quick) it will result in an indirect free kick
- If the player hits the ball onto the roof, the restart will be a side line kick in for the opposing team



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Penalties

- Any type of dangerous play or actions which are not in the spirit of the Social Lunchtime Football will result in a free kick to the non-offending team.
- If the offence occurs in the penalty box, then free kick will be taken from the penalty spot for a direct shot at goal, with the goalkeeper standing on the goal line.
- All players must be at least 4m from the ball when play is being restarted with a penalty kick, free kick or kick in.
- In the case of any disputes, the Sports Administrator or Referee decision will be final

Free Kicks

- Direct free kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area)
 - a) kicking or attempting to kick, tripping an opponent
 - b) charging an opponent in a violent or dangerous manner
 - c) charging an opponent from behind
 - d) striking, attempting to strike, or spitting at an opponent
 - e) holding or pushing an opponent
 - f) handling the ball (except goalkeeper)
- Indirect free kick awarded when any of the following offenses is committed (kick taken from the edge of the semi-circle line when infringement takes place in penalty area):
 - a) dangerous play (e.g. attempting to kick ball held by goalkeeper)
 - b) obstruction
 - c) slide tackle
 - d) goalkeeper picks up or touches with his hands a back pass or kick-in
 - e) goalkeeper controls the ball with any part of his body for more than 4 seconds
 - f) goalkeeper touches with any part of his body a back pass that has been played back to him
 - g) before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Cautions/Send Offs

Cautions

- Players shall be cautioned (i.e., shown yellow card) when:
 - a) he persistently infringes the Laws of the Game
 - b) he shows dissent with any decision of the referee
 - c) he is guilty of unsporting behaviour

Send Offs

- Players shall be sent off (shown the red card) for:
 - a) serious foul play
 - b) violent conduct
 - c) foul or abusive language
 - d) second instance of cautionable offense (i.e., second yellow card)
 - e) intentionally impeding a clear goal opportunity whether by a foul or a handling the ball



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Offside

- There will be NO offside; a player may stand anywhere on the field.

Futsal Goal Keeper

- Goal keeper may not handle the ball outside his goal area (semi-circle)
- Goal throws must be taken from inside the semi-circle and must leave the semi-circle before it is touched by another player. Failure to do this will result in an indirect free kick will be awarded at the quarter line.
- The goalkeeper is the only player who may slide in order to save the ball (providing he/she does not use excessive force)
- A goal cannot be scored directly from a goal keeper throw unless the ball touches one of the players (with the exception of the opposing goalkeeper).
- A goalkeeper has 4 seconds to release the ball from his/her possession, failure to do so will result in an indirect free kick roughly 9 yards from the goal line (or at the discretion of the referee)

Scoring Goals in Futsal

- A goal is scored when the whole of the ball crosses the goal line. The exceptions to this include:
 - a) When a ball enters the goal from an 'in-direct' free kick
 - b) Cannot be from a side line kick in that has not been touched by another player before the ball crosses the line

Blood rule

- Any player with visible blood or bleeding on their clothing or person must be substituted immediately, and may not return until the umpire is satisfied that the bleeding has stopped.
- The umpire will stop play to allow for teams to make a substitution

Finals Procedures

- In the event of a draw in the finals, teams will go to extra time consisting of five (5) minutes.
- If the game is still drawn at the completion of extra time, there will be a penalty shoot-out consisting of five (5) players from each team.
- In the event of a draw after five (5) shots are made by each team, the penalty shoot-out becomes sudden death.

Forfeits

- Teams must attend every game coordinated for the season or notify the Sport Administrator if they cannot attend a fixtured game. In this instance a forfeit will result.



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- A forfeit may be declared if a game does not start within 10 minutes of the allocated starting time.
- If a team forfeits their match, the opposing team will be awarded a win, and the forfeiting team will receive -3 points on the premiership ladder

Competition Points

- Win = 3 Points
- Draw = 1 Point
- Loss = 0 Point
- Forfeit = -3 Points