

## Soccer “Futsal” Competition – Rules and Information

In this

competition the emphasis is on enjoyment, social atmosphere and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. The normal rules of field FUTSAL shall apply except to the extent that they are negated or modified by these rules. The following rules are to be applied to both Mixed and Men's competitions. All rules are open to the interpretation of the referee and their decision is final.

### Wet Weather Procedure:

A decision will be made by the Competition Convenor as to whether or not play will commence, 1 hour prior to the first round of games. Team captains will be informed should the competition be cancelled.

### What happens if a game is rained out?

As we are a University Based Competition, we are forced to operate under severe time limitations and it is difficult to simply extend the competition by a week should games be cancelled due to wet weather.

For this reason, should any games be cancelled due to rain, we will do our best to reschedule, BUT we will not guarantee that this will happen. Should normal round games be rained out and not be able to be rescheduled, the game shall be declared a 3-3 draw and two competition points will be awarded to each team.

### **1. Responsibility of Players**

All players are responsible for reading and understanding the rules contained herein.

If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Because of time constraints the referees will not discuss rules or rulings during the game.

### **2. Location**

All games will be played on the synthetic hockey pitch off Tin Alley.

### **3. Game Commencement**

Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.

Any teams that are not ready to commence play with a minimum of 5 appropriate players (see Rule 4) 10 minutes after the referee has signalled the game can start will incur a 0-5 loss.

Note that as this competition is social, the game may go ahead after 10 minutes, however the 0-5 loss will stand regardless of the actual score.

Please also remember that there is 40min allocated to play your 36 minute game. Therefore, games MUST commence at the scheduled time.

In all circumstances the game must finish at the scheduled time.

#### **4. Number of Players**

- (a) Teams are allowed a maximum of 6 players (including a goalkeeper) on the field;
- (b) There must be a minimum of 2 members of either sex on the field at all times for the mixed Competition. If 5 players are only available, at least one of these players has to be from either sex. 4 players is the minimum number of players that a team can have without a forfeit resulting.
- (c) Teams are allowed unlimited substitutions, which may only be made once the ball is out of play. Substitutions may not be made when the ball is not out of play.
- (d) Teams may commence games with four players provided rule 4(b) is satisfied in all mixed competitions.
- (e) In the event that rule 4(a), (b) or (d) are broken and the referee doesn't immediately notice, any goals scored by the offending team during this time shall be disallowed and a penalty will be awarded to the opposition.

If the number of goals scored during this period is unknown then the offending team shall be deemed to have forfeited the match and the score recorded as a 0-5 loss. Should both teams agree to continue playing, this will be purely for social purposes.

It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rule 4. It is NOT the responsibility of the referee to monitor this.

#### **5. Timing**

Games consist of 2 by 18 minute halves with a 2-minute half time break. No clock stoppages will be made except under exceptional circumstances. Such circumstance will be at the sole discretion of the Referee.

No time outs are allowed.

If a game commences late (and is not deemed a forfeit - see rule 3) then it still must finish at the scheduled time.

If such a circumstance arises, the halves may be shortened. This is up to the discretion of the referee.

#### **6. The Playing Area**

In this competition corner and goal kicks apply.

##### Goal Kicks

In the event that the ball is kicked over the goal line (line in which the goal is placed) by an attacking player a goal kick is awarded to the defending team. A player of the defending team must place the ball on the ground inside the 'D' marked out on the field, and then kick it to a team mate. The player cannot "kick it to themselves". The goal

keeper is also allowed to throw the ball in this situation.

If the player taking the goal kick touches the ball a second time before another player, the referee will blow his whistle and instruct the player that they must kick it to another player before they can touch it again. The goal kick is then retaken.

If this rule is broken again, an indirect free kick shall be awarded to the attacking team from where the player touched the ball a second time.

#### Corner Kicks

In the event that the ball is kicked over the goal line (line in which the goal is placed) by a defending player. A corner kick will be awarded to the attacking team. A player of the attacking team must place the ball on the ground in the corner of the field which the referee indicates, where the goal line and the sideline intersect (the corner of the field), and then kick it to another player. This player cannot 'kick it to themselves'.

If the player taking the corner kick touches the ball a second time before another player, the referee will blow his whistle and instruct the player that they must kick it to another player before they can touch it again. The corner is then retaken

If this rule is broken again, an indirect free kick shall be awarded to the defending team from where the player touched the ball a second time.

#### Kick Ins

In the event that the ball is kicked over the sideline by a player, a 'kick in' is awarded.

If a defending player kicks the ball over the sideline, the kick in is awarded to the attacking team.

If an attacking player kicks the ball over the sideline, the kick in is awarded to the defending team.

A kick in is taken by placing the ball on the sideline at the place where the ball was kicked out. The player taking the kick in must kick it to another player before he/she can touch the ball again. If he/she touches the ball again before another player, the referee will blow their whistle and instruct the player that another player must touch the ball after they have kicked it, before he/she can touch it again.

If this rule is broken again, an indirect kick shall be awarded to the opposing team to be taken from where the infringement occurred.

### **7. The Playing and Goal Areas**

Players are permitted to touch the ball when it is in the goal area (allowed to go inside the 'D').

The Goal Keeper is the only player who can touch the ball with their hands.

### **8. Goals**

Goals can be scored from anywhere on the field. A shot at goal cannot be taken at the kick off, without another player touching it first.

### **9. Required Uniform and Jewellery**

MUS advises that players in a team should all wear the same colour t-shirt, however bibs will be provided by the umpire which teams are required to wear. It is the responsibility of the team captain to ensure that they are all returned to the referee after the game. If all bibs are not returned to the referee at the end of the game, total

points for the offending team shall be reduced by **5**.

Players must wear covered footwear and are not permitted to wear any type of screw-in studs, long blades, work boots or hiking boots. **The referee prior to the commencement of the game shall inspect player's footwear to ensure that they are appropriate. If they are deemed not to be appropriate, the player will not be able to take the field without the appropriate footwear.**

It is HIGHLY RECOMMENDED that ALL player wear shin guards and mouthguards at all times, however if players do not wish to wear shin guards, they do so at their own risk.

No player can take the field with bare feet or while wearing jewellery of any kind. All watches, necklaces, dangling earrings, bracelets, rings which are not bands MUST be removed prior to the game. The referee will ask any player breaking this rule to remove the piece of jewellery.

## **10. The Sin Bin**

This competition is social. Any rough play, abusive language, back-chat or challenge to the referees authority etc. will not be tolerated.

Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the referees opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements. Note however that the referee is perfectly entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game:

### ***First offence***

Yellow Card to be given by the Referee.

### ***Second offence***

Automatic Red Card and dismissal from the game. No substitute player is allowed to replace a player who is sent off. The player will then be suspended for the following 2 matches his/her team is to participate in.

## **11. Start of Play**

To either start play or restart play (after a goal) a kick off is used. Note that a shot at goal cannot be taken directly at the kick off.

The ball must be placed on the halfway line and may be kicked either forward or backwards rolling at least the length of its diameter before being touched again (by a different player).

## **12. Free Kicks, Kick-Offs, etc.**

Players must be Five (5) metres from the ball for all free kicks, kick-offs etc.

For a direct penalty, the keeper and all players are to adhere to Futsal rules.

### **13. Slide Tackles**

Due to safety concerns, **NO slide tackles** will be tolerated by the referee.

If a player loses his footing in order to make a tackle, and as a result ends up on the ground, a free kick shall be awarded to the other team.

A warning shall be given to the offending player upon their first offence. If they commit the same offence again, the referee shall show them the yellow card. If the player commits the foul after receiving the yellow card, they shall be immediately sent from the field.

### **14. Finals**

Players must have played 1 regular/preliminary round prior to the finals & playoff to be eligible.

If a draw results during any of the finals, a coin is tossed to decide who kicks off and then an extra five minutes is played in which the golden goal rule applies. This means that the first team to score in this time shall be declared the winner.

If the teams are still even at the end of extra time, five (5) penalties will be taken by both teams. If the results are drawn after this then each team will take a single penalty until one team has missed and the other scored. The scoring team will be deemed the winner.

A "best of 5" penalty shoot out shall take place to determine the winner of the match (In the social competition, at least 2 of the initial 5 penalties must be taken by either sex).

If there is no winner after the 5 penalties, each team shall take a single penalty until one-team scores and the other misses – determining the winner of the game (the scoring team).

If extra penalties are needed, a player who did not take one of the initial 5 penalties must take them.

No single player can take more than one penalty, unless every team member has taken a penalty themselves.

### **15. Goal Keeper**

The ball can be passed by the defensive team to their own goalkeeper and, provided the keeper is in the goal area, they may pick up the ball with their hands.

In all instances, when in the goal area, the keeper must distribute (get rid of) the ball within 5 seconds of gaining control of it or an indirect free kick to the opposition team will be awarded.

When substitutions occur, the player coming onto the court may assume any position on the field including the goal keeper position. If the player coming on assumes the goalkeeper position, then the player who was goalkeeper must either immediately remove themselves from the field (if they are the player being substituted off) **or** immediately assume another position on the field (if another outfield player is being substituted off).

Changing the goal keeper may only be done when the ball is out of play, and the referee must be notified of this change.

## 16. General

Unless otherwise stated in these rules, normal Futsal rules apply. All rules are open to the interpretation of the referee and his/her decision is final.

## 17. Team Draws

It is the responsibility of the team captain and individual team members to read the draw. All correspondence will be to Team Managers and delivered via email.

## 18. Points

Three points will be awarded for a win, one point for a loss and two points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 3 points. The result shall be recorded as 5-0.

## 19. Injury

A player may call for 'time' due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Referee. **If a player is injured, it is their or their team mates responsibility to immediately inform the Referee.** The Referee may stop the game at any time.

**For a minor injury, the referee should send the injured player or a bystander to the Sports Coordinator for first aid treatment and to collect an Injury Report Form** (this must be completed by the injured or another responsible person before they leave the venue for further treatment). Due to some of our first aid equipment growing legs and walking off by itself, a bond (e.g. student card) will be taken if an ice pack is required.

For a medical emergency, **the referee is to remain with the injured player** and send somebody else to inform the Sports Coordinator or reception staff of the emergency.

Time for medical emergencies will not be added on to the final half during grading or round games. Should a medical emergency result in less than half the game being played, then all efforts will be made to reschedule the game. If this is not possible, teams will receive 2 points each for a 5-5 draw.

During time for injury, all players must remain on the field unless involved in a substitution. In the event that a player is bleeding, they must leave the field immediately (for health and safety reasons) and not return until the wound has been cleaned and all blood and blood stained items have been removed and covered. If necessary, the ball and field shall be cleaned before play resumes.

Many injuries that occur during officially sanctioned and managed MUS activities and are covered by our insurance policy. Should a player require further medical treatment, please contact reception staff for information

on what is covered and the correct procedure to follow.

During finals (Quarters, Semis, Grand and Play off for 3rd Place) the above injury rules apply with injury time added to the final half. This includes any time taken for an emergency.