



MIXED FUTSAL – COMPETITION RULES AND INFORMATION

In this competition, the emphasis is on enjoyment, social atmosphere and skill development/maintenance. All games shall be played as per [the Federation of Australian Futsal Rules](#), except to the extent that they are negated or modified by these rules. All rules are open to the interpretation of the referee and their decision is final.

1. Wet Weather Procedure

A decision will be made by the Competition Coordinator as to whether play will commence, 1 hour prior to the first round of games. Team captains will be informed should the games be cancelled. If a game is cancelled due to wet weather, 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.

2. Location

All games will be played on the synthetic hockey pitch on the northern side of the Sports Center.

3. Game Commencement

- Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games.
- In all circumstances the game must finish at the scheduled time.
- Any teams that are not ready to commence play with a minimum of 4 appropriate players (see rule 6) 10 minutes after the referee has signaled the game can start will incur a 0-5 loss*

**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*

4. Team Registration

Teams must be registered by the Captain or Primary contact through the registration links available on the Campus Sport website.

Full payment of the registration fee must be paid upon completion of this form for a team to be guaranteed entry into the competition.

5. Player Registration

All participants **must complete an online registration form before taking the field**; they will then be named on the weekly score sheet.

All players must play a minimum of 1 game to participate in finals. **Players must be printed on the score sheet to be eligible to win the leading goal scorer award at the end of the season.**

If a player has not registered online, they must still write their name on the scoresheet. While this will not count towards their finals or goal scorer eligibility, they will be covered for insurance purposes.

6. The Players

A maximum of 6 players (including a goal keeper) may take the field at one time. A team must have at least 4 players on the field to start the game. If a team does not have 4 players, the game will not commence until at **least 4 players have arrived.**

There must be minimum of 1 female on the field at any point during the game. There can be a maximum of 4 males on the field at once.*

Teams can make an unlimited amount of substitutions. Substitutions can only be made when the ball is out of play. If the player coming on assumes the goalkeeper position, then the player who was goalkeeper must either immediately remove themselves from the field or assume another position. The referee must be notified about the change in goal keeper.

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

7. Timing

The game structure for the **preliminary rounds** of the competition is as follows:

- 18-minute halves
- A half time break of 2 minutes
- No time outs are allowed

In **finals and playoffs**, the same structure will be followed. In the event of a draw at the end of the game, a penalty shootout will take place.

8. Penalty Shootout

The team that wins the best of 5 penalties will win the game. If the game is still drawn after penalties, the penalties will go into 'sudden death'. **At least 1 of the penalty shots must be taken by a female**

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

9. Goal Kicks

If 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, 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.

10. Corner Kicks

If 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.

11. Kick Ins

If the ball is kicked over the sideline by a player, a 'kick in' is awarded to the opposing 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.

*Players must be 5 meters from the ball for all free kicks, kicks offs, etc. For a direct penalty, the keeper and all players adhere to the Futsal rules.

12. Slide Tackles

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

If a player loses his footing while making 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.

13. 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 the ball within 5 seconds of gaining control of it or an indirect free kick to the opposition team will be awarded.

14. Uniform and Jewellery

MU Sport advises that players in a team should all wear the same colour t-shirt. Some bibs are provided which teams can wear. It is the responsibility of the team captain to ensure that they are all returned to the referee after the game.

Players must wear covered footwear and are not permitted to wear any type of screw-in studs, long blades, work boots or hiking boots. If a player is not wearing appropriate footwear they will be unable to take the field.

It is HIGHLY RECOMMENDED that ALL players always wear shin guards and mouth, however if players do not wish to wear these, 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.

15. 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, but is not limited to, aggressive side tackling, tackling a player from behind, or any other act or omission the referee determined in unacceptable. A referee is perfectly entitled to send off any player at any stage for any reason for any period if they feel it necessary to do so for player safety or their ability to effectively control the game. In most circumstance, however, the following procedures are followed:

First Offence:

Yellow Card to be given by the Referee resulting in a 2-minute suspension for the player. No substitute player can replace a player who is sent off.

Second Offence:

Automatic Red Card and dismissal from the game. No substitute player can replace a player who is sent off. The competition coordinator will be notified and may suspend for further games if necessary

16. Points

4 points will be awarded for a win, 0 points for a loss and 2 points for a draw. Teams who lose by forfeit will receive 0 points and their opposition will receive 4 points. The result shall be recorded as 5-0.

17. 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 mate's responsibility to immediately inform the Referee. The Referee may stop the game at any time