

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. LOCATION

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

2. 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.

3. PLAYER REGISTRATION

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

All players are required to sign the score sheet prior to taking the field. All players must play a minimum of 1 game to participate in finals. If a player does not sign the sheet, that match will not count towards games played. **Any player not signed for the required number of games will not be eligible to participate in finals.**

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

4. 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.



MU Sport provides a safe and inclusive environment for all participants. Participants are free to participate in these competitions in a manner which best reflects their gender identity. The rules for this competition will be applied on the basis on gender identity. Any discrimination based on gender identity, or behaviour which could be classified as transphobic, will not be tolerated.

5. GAME COMMENCEMENT

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

Teams must be ready to start at the scheduled times. If the opposition does not show at the beginning of this period, then the clock shall commence running and they will be **penalised 1 point per minute that they are late.**

The game will begin with a **jump ball**. It can be either **male v male**, or **female v female**. Hereafter, there will not be jump balls, umpires will keep track of whose possession it is.

Each team **must provide a scorer** (which may be a substitution player) for the game to begin.

6. LENGTH OF THE GAME

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

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.

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.

7. 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.

8. FORFEITS



In the event of a forfeit, the winning team will be awarded **a score of 30-0 and 4 competition points**. There is no monetary penalty for a forfeit, but teams must let the competition coordinator know if they are unable to play any given week. A team will be ineligible for finals should they forfeit more than 2 times in a season.

9. UNIFORM AND JEWELLERY

MU Sport advises that players in a team should all wear the same colour t-shirt. **Bibs will be provided** to all teams at the beginning of each match. These must be returned to the referees at the end of the game.

Players are advised to wear suitable sports clothing and **proper sports shoes must always be worn**. 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. Players must not wear bare feet.

It is HIGHLY RECOMMENDED that ALL players always wear shin guards and mouth. If players do not wish to wear these, they do so at their own risk.

No jewellery shall be worn except for a wedding ring, a medical bracelet, or small stud earrings which must be taped to the satisfaction of the referee. All fitness trackers and watches must be removed before the game.

10. MISCONDUCT

All players must be respectful towards each other, as well as towards the umpires. This is a social competition, and any form of player misconduct will not be tolerated and may result in you or your team being excluded from the competition.

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

11. RULE CLARIFICATION



If players would like clarification on a rule or a call, that player may approach both referees at any of the breaks and ask for rule clarification. Players must conduct themselves in a professional manner when doing this and put their inquiry in the form of a question.

12. 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.

13. WET WEATHER PROCEDURE

While games will not be called off solely because it is raining, player/umpire safety is paramount and if the fields at Melbourne University are deemed to be unsafe, matches will be cancelled.

The Campus Sport Coordinator will ensure teams are notified as soon as possible if the games will be called off, typically 1 hour prior to start of the games. Additionally, if conditions worsen throughout the game and become unsafe, the game may be called off. 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.

14. 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.

15. 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.

16. 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.

For kick ins, the ball must be placed within one meter of the side line and must be made stationary.

**Players must be 5 meters from the ball for all free kicks, kicks offs, etc. For a direct penalty, the goal keeper must start on the goal line, the penalty taker may only take one step in their run up and all other players must be 3 meters behind the penalty mark.*

17. TACKLING

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

Players cannot tackle their opponent from behind, even if the tackle is clear and clean.

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.

18. GOAL KEEPER



If the ball is intentionally passed back to the goal keeper from a member of the same team with their feet, the goal keeper cannot use their hands to touch the ball. If a goal keeper touches the ball with their hands in this instance, an indirect free kick will be awarded to the opposing team.

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.

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

First aid is available at the Sport Centre reception It is the responsibility of the team captain together with MU Sport Reception Staff to administer first aid when required, not the umpires. **All injuries must be reported to either the competition coordinator or to reception** by the injured person/s or team captain and an incident report made where necessary.

