



FUTSAL RULES

1) The Court and Ball

- a) Games will be played in the Sports Hall at UniRec.
- b) The boundaries will consist of; white lines (sidelines), red lines (goal lines) and the red half circle (goalkeepers area).
- c) Regulation size 4 futsal balls will be used.
- d) All court boundaries and dimensions will be demonstrated for teams if necessary.
- e) Only music from the UniRec sounds system can be played during the Social Sport competition

2) The Number of Players

- a) Teams may have a maximum of 10 players per team; 5 players are on the court at one time, 4 court players and 1 goalkeeper. **There must be at least one player of each sex on court at all times.**
- b) There are unlimited substitutions.
- c) The referee must be notified if the goalkeeper is changed.

3) The Player's Equipment

- a) All players within a team **must wear the same colour playing shirt.** Uniforms are highly encouraged, but a coordinated colour will suffice.
- b) All players must wear non-marking, athletic footwear.
- c) Shin pads are highly recommended.
- d) Players may not wear jewellery, any other sharp adornments or anything that may be deemed dangerous to other players.

4) The Duration of the Match

- a) The games will be 2 x 20 minute halves with a 2 minute break for half time.

5) The Start and Restart of Play

- a) From a kick off, the ball can travel in any direction. A goal cannot be scored directly from a kick off.
- b) The opposing team must be inside their own half, at least 3m away.

6) The Ball in and Out of Play

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- a) When the ball goes out over the sideline, it is then placed on the sideline, or up to 25cm behind the line. From a stationary position, the ball is kicked into the court to another player.
- b) Corner kicks will be taken in the instance a ball touches a defending player before crossing the goal line. A goal kick will be awarded in the instance an attacking player is the last to touch it before it crosses the goal line.
- c) All restarts of play must be completed within 4 seconds. The 4 seconds begins at the referee's discretion.
- d) The opposing team must be at least 3ms away from the ball for any restart of play.
- e) For a ball to be out of play all of the ball must have crossed the side or goal line, either on the ground or in the air.
- f) For a goal to be scored, all of the ball must have crossed the goal line between the goal posts, either on the ground or in the air.
- g) A goal cannot be scored directly from any restart of play.
- h) Whether a ball is in or out of play, or a goal being scored, is at the discretion of the referee.
- i) If the ball touches the roof, play will be restarted by the GK of the team who did not strike the ball into the roof.

7) Free Kicks

- a) Direct and indirect free kicks will be awarded at the discretion of the referee.
- b) A direct free kick allows the kick taker to score directly from the free kick.
- c) To score from an indirect free kick the ball must touch another player before entering the goal.
- d) A direct free kick will be awarded in the following instances;
 - A foul e.g. tackle from behind, incorrect slide tackle, careless/excessive contact. A direct free kick may also be awarded for any behaviour the referee deems to be unsportsmanlike e.g. purposely hand-balling, shirt-pulling etc.
- e) An indirect free kick will be awarded for all other offences such as;
 - accidental handball, goalkeeping infringement, breach of the goalkeeping area by court players, restart of play.

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- f) Goalkeeping infringements include; not restarting play within 4 seconds, handling the ball when passed back by a team mate, handling the ball outside the goalkeepers area.
- g) Kick takers are permitted a 'one step distance' as a run up to take kicks.
- h) All opposing players must be 3m from the ball on direct and indirect free kicks.

8) Fouls and Misconduct

- a) There is no slide tackles or tackling a player from behind. Playing on the ground is permitted when not endangering a player.
- b) Physical contact is expected, but should be kept to an absolute minimum e.g. minimal shoulder-to-shoulder contact will be allowed, and judged by the referee.
- c) The referee has the ability to remove a player from the game for unsportsmanlike conduct. This may result in a temporary 'sin-bin' or complete removal from the remainder of the game.
- d) A 'sin-bin' will result in a player being removed for between 3-5 minutes, with no substitution allowed.
- e) There are **NO** offsides.

9) The Penalty Kick

- a) A penalty kick is awarded if:
 - a defender deliberately enters the goalkeeper area in an attempt to stop the ball
 - the goalkeeper deliberately handles the ball outside the goalkeeper area **in order to stop a shot at goal**
 - deliberate foul when a player is in the act of scoring a goal
- b) All obvious goal scoring opportunities will be identified at the referee's discretion.
- c) The penalty taker must be identified before the kick is taken
- d) The penalty kick takes place from the middle of the yellow basketball free throw line
- e) All other players must be at least 3m away, and behind the line of the ball
- f) The penalty taker is permitted one step back before kicking the ball
- g) The referee will give a signal to indicate when the penalty will be taken.

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10) Goal Keepers

- a) Goalkeepers have 4 seconds to control the ball/restart play inside their own area.
- b) Goalkeepers are not allowed to pick up a back pass from any of their team mates.
- c) A goal clearance is when the ball travels outside the goalkeeper D area, either by pass, throw or dribbling.
- d) Goalkeepers can restart with a throw or indirect kick when the ball has gone out of play behind their goal.
- e) Throws and kicks **must touch either a player or the ground** before halfway at any **restart of play**. This does not include if the ball is dribbled out (this is deemed as the restart e.g. can dribble out, and lob a ball on the full over halfway).
- f) Throws and kicks are free to travel anywhere on court during general play e.g. a back pass or save, as long as it doesn't breach rule 10.g.
- g) Drop-kicks and punts are not allowed.
- h) Goalkeepers may be changed during the match, as long as the referee is notified of the change

11) The Referee

- a) All games will be controlled by a referee who enforces the rules of the game
- b) Referees have the right to warn, ask to leave or eject from the UniRec Sports Hall, any player or spectator whom they feel is bringing the game into disrepute.
- c) Referee's may play an advantage should a team not be negatively affected by a technicality or foul immediately to improve the flow of the game.
- d) The referee's decision is final.

12) Competition

- a) Defaults will be recorded as a 5-0 victory to the non-offending team. Multiple defaults will be met with a warning, and subsequent removal from the league should it continue.
- b) Should a team not have the minimum player requirements e.g. one player of each gender on court, teams will be allowed the option to either;



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- record the game as a default to the non-offending team or;
- play on as normal with new parameters of the game agreed upon **by both teams prior to the game starting.**
- c) Drawn games will be recorded as such, unless they are in a significant semi-final / final.
- d) In the event a major semi-final / final is drawn, a penalty shootout will take place.
- e) A shootout will be run in accordance with penalty kick guidelines above. Teams must nominate five different players to take a shot at goal. The winner is determined by the team with the most goals scored out of five attempts.
- f) If, after five attempts, the game is still drawn, sudden death will occur and the first team to score when their opponent doesn't will win.