

# **‘Life. Be in it.’ Sport for All Centres SA - Futsal (Soccer) Rules**

## **Definitions**

**Team member or player:** An individual who has registered for the team in the same competition on the official ‘Life. Be in it.’ Sport for All registration form. Where the online registration is not completed, a player shall not be considered as registered. Please refer to the Participation Guide for rules on fill in players.

**The team:** The team shall consist of team members or players. Only team members or players are permitted to take part in the game. (An unregistered person may not play without permission.) Playing an unregistered person without permission from management may have the game declared a forfeit by the team. The non-offending team shall be declared the winner with a score of 5-0 in this case.

**Pitch:** The playing area is defined by the Netball court side and end lines.

**Penalty Area:** The penalty area, within which the goalkeeper may use his/her hands and go to ground is marked as the Netball semi-circle.

**Goals:** The goals are 2m high x 3m wide. The goalie is responsible for ensuring the goals are correctly placed on the end line.

**Ball:** The ball is a low bounce futsal ball. Only the futsal ball can be used for warm-up or practice.

**Duration of the Game:** Senior matches are 2 x 20 minute halves with a 2 minute half time break. Junior matches are 2 x 16 minutes with a 2 minute break. Once started, the clock does not stop during the half.

Please note - for matches not held at Unley, definitions for side lines, penalty areas, and penalty kicks may change. Ask your referee or a staff member if you are in any doubt about the playing area.

# Rules

The rules of the game shall be as for outdoor soccer unless they are inconsistent with the 'Life. Be in it' Sport for All rules. Where there is an inconsistency between outdoor soccer rules and the 'Life. Be in it' Sport for All rules, the 'Life. Be in it' Sport for All rules shall prevail.

## Fouls:

A careless foul will result in a free kick.

A reckless foul will result in a caution (either a verbal warning by the referee or a yellow card at their discretion)

A foul where the player uses excessive force may result in a booking (either yellow or red card depending on how excessive the force is/was)

**Free kicks:** A free kick shall be either direct or indirect.

- Direct (One Touch) The player kicking the ball can score a goal. No other player is required to touch the ball.
- Indirect: (Two Touch) Any player in addition to the player kicking the ball must touch the ball before a goal can be scored.

**Free Kick Distance:** When a free kick is being taken, including a side ball, no player from the opposing team shall be closer than two (2) metres to the ball. If a defending player stands closer than two (2) meters or steps closer before the ball is kicked, the referee may at their discretion award a yellow card.

Free kicks that are the result of a foul shall be:

- Direct
- Taken from wherever the foul has been committed
- Free kicks cannot be taken after a half time or full time whistle.

The following free kicks shall be indirect-

- Starting the game and restarting the game after halftime
- Restarting the game following a goal
- Side ball

- When the goalkeeper's throw in is not touched on or before the centre line
- Goalkeepers picking up a back-pass from a defender
- When the goalkeeper's throw in is received by their own player inside the goalkeeper's circle.
- Outfield player substitution not in the same side and half of court. This will result in a free kick being taken on halfway.
- When a team puts more than 5 players on the court. This will result in a free kick being taken on halfway.

**No Offside:** The players can go anywhere on the court, including the penalty area. The keeper is allowed anywhere on the court but can only use his/her hands when inside the penalty area.

### **Substitutions of players on pitch:**

Outfield players may sub off and on at any time, so long as the substitution is made within the SAME half of the court on the SAME side of the court. Failure to substitute within this area will result in an indirect free kick on the halfway line on the sideline of the incorrect substitution.

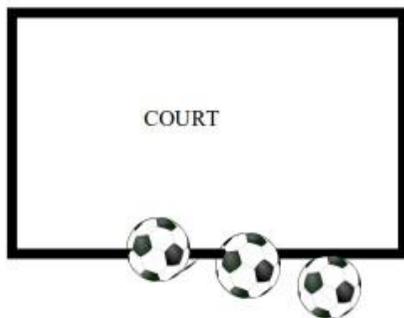
**Substitution of Goal Keeper:** Teams who change their keeper should bring this to the referee's attention for play to be paused. *Minimum of 5 minutes between keeper changes unless the keeper is injured. (No substitution in last 5 minutes).*

### **Commencing Play:**

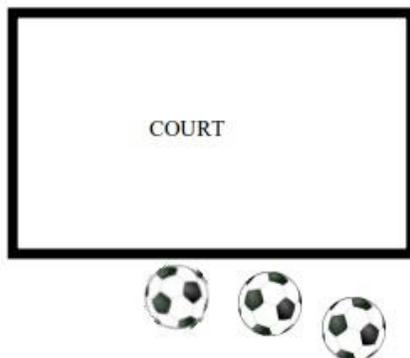
All players from the team commencing play must start in their defensive half, except the kicker, who may start on the halfway line and kick either forwards or backwards to start play. The defending team must assemble behind the netball 1/3 line. Two players must touch the ball before a goal can be scored (indirect - 2 touch).

**Ball out of bounds:** The ball must go fully across the line for it to be called out of bounds (the whole ball over the whole line).

**BALL STILL IN PLAY:**



**BALL OUT OF PLAY:**



**Side Ball:** When the ball goes out of bounds over the side line it is returned to the play by a kick in. The ball is placed on the line to the **referee's satisfaction**. The player has 3 seconds to kick in or the ball is awarded to the opposition. The defending team must stand at least 2 metres away from the ball. Another player must touch the ball before a goal can be scored (indirect - 2 touch). If the ball does not enter the court, a side ball is awarded to the opposition (There are no second chances)

**End Ball:** The goalkeeper must throw or roll the ball out of the penalty area. The ball must touch a player (from either team) level with, or before it reaches the half way line. Failure to do this will result in an indirect free kick taken on the half way line where the ball crossed. Following an End Ball, once the keeper has possession of the ball in the keepers area, the keeper has 5 seconds to return the ball to the court. The ball must be received outside the penalty area.

A goalkeeper cannot throw a ball to themselves, however during play the keeper may palm or "fumble" the ball to themselves without fully having caught or controlled the ball. It must be a clear palm or fumble rather than a "catch".

**Corner Kick:** Corners are taken from where the sideline and the end line meet. The player taking the corner kick has 3 seconds to play the ball. A goal can be scored from a corner (direct - 1 touch). **A player defending a corner must have part of each foot touching the keeper's circle or be 2 metres back (whichever is further).** Failure to do so will result in a replay corner or a card if the referee deems it unsportsmanlike

**Roof:** The ball is out of bounds if it touches the roof or anything attached to the roof. The referee will direct the non-offending team to pass the ball in from the side line in line with where the ball hit the roof, or as a goalie throw in.

**Penalties:** Penalties are taken from the basketball free throw line. All other players must stand behind the netball 1/3 line until the ball is kicked. The team taking the penalty must nominate one player to take the penalty - this must be made clear to the referees and goal keeper. The goalkeeper must remain on the goal line when the penalty is taken, but may move side to side along the goal line. Failure to remain on the line will result in the penalty to be retaken. Penalties can be taken after a half time or full time whistle.

**Playing at the ball on the floor:** Players are not allowed to play the ball, or attempt to play the ball if they are on the floor (including hands, knee or all fours). If a player is on the floor, any interference or contact with the ball will result in a direct free kick to the opposition, even if accidental. Note: If the referees deem a tackle as "two separate actions" (eg. Kick and fall), play will continue.

**Slide tackle:** A slide tackle is defined as "winning the ball, or attempting to win the ball by making contact with the ground with a part of the body other than your feet." (Please note that even though you may not be tackling an opposition player, sliding will still be "playing the ball on the ground", and will result in a free kick to the opposition.)

**Sliding & Slide Tackles:** Players are not allowed to slide tackle in futsal at 'Life. Be in it.' If a slide is performed, a direct free kick is awarded to the opposition team. A yellow or red card may be awarded if contact is made. Keepers, however, are allowed to slide and play the ball on the floor to get the ball, as long as the slide is performed entirely

inside the penalty area. This slide is subject to normal outdoor rules. Note: If any part of the goal keeper's body slides outside the penalty area, this is now considered a "slide tackle" and will be rewarded with a direct free kick for the opposition.

**Obstruction:** Any player that, in the opinion of the referee, does not attempt to play the ball and obstructs an opposition player will have a direct free kick awarded against them.

**Handball:** If a player deliberately touches the ball with any part of his upper or lower arm, below the shoulder, a direct free kick is awarded for a handball.

Please note: as per current outdoor rules, the following 'handball' situations, even if accidental, will be a free kick:

- The ball goes into the goal after touching an attacking player's hand/arm
- The ball touches a player's hand/arm which has made their body silhouette unnaturally bigger, eg hands or arms above shoulders or away from body. A handball decision is at **the discretion of the referee**. A yellow or red card may be given for deliberate handball situations that are regarded as unsportsmanlike. The awarding of a card shall be at the official's discretion.

**Playing the ball from behind:** Where a player is contacted on the legs by a player playing the ball from behind, this is a foul. If the contact is overly aggressive or repeated a yellow or red card shall be awarded.

**Recommencing the game following a goal being scored:**

The team that has not just scored the goal shall recommence the game by the same rules under "commencing play"

**Uniform:** Players, including goalkeepers, must wear shin guards. A player not wearing shin guard cannot play.

- Shirts must be of a similar colour (different coloured numbers and trim is permitted). For example: Light sky blue and navy blue are considered different colours.

- Where a shirt consists of equal width coloured stripes it shall be out of uniform unless all players of the team have matching tops.
- If shin guards are not covered by socks the player is out of uniform.
- Sports shorts must be worn. If you are not in sports shorts, you are out of uniform. Pants may not be worn.
- Compression gear may be worn. Compression gear must be “form-fitting”.
- A player who rolls up pants so that they are above the knee cannot play.
- After round 3, teams will be penalised 1 goal for each player that is out of uniform.

**Uniform - Goalkeeper:** Players who only play in the goalie position may wear long pants, long sleeves and gloves. Shin guards must be worn. Goalies that do not have a different top to the players must wear an alternate coloured bib. If a referee asks to see a goalkeepers shin guards - the goal keeper must oblige.

**Kicking in danger:** No player shall kick or attempt to kick the ball in such a manner that any player is in danger of being hurt.

This principle applies where the goalkeeper:

- is in close proximity to the ball
- has a hand on the ball, or is touching the ball but does not have control of the ball
- has control of the ball in his or her hands

Where a player is deemed by a referee to be kicking in danger:

- A direct free kick shall be awarded to the other team.
- A warning, yellow card or red card may be given
- No goal can be scored

**Object on playing area:** When an object including a ball from the other court goes onto the court, the referees shall stop play if:

- They believe the object will interfere with the game.
- The object is a danger to any player.

**Retrieval of game ball:** When the game ball goes out of bounds it is the responsibility of the players to retrieve the ball.

**Jewellery:** Medic Alert bracelets or items of religious significance that cannot be removed must be covered by a sweat band or sports tape to prevent injury to the wearer and/or other players on the court. The referee must be advised of any players wearing medic alert items prior to the commencement of the game. Players may elect to use sports tape to cover a non-removable piercing (eyebrow, lip, etc.) instead of removing it.

**Hats:** Baseball caps, hats (and beanies) may not be worn, forwards or reversed.

## Sanctions:

The following sanctions may be applied by the referee. A card may be issued without prior warning if the situation warrants the penalty.

**Language and Behaviour:** Players, substitutes and spectators are not permitted to appeal, question or challenge a referee's decision, or decision not to make a call. If a player uses disrespectful or abusive language or gestures towards a referee or an opposition player, a yellow or red card will be given, depending on the nature of the attack. Cards will also be issued if aggressive contact is made off the ball between players from opposite teams.

For full details on Sanctions, please refer to the Team Participation Guide. Copies are available online or from the office.

## Administration:

**Playing for Another Team:** Players may only register to play for one team per night of competition. A team that is short of players on the night may request additional players from other teams. Approval from management must be granted before the fill-in players are able to participate in the match. Failure to notify management will result in a forfeit-win to the opposition.

**Players Names in iPad:** Both teams are to have the names of their players participating in the match recorded on the iPad before the start of the match. At the referee's discretion, teams may use the first half to record their players on the iPad.

**Finals Qualification:** To be able to play in the seasons finals, a player must be registered and have played in five (5) minor round matches in the current season while registered.

**Lateness:** Matches will commence on time. When the referee calls time to begin play, both teams must have paid the match fee, ticked the player names on the iPad and have a minimum of 3 players ready to play. At the referee's discretion, the match may begin without the player names being entered on the iPad. Teams not ready will be penalised for a late start as follows - 1 goal shall be awarded against a team that is not ready to play at the following time intervals: 1 minute (19mins on the match clock) 4 min (16mins on match clock) and 7 min (13mins on match clock)

**Scratch Match:** If the 4<sup>th</sup> player has not arrived by the 10 minute mark, the match may continue as a "scratch" match as organised by management. Both teams are required to pay their full match fee and the match will be conducted under normal playing conditions. The non-offending team will receive 3 premiership points and a 5-0 score. The offending team will receive 1 premiership point with a 0-5 score.

**Forfeit Fine:** Teams that fail to show up and play a match will receive 0 premiership points, a 0-5 score and incur the following fine

- Un-notified forfeit – double the match fee
- Notified forfeit - double the match fee, less referees fee (at least 24 hours notice must be given for a notified forfeit.)

Other rules not specified above are as per normal outdoor soccer rules. Rules may be amended by management at any time over the season. If you have any queries please ask the Staff or call the Unley Centre on 8272 2121