



# JUNIOR ACTION FUTSAL

## RULES SUMMARY

### **INTRODUCTION**

The game of indoor soccer is an enjoyable sport catering for players of all standards. The rules of indoor soccer are easy to follow, and the game is played on a court totally surrounded by netting encouraging continuous play.

### **THE TEAM**

A team consists of five (5) players, one of whom will be the goalkeeper, with a maximum of three (3) substitutes. No team can start with less than four (4) players.

### **OFFICIALS**

The centre will provide the referee who shall control the game, operate the scoreboard and act as timekeeper.

### **UNIFORMS**

All teams must have matching coloured shirts by the third competition game. Players are not permitted to wear jeans, or any footwear that is not deemed to be a sports shoe. Teams failing to have matching coloured shirts by the required game will incur -1 goal per non matching shirt.

### **GAME TIMES**

The game consists of two sixteen (16) minute halves. All teams are expected to have paid their fee and be ready to play ten minutes prior to their scheduled start time. If a team does not have at least four (4) players on court, a penalty of one goal for every minute late shall apply. If eight minutes have lapsed, the game is then forfeited.

### **GAME FEES**

It is the captain's responsibility to ensure that complete game fees are paid before the game, otherwise the game cannot commence.

### **BEHAVIOUR**

For the enjoyment of all, games are expected to be played in a sportsmanlike manner and this includes those spectators who are on the sideline. Competitions are conducted with reference to the 'Junior Sport Codes of Behaviour' as set out by the Australian Sports Commission.

### **FINALS**

At the end of the competition there will be a finals series for the top four teams. To qualify for the finals, each player must have played at least five (5) games after paying their registration fee.

### **COMPETITION POINTS**

The position of each team in the competition shall be determined by the accumulated points awarded, based on the results of the games. The competition points shall be awarded as follows; 4 points for a win, 2 points for a draw and 1 bonus point for every four goals scored with a maximum of 2 bonus points per game.

### **RULES**

## **GENERAL**

- After five (5) fouls in one half, sixth (6) onwards will result in a direct free kick without a wall.
- Players must be three (3) metres either side of the ball when a free kick is being taken.
- Players must wait for referee's whistle to be blown before taking free kicks, or the free kick is reversed.
- Free kick must be taken within five (5) seconds of the referee's whistle.
- No tackling from behind/through the legs or slide tackling.
- Intentional handball = penalty / Unintentional handball = free kick.
- Players can't touch the ball with any part of their body when they are on the ground.
- Players cannot hold the net when playing the ball.
- Players' legs cannot be lifted above hip height when trying to kick the ball in a dangerous situation.
- The referee will call a "Drop Ball" if play is congested or deemed to be in a dangerous situation.

## **GOALKEEPERS**

- The keeper can reach out of the "D" circle provided no part of his body touches the ground outside the circle.
- The keeper can use their feet outside the "D" up to the blue line.
- The keeper is not penalised for crossing the circle after making a save provided he does come into contact with the ball with their hands.
- Keepers can either throw or kick the ball back into play. Aussie Rules style kicks are not allowed! The ball must bounce twice for it not to be deemed an Aussie Rules style kick.
- Keepers have five (5) seconds to get rid of the ball; otherwise a penalty will apply for a time wasting breach.

## **SUBSTITUTIONS**

- A substitution can only be made when:
  - (i) Your keeper has possession of the ball;
  - (ii) A free kick is awarded;
  - (iii) A goal is scored;
  - (iv) In the event of a serious injury;
  - (v) Or at any other time when play has been stopped by the referee.
- The maximum number of substitutes is three.
- Each team is only entitled to three (3) substitute calls per half. If a team calls a substitution and the other team substitutes as well, this will only count as a substitution for the team that called it.
- A player may not be substituted in the last three (3) minutes of each half, except in the case of serious injury.

***A DETAILED COPY OF THE RULES CAN BE OBTAINED UPON REQUEST***



**RESPECT**