



INTRODUCTION

The game of Action Futsal is an enjoyable sport catering for players of all standards. There are Open, Mixed, Ladies and Junior competitions which you can be part of by forming your own team or joining one of our teams. The rules of Action Futsal 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.

Player substitutions will be allowed at any stoppage in play, when your goalkeeper has possession of the ball, or in the event of a player being injured. Any player unable to continue the game shall leave the field of play. Any injured player who leaves the playing area may return to the game at the next stoppage in play.

PLAYING AREA

The court is totally enclosed in a net, including side and roof nets. The ball is considered live at all times when hitting any part of the enclosed net.

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. No player shall be allowed on the court in non-sporting footwear or attire.

GAME TIMES

The game consists of two sixteen (18) minute halves. All teams are expected to have paid their fee and be ready to play prior to their scheduled start time.

GAME FEES

It is the captain's responsibility to ensure that complete game fees are paid before the game, otherwise the game cannot commence and your team will be penalized 1 goal per minute until having paid the game fee.

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

Finals are held the week directly following the final game of the season.

The final series will be for the top four (4) or five (5) teams, depending on the number of teams in the grade. To qualify for finals, each player must have played 5 games after they have paid their individual 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 competition points for a win;
- 2 competition points for a draw;
- 1 competition (bonus) point for every 4 goals scored (with a maximum of 2 bonus points)

In the event of a forfeit, the non-forfeiting team shall receive 6 competition points.
4 points for a Win and 2 points in lieu of 8 goals

RULES

General

FOUL SYSTEM - After fifth (5) foul in one half, sixth (6) onwards will result in a direct free kick - no wall (this is optional)
7th foul onwards is a penalty kick.

Players must be three (3) meters 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.

Free kick must be taken within five (5) seconds of the referee's whistle.

No tackling from behind (through the legs) or slide tackling. Tackles from the side are allowed, providing the ball is won first with no forceful contact made with the opponent.

Intentional handball = penalty / Unintentional handball = free kick.

Players can't touch the ball when they are on the ground.

Players cannot hold the net when playing the ball or to gain an advantage.

Players' legs cannot be lifted above hip height when trying to kick the ball.

The referee will "Drop Ball" if play is congested or deemed to be in a dangerous situation.

Goalkeepers

The goalie can't reach out of the "D" circle to pick up the ball.

Keeper is allowed to leave the "D" and kick a ball that is outside the "D". The keeper is allowed to go up to the closest blue line. Any contact made with the ball over the blue line by the keeper, is an automatic penalty kick.

Any foul made by the keeper outside the "D" is an automatic penalty kick and card issued where needed.

Keepers can either throw or kick the ball back into play. The ball must bounce twice if kicked. Aussie Rules style kicks are not allowed. This will result in a penalty kick.

Keepers have five (5) seconds to get rid of the ball, otherwise a penalty will apply for time wasting breach.

Substitutions

A substitution can only be made when:

Your keeper has possession of the ball,

A free kick is awarded,

Or in the event of a serious injury.

The maximum number of substitutes in any one team is three.

Each team is only entitled to three (3) substitute calls per half.

A player may not be substituted in the last three minutes of each half, except in the case of serious injury.

A DETAILED COPY OF THE RULES CAN BE OBTAINED UPON REQUEST AND SHOULD BE READ BY EACH PLAYER BEFORE COMMENCING A SEASON



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