ACTION FUTSAL

Official Rule Book

ACTION
INDOOR SPORTS STADIUMS

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Version as of 31/05/2024

POLICY 1: The Team
A team consists of five (5) players, one of who will be the goalkeeper. No team can start with less than four (4) players.

Players must ensure that their personal details (phone number, address and e-mail) have been provided to the centre at the beginning of the season.

POLICY 2: The Game
The duration of the game is 2 x 18 minute halves with a one minute break at half time. The only exception are junior games, which are 2 x 16 minute halves.

POLICY 3: Officials
The centre shall provide the referee who shall control the game, operate the scoreboard and act as a timekeeper. The referee's interpretation of the rules shall be final and teams have no choice in referees. The result at the end of the game will stand and no further discussion will be entered into.

POLICY 4: League Fixture/Forfeits
Once the competition has begun with all courts fully allocated, **no reschedules will be allowed**. Any team forfeiting a game may be removed from the competition at the centre's discretion.

In the event of a forfeit, a $105 forfeit fine will be imposed payable immediately in person or over the phone using a credit card. The forfeiting team will be penalised 4 competition points.

The non-forfeiting team is still required to play to receive possible maximum competition points (4 for the win, and 2 in lieu of 8 goals scored). Management reserves the right to '**match-up**' teams (from different grades) whereby no forfeit points will be allocated and the result of the game will stand.

In order to avoid a forfeit, teams may vary the composition of their team from week to week. Additionally, the centre maintains a register of individual players who are available to "fill-in" or take up a permanent position in a team.

In the special event your team has been allowed by management's discretion to play a catch-up game, the full game fee has to be paid in order to get your 4 competition points back for forfeiting your scheduled game.

POLICY 5: Game Fees
All teams are expected to pay **FULL GAME FEES** each week regardless of the number of players playing. Teams will not be allowed to take the court if they have not paid their game fee.

Teams will get penalised one goal per minute until having paid their game fee.

POLICY 6: Registration Fees
Registration fees are $30 per player per season. If playing for more than one team in a season, players need only pay the fee once. It is however the player's responsibility to notify management of multiple teams.

Teams failing to pay the minimum number of registration fees by the third game of the season will be penalised two competitions points per week until doing so.

Games played by players while unregistered DO NOT count as qualifying games for finals. Players need to play 5 "qualifying" games to be eligible for finals.

POLICY 7: Uniforms
Teams must be in matching coloured shirts by the third competition game. Players are not permitted to wear jeans, cargo shorts, caps, beanies or any footwear that is not deemed to be a sports shoe.

Teams may combine shirt styles with different printing as long as the shirts are **predominantly the same colour**, however striped shirts **DO NOT** match non-striped shirts. Different shades are allowed. The referee will judge whether a uniform is correct. If there is a dispute, the Duty Manager will make the final decision.

Teams failing to have matching coloured shirts by their 3rd game will incur the following penalty:
1 goal per non-matching shirt.

Bibs may not be worn to avoid uniform penalties.

POLICY 8: Finals
Players must play 5 games during the season after paying their registration fee in order to qualify for finals

Ladder positions are decided on total points. If any teams are level on points, the team with the higher number of wins shall be deemed the higher place getter. If wins are also equal, percentage shall be the deciding factor.

In the event of a drawn final, a one-way 5-minute golden goal extra time period shall be played. If the result is not determined after this penalty kicks will be taken.

Any teams with outstanding fees are not eligible to play finals.

POLICY 9: Fill-in Players
Teams may not at any point in the season have more than one player from a higher grade fill in.

Once a player with or without a permanent team has played 3 games for one team or paid registration for a team in a grade, they cannot play or fill in for any other team in that grade for the remainder of the season unless approval is given by management (e.g. injuries, only one division in open, ladies, mixed or a particular year level).

Teams can only use fill-ins from another team or the centre to make up a total of five players.

A team found breaching this rule will automatically lose the game on forfeit (Subject to Management Discretion).

POLICY 10: Re-Grading Teams
A team which in the opinion of management is graded incorrectly shall be moved after Round 5 of a season or at any other time up to Round 10 if necessary at the discretion of management.

A team which is re-graded will maintain the same number of points they had earned in the previous grade but no more than the top team and no less than the bottom team.

A new team entering a grade will be awarded average points based on the teams in that grade up until the halfway point of the competition. Any team entering a grade after the halfway point will be awarded the same number of points as the bottom team. A new team to a grade must however play a minimum of five games to be eligible for finals.

Any player registering for a team after re-grade must have approval from management. If it is felt that this player affects the grading of the team involved to the disadvantage of other teams in the grade, approval may not be given.

In Junior Soccer, teams are graded by school year level and not age (subject to management's discretion e.g. a girls or mixed team might be allowed to play in a different year level if this is in the best interest of the team, grade or competition.)

POLICY 11: Safety/Insurance
As all the sports we offer are active in nature with moving equipment, participants need to be aware that injuries may occur and players play at their own risk.

Please note that there is no personal accident insurance. All patrons are strongly advised to have their own private health insurance and ambulance cover.

POLICY 12: Behavior
For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The centre reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behavior. The team shall be held responsible for the actions of its members and spectators both on and off the court.

POLICY 13: Teams Late On Court
If a team does not have at least four (4) players on court and have handed the referee a paid receipt, a penalty of one goal for every minute late shall apply. If eight minutes have elapsed, the game is then forfeited. If both teams are running late neither team will be penalised until one of the teams has the minimum amount of players present on court.

POLICY 14: Competition Points
4 competition points for a win;
2 competition points for a draw;
1 point for every 4 goals scored, with total maximum points of 6.

POLICY 15: Incomplete Matches
In the event of an incomplete match, the result will stand if the game has passed the half way mark. If the game is abandoned before the half, the match will be re-scheduled. The only exception being matches terminated at the referee's discretion.

POLICY 16: Public Holidays
Box Hill Indoor Sports operates as normal on all public holidays except Good Friday, Easter Sunday and Melbourne Cup day.
Centre is closed for Christmas/New Year break.

2. REFEREES

Each match is controlled by a referee who has full authority to enforce the rules of the game in that match.

The referee
(a) Enforces the rules of the game
(b) Ensures that the players' equipment conforms to the rules
(c) Acts as a timekeeper and keeps a record of the match
(d) Stops, suspends or terminates the match at his discretion for any infringement of the rules
(e) Stops, suspends or terminates the match because of outside interference of any kind
(f) Stops the match if, in his opinion, a player is seriously injured
(g) Ensures that any player bleeding from a wound leaves the court. The player may only return when the referee is satisfied that the bleeding has stopped, the wound is covered satisfactorily, and that clothing has no blood on it.
(h) Punishes the more serious offence when a player commits more than one offence at the same time
(i) Takes disciplinary against players guilty of cautionable and send off offences. The referee is not obliged to take action immediately, but must do so at the next stoppage in play.
(j) The referees are authorized to take disciplinary action from the moment the players enter the Court (including subs) until the moment they leave it after the final whistle.

The referee may only change his decision realising that it is incorrect, provided that he has not restarted play.

Abuse towards referees is not tolerated

(a) If a player abuses or shows dissent towards a referee on court, the offending player will be sent off regardless of the situation
(b) If a player persists in abusive behaviour after leaving the court, the player will be subject to further punishment
(c) Any queries that players have about rules or interpretations are only to be asked at half time or full time, this must be done in a respectful and appropriate manner

Note:
(a) A referee shall under no circumstance start the game until having received two paid receipts, unless given the all clear by management
(b) Referees will start the clock at the specified game time regardless of whether teams are ready.
(c) The clock will not be stopped during a game except in the event of a serious injury. The half is deemed to be over as soon as the referee hears the buzzer.

3. THE METHOD OF SCORING

A goal is scored when in the opinion of the referee, the whole of the ball passes over the goal line, provided that prior to the goal being scored no infringement of the rules of the game has been committed by the team scoring the goal.

A goal **will be** allowed if the ball rebounds off the roof net and enters the goal unless hits any part of the basketball backboard.

4. SUBSTITUTIONS

4.1 SUBSTITUTION PROCEDURE

To replace a player with a substitute, the following conditions must be observed:

(a) The referee is informed before any substitution takes place (except substitutions made at the half time interval).
(b) Your goalkeeper has possession of the ball.
(c) A player has a genuine injury.
(d) A goal is scored
(e) At any other time when play has been stopped by the referee.

A team may make 3 substitutions a half

NOTE: (i) Even if a team calls for a substitution before the last three minutes of a half, this does not entitle them to substitute if the next available opportunity to substitute is inside the last three minutes.
NOTE: (ii) If a team calls a substitution and the other team substitutes as well, this will only count as a substitution for the team that has called it.
NOTE: (iii) Substitution's will not be allowed in the last three minutes of each half, unless a player is genuinely injured.
NOTE: (iv) Injury substitutions do not count towards the three (3) substitutions a team can make per half.
NOTE: (v) In the event of extra time, no substitutes will be allowed during this period (incl. GK changes).

4.2 GOALKEEPER SUBSTITUTIONS

(i) Any player may change places with the goalkeeper
(ii) The player changing places with the goalkeeper must do so during a stoppage and must inform the referee prior to the change being made
(iii) Goalkeeper substitutions count towards the three (3) substitutions per half a team is allowed to make

5. THE START AND RESTART OF PLAY

5.1 KICK OFF

A kick off will take place
(a) At the beginning of the match by the first named team.
(b) At the beginning of the second half of the match by the opponents of the team taking the kick off at the start of the game.
(c) After a goal has been scored by the team conceding the goal.
(d) At the commencement of extra time in finals matches.

5.2 PROCEDURE

(a) All players must be in their own half of the court.
(b) The opponents of the team taking the kick off must be outside the centre circle and at least a 3 metre radius away from the ball.
(c) The ball is stationary within the centre circle.
(d) The referee gives a signal by sounding the whistle.
(e) The ball is in play when it is kicked and moved backwards.
(f) The kicker does not touch the ball a second time until it has touched another player.

5.3 INFRINGEMENTS/SANCTIONS

(a) If the kicker touches the ball a second time before it touches another player, then a free kick is awarded to the opposing team to be taken from the place where the infringement occurred.
(b) If the ball does not move backwards of the centre line, a retake will occur unless deemed intentional by the referee (refer to 6.2 j).
(c) If the opposing player encroaches prior to the ball being kicked a retake will occur.

NOTE: (i) As soon as the ball is in play, any player from either side can then play it.
NOTE: (ii) Teams will change ends for the second half of the match.

5.4 DROP BALL

A drop ball is a way of restarting the match after a temporary stoppage, which becomes necessary while the ball is in play, for any reason not mentioned elsewhere in the rules of the game. This may include situations where play is congested or deemed to be in a dangerous situation.

A drop ball will also be called when, in the referee's opinion, the ball is deemed unplayable. This will include situations when the ball is trapped in the corners, lodged on the nets, and when the ball is wedged on the player's body.

A drop ball will also occur if the referee has had to stop the game due to a serious injury or any other incident that is not mentioned elsewhere in the rules of the game

If a team has possession of the ball and a temporary stoppage has occurred, the team with possession will recommence play from their goalkeeper.

If the ball is deemed in dispute and no team has clear possession, play will restart from whichever goalkeeper was nearest to the ball once the temporary stoppage has occurred.

NOTE: (i) If a goalkeeper has possession of the ball in this situation, then the goalkeeper will retain possession and no drop ball will take place.
NOTE: (ii) No drop ball will be called in the event that the ball hits the referee during play. The referee is considered part of play and therefore play on will be called.

6. FOULS AND MISCONDUCT

Fouls and misconduct are penalised as follows:

6.1 FREE KICKS

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

(a) Kicks or attempts to kick an opponent
(b) Trips or attempts to trip an opponent
(c) Jumps at an opponent
(d) Charges an opponent
(e) Strikes or attempts to strike an opponent
(f) Pushes an opponent

A free kick is also awarded to the opposing team if a player commits any of the following offences:

(g) Tackles an opponent, making contact with the player before touching the ball
(h) Tackles an opponent from behind (through the legs)
(i) Slide tackles an opponent
(j) Holds an opponent
(k) Spits at an opponent

(l) Unintentionally or intentionally handles the ball
(m) **Holds the nets to assist gaining control of the ball or to gain an advantage** over an opponent, including the goalkeeper
(n) Plays in a manner considered by the referee to be dangerous
(o) Impedes / obstructs the progress of an opponent
(p) High foot / dangerous play
(q) A player in possession of or going for the ball being put off by an opponent through means of action, yelling or verbal abuse.
(r) When playing as an outfield player, a player plays the ball while they are on the ground or the ball comes into contact with the player while they are on the ground
(s) A free kick will be awarded if a player forcefully and deliberately back's into an opposition player when in possession of the ball. A charge will also be called against an attacking player who attempts to push between a defensive player and the net when there is insufficient room to do so. This is provided the defensive player already has taken up a position against the net and does not move into this position to block as per the obstruction rule.
(t) Commits any other offence, not already mentioned, for which play is stopped to caution or send off a player
(u) Once a goalkeeper has released the ball outside the 'D', they cannot regain possession immediately and directly back from the same player on his. A pass back can only be called if the keeper releases the ball from inside the 'D'. A free kick will be awarded where the infringement occurred.
(v) A free kick will be awarded if a player deliberately keeps the ball in the corners without making a genuine attempt to release the ball out of it.

Please note: All infringements listed above will count towards the team's quota of fouls, all infringements listed below do not count towards the quota:

(a) When an attacking player touches the ball when it is on the ground or in the air in the opponent's goal area. The ball is deemed to be in the goal area when half or more of the ball has crossed the line.
(b) When an attacking player enters the opponent's goal area in order to play the ball, interferes with the keeper.
(c) When an attacking player used the opponent's goal area to gain an unfair advantage.
(d) When a defender plays the ball inside their own D.

Free kicks must be played after the referee's whistle, no quick free kicks are allowed.

Net Abuse clarification

i) A player may not deliberately hold the nets or use the nets to **'bounce off'** to gain an advantage.
ii) A player may not deliberately step, land or jump into the nets.
iii) A player may not push off or grip the nets with their hands.
vi) The nets may not be used to 'pin' a player in such a manner as to prevent movement by said player.
v) A player may not deliberately hold the ball into the net or push off with the ball to gain an advantage.
vi) A player may not use the nets to gain an advantage on an opposition player, i.e. squeezing between the nets and the opposition player to get to the ball first.

If a player is repeatedly found guilty of Net Abuse, a YELLOW CARD will be issued.

Notes:
(i) A tackle from behind is only through the legs or where the ball has been won after making contact with the opponent.
(ii) A player legally heading the ball while coming from behind a player will not be deemed as a tackle from behind.

(v) The line defining the goal is part of the goalkeepers area.
(vi) **A player who holds off an opponent using their hand, arm, leg or body, is guilty of an infringement and shall be penalised by awarding the opposing team a free kick.**
(vii) The goalkeeper is allowed to exit the 'D' and only go up to the blue line. Note, that after exiting the 'D' the keeper becomes an outfield player and can't handle the ball with his hands/arms. Any foul made by the keeper inside the blue line, will be an automatic penalty and card caution where necessary. If the goalkeeper makes any contact or is deemed to be interfering with play over the blue line, a penalty will be awarded.
(viii) Where a foul has occurred, the referee may elect not to award a free kick and to allow play to continue if there is a clear goal scoring opportunity under the ADVANTAGE RULE. The referee may elect to bring back the free-kick if the clear goal scoring opportunity doesn't eventuate.**(Fouls will still count towards the quota of fouls per half if the referee elects to play advantage).**
(ix) Handball is deemed to be when the ball touches any part of your arm from below the shoulder downwards regardless whether this is intentional or unintentional. The only exception to this rule is if the player is struck from a free kick where the arm is in line with the body.

6.2 PENALTY KICKS

A penalty kick is awarded to the opposing team if a player commits any of the following offences:

(a) Intentionally handles the ball on any part of the court (except for the goalkeeper in their own area)
(b) The goalkeeper kicking the ball in Aussie Rules style whilst having possession of the ball. The ball must be thrown or played off the ground.
(c) When the goalkeeper handles the ball outside the 'D' area, even if his body is inside the 'D'.
(d) When playing as an outfield player, plays the ball in their defending goal area, while the ball is on the ground or in the air.
(e) The goalkeeper is allowed to exit the 'D' and only go up to the blue line. Note, that after exiting the 'D' the keeper becomes an outfield player and can't handle the ball with his hands/arms. Any foul made by the keeper inside the blue line, will be an automatic penalty and card caution where necessary. If the goalkeeper makes any contact or is deemed to be interfering with play over the blue line, a penalty will be awarded.
(f) An outfield player changes place with the goalkeeper without informing the referee and subsequently handles the ball during play.
(g) Illegally denying an opponent a clear goal scoring opportunity
(h) If the goal keeper releases the ball from the 'D' area and then regains possession of the ball without it being touched by another player.
(i) If a team is found guilty of **deliberate and excessive time wasting** (potentially depriving the opposing team of a goal scoring opportunity), the referee may elect to award a penalty kick to the opposing team. This applies for example when a player delays leaving the court after being blue or red carded.
(j) If a team commits 7 or more fouls in a half, each foul after the 6th foul will be deemed a penalty kick each time. Regardless of where the foul occurs on the pitch.
Please note: On the 6th foul the team has the following options:

(i) Take the free kick as normal from the spot of infringement
(ii) A direct shot with no wall from the spot of infringement
(iii) A direct shot from the 10 metre spot

If the ball rebounds off the post/net, the kick taker may not touch the ball a 2nd time. This will result in a free kick to the opposition from the spot it was touched.
If a team as elected to take the direct shot at goal and chooses to pass, this will result in a free kick to the opposition.

(l) If a defender denies the attacker a clear goal scoring opportunity. This is defined by; if the attacker is clear on goal (in line with the goals) and is deliberately fouled by a defender (with no other defender close enough to make up the ground). A penalty will be awarded.

Note: **Goalkeeper's Area**

(i) In order for the goalkeeper to handle the ball, the ball must be inside the goalkeeper's "D". The goalkeeper may be outside the "D" to handle it providing the ball is inside.

(ii) The goalkeeper has 5 seconds to release the ball, this also includes when the goalkeeper has possession outside the circle. Failure to do so results in a penalty to the opposition.

(iii) The Goalkeeper must release the ball with his hands or with his feet off the ground, the goalkeeper may not football kick it or drop kick the ball.

6.3 CAUTIONABLE OFFENCES

A player is cautioned and shown a yellow card if he commits any of the following offences:
(a) Is guilty of unsporting behaviour
(b) Disputes referees decisions by word or action
(c) Persistently infringes the rules of the games
(d) Delays the restart of play (also results in a penalty kick)
(e) Net Abuse
(f) Intentional Handball (also results in a penalty kick)

Note: The referee may stop play to caution a player regardless of where the ball is, or may elect to issue the caution at the next appropriate stoppage in play.

Abuse and swearing is separated into the following:
(a) Swearing under your breath or quietly will result in a warning.
(b) Swearing out loud in the vicinity of other players or spectators will result in a yellow card.
(c) Swearing or abuse directed at a player will result in a Blue card
(d) Swearing at a official will result in a Red card and direct send off.

Please note these are guidelines and further punishment can be dealt if deemed excessive (Check suspension table 6.6).

Any other swearing or abuse is included in the suspensions table listed at 6.6.

6.4 SENDING OFF A PLAYER

A player can be sent off by being shown either a blue or red card. A yellow card does not necessarily have to precede a blue or red card.

6.4.1 Blue Card

A blue card will result in the player being sent off for a minimum of 5 minutes. The player can only re-enter the court when their own teams goalkeeper has possession or there is a stoppage in play.

Once a player re-enters the court after having previously received a blue card in the game, any breach of the rules thereafter, which the referee considers to be a cautionable offence will result in a red card. This player will then automatically receive a minimum one game suspension and not be allowed to play or fill-in (including that night) for any other team as decided by management.

Note:
(i) A yellow card does not have to precede a blue card.
(ii) If a player receives two yellow cards, they will automatically receive a blue card (not a red like in the outdoor version). If after the player returns and commits another cautionable offence, they will receive a red card
(iii) Any player who receives two blue cards in a season will incur a one game suspension.

6.4.2 Red Card

A red card will result in the player being sent off for the remainder of the game. A substitute player can replace a player who has been sent off for the remainder of the game five minutes after the send

off. However, the referee will notify the team when the five minutes have elapsed, and will allow a substitute player to enter the court at any stage of the match.

Any player shown a red card by the referee will incur an **immediate minimum** one game suspension as decided by management.

6.4.3 Send off offences

A player is sent off when they commit the following offences:

(a) Is guilty of serious foul play
(b) Is guilty of reckless/violent conduct
(c) Uses offensive, insulting, abusive, intimidating, discriminatory, racist, or sexist language and/or gestures towards a player, patron, referee or official
(d) Makes contact with a referee/official whether physically or with an object or thing
(e) Threatening or intimidator language or conduct toward a referee/official

Notes:
(i) It is at the referee's discretion as to whether a player will be shown a blue or red card for any of the above offences.
(ii) If the sending off of a player or players results in a team having three players left on the court, the game will end and forfeit points will be awarded to the non-offending team.

6.5 Suspensions

6.6 FIXED PENALTIES BY OFFENCE

Ref.	Offence	Grading Guidelines	Penalty/ No. Matches/ Further action
R1	Serious foul play	**1.** Conduct that endangers the opponent and/or causes risk of injury in a contest for the ball.	2
		2. Conduct causing injury	4
		3. Conduct causing serious injury	8
R2	Violent conduct	**1.** Violent conduct and/or attempted violent conduct	2
		2. Serious and/or premeditated violent conduct	6
		3. Severe and/or significant violent conduct causing serious injury	Discretion of management
R3	Spitting	**1.** Spits at/on a player or spectator	10
R4	Offensive, insulting, abusive or intimidating language and/or gestures toward a player or spectator	**1.** Using language and/or gestures in frustration	1
		2. Using language and/or gestures directed at another player or spectator	2
		3. Repeated use of offensive language and/or gestures	4
		4. Threat or incitement to violence towards another player or spectator	6

		5. Use of discriminator, homophobic, racist, religious, ethnic or sexist language and/or gestures	12
R5	Offences against match officials	**1.** Unsporting conduct towards a referee	2
		2. Using offensive language and/or gestures towards a referee	4
		3. Repeated use of offensive language and/or gestures towards a referee	5
		4. Using discriminatory, homophobic, racist, religious, ethnic or sexist language or gestures towards a referee	10
		5. Threatening or intimidating language and/or conduct towards a match referee	16
		6. Violence towards a referee	Discretion of management
R6	Received a second caution in the same Match		1
R7	General Misconduct not specifically covered in this table	Management to determine sanction	At discretion of Management*

Please note if a player receives a 2nd red card in one season, that player will serve an additional game suspension.

*Penalty is subject to further discipline action at the discretion of management. Management reserve the right to set indefinite and Life bans to reflect the severity of each incident.

Suspension table refers to all players or spectators belonging to the relevant team.

Serving of Suspension

Management will notify the team captain in the event that a player has been suspended. The suspension is **IMMEDIATE** and must be served in consecutive fixtures (including finals).

A suspended player cannot play in ANY OTHER competition until he/she serves the suspension in the competition the incident took place, or relevant competition to the discretion of management.

If a Match is postponed prior to its commencement, such match will not be classified as a match served under a suspension.

A match which is abandoned after commencement, or forfeited, shall count as a match served under a Suspension unless:

(a) The team to which the suspended player belongs was responsible for the incident that led to the abandonment or forfeit.
(b) Any other affecting incident leading to the abandonment or forfeit of a fixture is referred to Management.

All players are subject to scrutiny by video surveillance that is in place at the centre.

7. FREE KICKS

The ball must be stationary when the free kick is taken and the kicker must not touch the ball a second time until it has touched another player.

All opponents must be at least three metres from the ball until it is in play. The ball is in play when it is kicked and moves.

A free kick is taken from where the infringement occurred.

A goalkeeper taking a free kick in their own goal area may take the kick from anywhere within the area. The goalkeeper in this situation may either use their hands or feet to put the ball back into play. The ball is in play when it has left their goal area.

7.1 Infringements/Sanctions

If, when the free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken.

If, after the ball is in play, the kicker touches the ball a second time before another player has touched it, a free kick is awarded to the opposing team to be taken from where the infringement occurred.

If, after the referee gives the signal for a free kick to be taken, and the kick is not taken within five seconds, the free kick is reversed and taken by a player of the opposite team unless it is deemed as intentional, in that case a penalty will be awarded.

If a player plays the ball before the referee gives their signal for the free kick to be taken, the free kick will be re-taken by the same player, unless deemed intentional or time wasting. In that case the free kick will be reversed.

Note: In the event of extra time being played in a match, the infringements conceded in this period will be added to the number conceded in the second half of the match.

7.2 Player Walls

(i) No attacking players can make contact with the defensive wall under any circumstances, this will result in a free kick reversal.
(ii) No player can run across the path of a direct shot at goal and intercept an incoming shot.
(iii) If a player is taking a free shot at goal with no wall and an opposition player crosses the path of his direct shot, the free kick is to be retaken at the point of contact or interference. If a player on the same team runs across the path of goal in this situation, the free kick will be reversed.
(iv) If a free kick (must be a direct shot on goal) is taken after the buzzer has sounded for the end of the half, the ball will be deemed "dead" once the keeper has possession or the shot is deemed to be completed.
(v) In the event that any foul occurs in the corners (including illegal back pass), the ball will be placed on the "corner free kick spot", which is 3 metres away from the "D" and 1 metre off the side netting.
(vi) If a free kick is awarded less than three metres from the infringing team's goal area, the ball will be moved back 3 metres in a direct line from the middle of the goal.
(vii) If the attacking team has the **option** and chooses not to have a wall, the goalkeeper will be moved back 3 metres from where the free kick is to be taken.

7.3 Pass Back Rule

A pass back occurs when a goalkeeper releases the ball to an outfield player and that same outfield player then plays it back to the goalkeeper.

Please note the following

1. A pass back infringement will occur regardless of unintentional or intentional
2. The goalkeeper may not receive a pass back regardless of inside or outside the goalkeeper's D.
3. The ball must touch a teammate or an opposition player before the ball can be played back to the goalkeeper.
4. The goalkeeper may not shield the ball if the ball has been played back to him to prevent the pass back.

The free kick spot will be places 3 metres from the goalkeeper's area in front of goal.

Pass back infringements do count towards the quota of fouls for the half.

Note:
If an outfield player plays the ball to the goalkeeper, the goalkeeper **IS** allowed to play the ball back to that outfield player.

8. PENALTY KICKS

A goal may be scored directly from a penalty kick.

The ball is placed on the penalty spot, which is directly in front of the centre of the goal.

The player taking the penalty must be properly identified. All other players must be behind the blue line and at least three metres away from the ball.

The defending goalkeeper must have at least part of one foot on the goal line when the kick is taken and cannot stand behind the line.

The defending goalkeeper must not be touching the goalposts/crossbar.

The penalty taker must start their run-up from the line 1.6m away from the penalty spot, their run up must be in a fluid movement and can't step behind the line. There is no limit on steps.

The player taking the penalty must wait for the referee's signal before taking the kick.

The referee will not signal for the kick to be taken until the players have taken up position in accordance with the rules.

The referee decides when a penalty kick has been completed, and whether a goal has been scored.

The ball will be stationary.

The ball will be played forward.

The kicker may NOT play the ball a second time (without it being touched by anyone else first) if rebounding into play again from either the bar, posts or nets. However, if the ball rebounds of the Goal Keeper the penalty taker is allowed to take the rebound.

8.1 Infringements/Sanctions

If the player taking the kick does not do so in one fluent motion, the penalty will be disallowed and the goalkeeper will then take possession of the ball. Any step taken behind the line is also a infringement.

If the referee gives the signal for a penalty to be taken and the player taking the penalty infringes the rules of the game, possession of the ball will then be given to the opposition goalkeeper.

If the referee gives the signal for a penalty to be taken and the goalkeeper infringes the rules of the game, the referee allows the kick to proceed. If the ball enters the goal, a goal is awarded. If the ball does enter the goal, the kick is retaken.

9. MIXED SOCCER

The same rules apply to mixed soccer as they do for open grades as outlined in this booklet, with the exception of four rules:

(a) A team consists of four players and a goalkeeper at any given time. Of the four players on court, a maximum of two players can be males. The goalkeeper however can be either male or female. A team may play with more than two females on court if they wish.

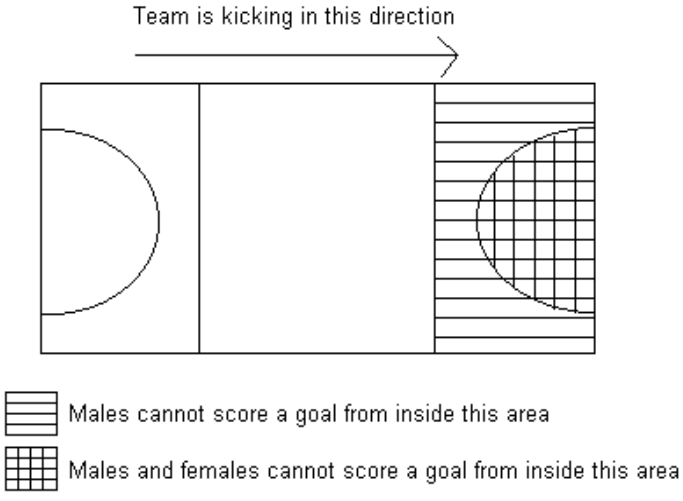
(b) Only female players are permitted to take penalty kicks. Penalty kick rules are outlined above in open grades.

(c) Male players have further restrictions as to where they can score a goal from. Females can score a goal from anywhere outside the D whereas males must score a goal from behind the blue line (i.e. the whole ball being behind the blue line).

A goal scored by a male, who shoots at goal, that was not taken from behind the blue line will be disallowed and it will become goalkeeper's ball. Own goals scored by males from within the blue line will be count as goals.

Additionally, any pass by a male player made in front of the blue line which makes direct contact with the goalkeeper or defending player and results in a goal will be disallowed.

(d) The rule of "**excessive force**" (Section 6.1) will be sanctioned to its **maximum level**. Referees will award a free kick to the opposing team if a player is deemed to have breached any of the offences mentioned in Section 6.1.

The following are extra precautions that need to be taken into consideration, however not necessarily resulting in fouls or free kicks:

- Female players in possession of the ball
- Female Players in the 3 meter wall
- Male players charging whilst in possession of the ball