

FUTSAL LIFE RULES OF PLAY:

This document details the Rules of Play that encapsulate playing within a Futsal Life League. These are MODIFIED Futsal rules, to ensure safer playing conditions and ease of play, both designed to enhance your playing experience.

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MAIN POINTS:

- 1 Cannot attempt to get the ball from behind, including through the legs. Players must be side on or front on to try and get the ball.
- 2 No Slide tackling or Sliding. (except keeper from Inside box in a non threatening manner)
- 3 Keeper can touch ball twice in play if ball has not crossed half way line or touched opponent. Back pass rules still apply.
- 4 Keeper can touch ball from a team mate taking a kick in from the sideline.
- 5 Players shall be at least 3 metres from free kicks or kick ins.
- 6 In the event of a red card, the team will not be able to substitute a player for 5 minutes, regardless of whether a goal is scored.
- 7 Female players are allowed to use their hands to

- protect themselves from their head to their waist.
- 8 Players cannot shoot directly from the kick off to score a goal. Ball must be passed forward.
 - 9 If a team forfeits with less than 24 hours notice they lose 3 match points and must pay 2 x match fees.
 - 10 The 1st game free applies to brand new teams playing their one-off first game (not each season.) Does not apply to returning teams.

ADMINISTRATION OF THE GAME

KNOWLEDGE OF THE RULES OF PLAY:

All players must be familiar with the Futsal Life Rules of Play

If there is a difference between the official Fifa Futsal Laws and Futsal Life Rules of Play, then Futsal Life's legislation will take precedence

REGISTRATION:

Registration completion involves a Futsal Life Registration Form to be completed and forwarded to Futsal Life administration

Futsal Life reserves the right to refusal for a team to enter any competition

A registration fee is payable by the second game of the season, if it is not paid by this date two points will be deducted per week

The amount of the registration fee is at the discretion of Futsal Life and is non-refundable

LAST GAME BOND:

Payable by the second game of the season, if not point deductions will occur

This payment is equivalent to one match fee and is used if a team forfeits a game, or if this does not occur, it will be used to pay for the last game of the season

Should a team leave before the end of the season, the last game bond will be forfeited to pay for costs of replacing the team

POINT ALLOCATION:

Teams will be awarded 3 points for a win, 1 point for a draw and 0 points for a loss.

If a team has a bye they receive 1 points

If a team forfeits, 3 points will be deducted.

If a team plays a player who has been suspended for a red card, 3 points will be deducted

If a team joins mid-season they receive BYE points per game, up to a maximum of 50% of the seasons number of rounds e.g. 16 rounds, maximum points is 8.

Teams must play 6 games to be eligible for finals.

FINALS:

After the completion of a season, two weeks of finals follows:
Semi Finals & Grand Final

Finals comprise: 1st vs 4th, 2nd vs 3rd. The Grand Final is the winner of both of these games. 3rd place play off is the runner up of both of these games.

The top teams will be decided by how many points are collected during the season

If two teams are on the same points, goal difference will decide the final positions on the ladder. If this is the same, then number of wins takes precedence

If the score after full time in the finals is a draw, then there will be 2 x 3m periods of extra time with golden goal implications

If this fails to resolve the game, there will be penalties

Only the players that remain on the court at the conclusion of extra time are allowed to take penalties, except:

If two teams have an uneven number of male/females then the teams can be adjusted to accommodate for this including a keeper being substituted.

FORFEIT:

A team is characterised as forfeiting a game if it does not play a game that has been scheduled to play

Teams that forfeit will pay the equivalent of the match fees for both teams (2x match fees)

Teams forfeiting with notice greater than 24 hours will pay one match fee.

Last game bond will be used to pay for one of the match fees

The other half must be paid before the next scheduled game otherwise one point will be deducted per week

Three (3) points are deducted for a forfeit.

If a team plays a scratch match, against a full quota replacement team and referee, they must pay the full match fee

If there is a scratch match of any other formation, \$5 per player is required

If a team only has 2 players and borrow 3 players then the match is considered a win to the opposition of 6-0, no points are deducted as the team made the effort to attend

If a team is late to play and the clock starts, they concede a goal every 3 minutes.

If a team has 3 or 4 players and requires to borrow players from the game before, they must seek the permission of the opposition – if the opposition disagrees they must play with players present

FEES:

The fees for a match comprise a payment to Futsal Life and a payment to the referee, and are at the discretion of Futsal Life

Fees are non-refundable

Captains are responsible for the fees of the team during the season. Registration for the season is an agreement to play for the duration of the season. Team's withdrawing part way through the season will be liable to pay the full season's match fees. Entering a team into a Futsal Life competition is to play for the season nominated and pay the fees associated with playing in these games.

The first game free applies to brand new teams playing their one-off first game (not each season's first game) in Futsal Life competitions. It does not apply to teams returning to our competitions. A brand new team must have 4 players or more joining that are new to our competitions.**

INSURANCE:

Players must get their own personal medical and ambulance insurance cover

Sporting activities involve inherent risks, players must ensure adequate personal insurance cover

Futsal Life's officers and officials do not accept any liability for any injury that occurs to a player during a game

MISCELLANEOUS:

No smoking on properties where competitions are held

No pets are allowed in the building

Bikes are to be stored outside

Players play at their own risk

Teams may be asked to leave competitions at the discretion of Futsal Life

Players must play a minimum of 4 games to be eligible for the finals

Players must wear shorts (except for the keeper who can wear long pants)

COMPONENTS OF THE GAME

GAME CHARACTERISTICS:

A game shall comprise equal length halves, with a two minute break at half time. The game will begin with the referees whistle and end with the siren.

PLAYERS:

A match shall be played by two teams, each team consisting five players, with one player being the goalkeeper. There must be a minimum of three players on the court.

SUBSTITUTIONS:

A substitution may be made at any time, regardless of whether the ball is in play or not. The player entering the court must wait until their team mate has exited the court by completely crossing the side line. Players must enter the court from the middle channels of the court bounded by the line you must be behind at the kick off. Your team mate can only come off elsewhere on the court if they are injured. The substitution of the keeper is slightly different. The referee must be notified and the change takes place at a break in play. If this does not occur then it is an indirect free kick to the opposition.

ATTIRE SAFETY:

A player shall not wear anything (including any kind of jewellery) that could be dangerous to himself or another player.

PLAYING EQUIPMENT:

The basic equipment of a player includes:

A shirt with sleeves

Shorts

Socks

Shin guards

Footwear - the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material. They must be non marking. So no dark soled shoes are allowed. No shoes with rubber stops are allowed e.g. turf shoes.

GOALKEEPER:

The goalkeeper shall wear colours that visibly differentiate him/her from the other players and the referee

The goalkeeper is allowed to wear long pants

REFEREES RESPONSIBILITIES:

The referees should:

Enforce the Rules of Play

Allow the advantage rule to take effect: ensuring play continues if the team against that the offence occurred will benefit from the advantage, or penalise the offence if the advantage does not eventuate

Report any accidents that occur prior, during or after the game, and any disciplinary ramifications against players or spectators

Enforce disciplinary action against players guilty of yellow card or red card offences

Make sure only allowed players are on the court during match play

Stop the game if a player is deemed to be seriously injured and ensure player is removed from the court

Allow play to continue if a player is deemed to be only slightly injured

Make executive decision to stop, halt or completely abandon the game due to extraneous circumstances

Take action against team officials who fail to conduct themselves in a responsible manner.

REFEREE DECISION MAKING:

All referees decisions made are the final decision on the matter. The referee can change a decision if they conclude the prior one was incorrect and play has not recommenced or the match has not ended. Referees can also take the option to temporarily send off a player for a period of time to cool off (without a card)

THE KICK OFF:

A kick-off is a way of starting or restarting play:
At the start of the match

After a goal

At the start of the second half

A goal may not be scored directly from the kick-off.

Procedure for the kick-off:

Players will be in their own half of the court, behind the designated line

The ball will be stationary on the centre mark

The referee will signal and blow whistle

Play will begin when the ball has been passed forward (opposition players cannot move over their designated line until the ball has been passed forward)

The kicker may not touch the ball for a second time before it has been touched by another player, if they do an indirect free kick will be given or retaken (referee discretion)

After a goal, the opposing team will take their own kick-off at the half way

DROP BALL:

At any unexpected stoppage of play the referee will drop the ball where play was stopped. The ball drop will be retaken if a player touches it before it hits the ground. If a drop ball occurs inside penalty area, it will be taken from the penalty area line at point nearest where play was halted.

Ball out of play

The ball shall be deemed out of play when

It hits the ceiling. Play will restart with a kick in from the point on the side line nearest to where the ball hit the ceiling, by the

opposing team

It completely crosses the goal line or touch line, whether along the ground or through the air

FOULS AND TRANSGRESSIONS

FREE KICKS:

All opponents shall be situated at least 3 m from the ball until it is in play. The ball shall be deemed in play after it has been touched. If an opponent is not at the required distance the kick will be retaken. If when the ball is in play and the kicker touches it twice before another player, an indirect free will be awarded to the opposing team. The team taking a free has 4 seconds to distribute the ball. If this does not happen, an indirect free kick will be awarded to the opposition. Careless, reckless, using excessive force – Classification of Fouls “Careless” means that the player has shown a lack of attention or consideration when making a challenge or that he acted without precaution:

No further disciplinary sanction is needed if a foul is judged to be careless “Reckless” means that the player has acted with complete disregard for the danger to, or consequences for, his opponent:

Lunging is completely prohibited from the front, side or behind a player who plays in a reckless manner must be cautioned.

“Using excessive force” means that the player has far exceeded the necessary use of force and is in danger of injuring his opponent:

A player who uses excessive force must be sent off

DIRECT FREE KICK:

Can be kicked straight into the goal

Is signalled by keeping their arm horizontal in the direction of the kick

A direct free kick shall be awarded to the opposing team if these fouls occur:

Kicking or attempting to kick an opponent

Tripping or attempting to trip

Jumping at an opponent

Charging

Striking or attempting to strike

Tackling an opponent

Pushing

Holding

Handball (except for the keeper in own penalty area)

Encroaching on free kicks – the kick will be moved forward to where the player encroached.

Sliding (where no player is nearby – highly dangerous)

Simulation

Spitting

Attempting to get the ball from behind. Player must be side on or front on to the player.

The direct free kick will be taken from the place where the infringement occurred, unless awarded to the defending team in their own penalty area, meaning they can take it at any place within that penalty area.

THESE ARE ALL ACCUMULATED FOULS:

Accumulated Fouls

Are a series of 5 direct fouls that occur during each half

If extra time is played, the second half accumulated fouls are carried forward

For the first 5 accumulated fouls, normal defence is employed by the opposition, e.g. 3m from the ball is the closest a wall can be positioned

THE SIXTH FOUL – LONG PENALTY PROCEDURE:

There is no wall allowed to defend the free kick

The keeper must remain in his penalty area

All other players must remain on the court behind the line of the ball, running parallel to the goal line

Players must be at least 3m from the ball

Players must remain behind the line until the ball is struck

The player taking the kick must shoot, and not pass to team mate

The kick will be allowed to be taken after the game clock has completed

INDIRECT FREE KICK:

Must be touched twice before it can be a goal

Is signalled by the referee by raising one arm above their heads until the kick has been taken

If an attacking team is awarded an indirect free kick in the penalty area, it must be taken on the penalty area line closest to where the offence took place.

An indirect free kick shall be awarded to the opposing team if:

A goalkeeper touches or controls the ball with his hands after it has been deliberately passed to him by a team-mate

A goalkeeper touches or controls the ball with his hands in his own half for more than four seconds

Player deliberately obstructs an opponent

Prevents goalkeeper from distributing the ball

CAUTIONABLE OFFENCES:

A player will be cautioned if they undergo:

Unsporting behaviour

Dissent by word or action

Continual infringements

Delaying play

Not withdrawing the correct distance (3m) from dead ball situations

Removal of shirt during goal celebration

Deliberate handball

Delaying the restart of the match through:

Free kicks taken in the wrong place deliberately to waste time

Kicking the ball away or picking the ball up after ref has

stopped play

Sliding – away from opposition player.

Entering the court without referees permission

Simulation or deliberate deceitful behaviour

SENDING OFF OFFENCES:

Red card offences include:

Serious foul play – any direct foul offense that is committed with excessive force.

Violent conduct

Spitting at an opponent or any other person

Deliberate handball to deny a goal scoring outcome (excluding the keeper), at referees discretion.

Denying a clear goal scoring opportunity, by a free kick or penalty kick offence

Offensive, insulting or abusive language or gestures

Receiving a second caution in the same match

Match altering offense in the opinion of referee that will directly affect the result of the game.

Players that received a red card will be suspended for the next week's game. If a player receives three red cards in a season, they will be asked to leave the competition. Futsal Life reserves the right to suspend players for conduct that they consider

should be more severely reprimanded than the above penalties, for as long as they deem necessary.

THE KICK-IN:

A kick in is indirect

It will be awarded when the entire ball crosses the line

Will be taken at place where the ball crossed the line, by the opponent who last touched the ball

The ball must remain stationary

The ball can be kicked back in any direction

Defending players must be at least 3m from where the kick-in is taken

There are 4 seconds to take the kick-in

The player taking the kick in cannot touch the ball twice, if done an indirect free will be awarded

THE CORNER KICK:

A goal can be scored directly from a corner kick

A corner kick occurs when the whole ball having touched the defending team crosses the goal line in the air or along the ground (not the goal line though)

Opponents must be 3m away from the ball

GOAL KEEPER DISTRIBUTION:

The keeper must throw the ball out of the penalty area if the ball has previously gone over the goal line, but is not a goal

If this does not occur, the clearance shall be retaken

If the keeper touches it a second time before anyone else touches it, an indirect free will be awarded

A keeper can play on if they drop the ball outside of the penalty area and continue play if the ball has been received in play, not from going over the end goal line.

If the keeper does not distribute the ball within 4 seconds an indirect free will be awarded

The keeper is considered to be in control of the ball:

While the ball is between his hands or between his hand and any surface (e.g. ground, own body)

While holding the ball in his outstretched open hand

While in the act of bouncing it on the ground or tossing it in the air

Also in regard to keeper distribution of the ball:

It is not permissible for the player to halt the keeper from throwing, clearing or releasing the ball from their hands

It is an offence to obstruct the keeper

THE PENALTY KICK:

Penalty kicks occur when a direct free is awarded from inside the D.

A penalty kick is awarded against any defending team committing a direct foul inside its own penalty area

Additional time shall be allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

The ball will be placed on the penalty spot

The player to take the kick will nominate themselves

The defending keeper must stay on his goal line, facing the kicker and is only allowed to move side to side

If the keeper moves forward before the kick, it will be retaken

There are cases where a penalty is awarded for incidents outside the D.

If a player is clear on goal, and is tackled from behind in goal scoring opportunity

Goal keeper deliberately uses hands outside of D to stop a goal scoring opportunity

A goalkeeper slides from within the D to outside of the D and makes contact with the player and not the ball in a potential goal scoring opportunity

Keeper starts slide from outside of the D in a potential goal scoring opportunity

Shielding the ball

It is not an offence if a player, with the ball under control shields

the ball from an opponent without using his arms

It is illegal to impede opponents getting the ball using hands, arms, legs or body Charging an opponent. The act of charging is a challenge for space using physical contact within playing distance of the ball without using arms or elbows.

HOLDING AN OPPONENT:

To deal with these situations, the referees must:

Warn any player holding an opponent before the ball is in play

Caution the player if the holding continues before the ball is in play

Award a direct free kick or penalty kick and caution the player if it happens once the ball is in play

If a defender starts holding an attacker outside the penalty area and continues holding him inside the penalty area, the referees must award a penalty kick.

DISCIPLINARY SANCTIONS FOR HOLDING:

A caution for unsporting behaviour must be issued when a player holds an opponent to prevent him gaining possession of the ball or taking up an advantageous position

A player must be sent off if he denies an obvious goal scoring opportunity by holding an opponent

No further disciplinary action must be taken in other situations of holding an opponent

HANDLING THE BALL:

Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm. The referees must take the following into consideration:

Movement of the hand towards the ball (not the ball towards the hand)

The distance between the opponent and the ball (unexpected ball)

The position of the hand does not necessarily mean that there is an infringement (holding it away from the body does not imply intent)

Touching the ball with an object held in the hand (clothing, shin guard, etc.) counts as deliberately handling the ball

Hitting the ball with a thrown object (a boot, shin guard, etc.) counts as deliberately handling the ball

DISCIPLINARY SANCTIONS FOR HANDLING THE BALL:

There are circumstances when a caution for unsporting behaviour is required when a player deliberately handles the ball, e.g. when a player:

Deliberately handles the ball to prevent an opponent gaining possession

Attempts to score a goal by deliberately handling the ball

Pretends to be playing the ball with one part of his body when

he is really doing so with his hand in order to deceive the referees

Tries to prevent a goal or deny a goal scoring opportunity with his hand when the goalkeeper is not inside his penalty area, and fails in his attempt

A player is sent off, however, if he prevents a goal or an obvious goal scoring opportunity by deliberately handling the ball.

PLAYING IN A DANGEROUS MANNER:

Playing in a dangerous manner is defined as any action that, while trying to play the ball, threatens injury to an opposing player or himself. It is committed with an opponent nearby and prevents the opponent from playing the ball for fear of injuring himself or the other player.

A scissors or bicycle kick is permissible provided that, in the opinion of the referees, it is not dangerous to an opponent. Playing in a dangerous manner involves no physical contact between the Players.

Disciplinary sanctions in a dangerous manner

If a player plays in a dangerous manner in a “normal” challenge, the referees should not take any disciplinary action. If the action is made with obvious risk of injury, the referees should caution the player for making a reckless challenge on an opponent.

CAUTIONS FOR UNSPORTING BEHAVIOUR:

There are different circumstances when a player must be cautioned for unsporting behaviour, e.g. if a player:

Commits in a reckless manner one of the offences that incur a direct free kick

Commits a foul for the tactical purpose of interfering with or breaking up a promising attack

Holds an opponent for the tactical purpose of pulling the opponent away from the ball or preventing the opponent from getting to the ball

Handles the ball to prevent an opponent gaining possession or developing an attack (other than the goalkeeper inside his own penalty area)

Handles the ball in an attempt to score a goal (irrespective of whether or not the attempt is successful)

Handles the ball while pretending to play it with another part of his body in an attempt to deceive the referees

Tries to prevent a goal or deny a goal scoring opportunity with his hand when the goalkeeper is not inside his penalty area, and fails in his attempt

Attempts to deceive the referees by feigning injury or pretending to have been fouled (simulation)

Changes places with the goalkeeper during play without the referees' permission

Acts in a manner which shows a lack of respect for the game

Plays the ball when he is walking off the pitch after being granted permission to leave the pitch

Verbally distracts an opponent during play or at a restart

Makes unauthorised marks on the pitch

CELEBRATION OF A GOAL:

While it is permissible for a player to demonstrate his joy when a goal has been scored, the celebration must not be excessive.

Reasonable celebrations are allowed, but the practice of choreographed celebrations is not to be encouraged when it results in excessive time-wasting and referees are instructed to intervene in such cases.

A player must be cautioned if:

In the opinion of the referees, he makes gestures which are provocative, derisory or inflammatory

SIMULATION:

Any player that tries to fool the referees by feigning injury or pretending to have suffered an offence will be guilty of simulation and will be punished for unsporting behaviour. If the match is stopped as a result of this infringement, play is restarted with an indirect free kick from the position where the offence was committed

PERSISTENT INFRINGEMENT:

There is no specific number of infringements which constitutes “persistence” or the presence of a pattern – this is entirely a

matter of judgement and must be determined in the context of effective game management.

SERIOUS FOUL PLAY:

A player is guilty of serious foul play if he uses excessive force or brutality against an opponent when challenging for the ball when it is in play. A tackle that endangers the safety of an opponent must be sanctioned as serious foul play. Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force and endangering the safety of an opponent is guilty of serious foul play. Lunging is completely prohibited from the front, side or behind. Advantage should not be applied in situations involving serious foul play unless there is a clear subsequent opportunity to score a goal. The referees send off the player guilty of serious foul play when the ball is next out of play.

SUMMARY OF SERIOUS FOUL PLAY:

Lunging is completely prohibited from the front, side or behind

A player is engaging in serious foul play if they use excessive force or brute force against an opponent when trying to get the ball during a game

Pushing

Slide tackles

Following through on tackles

Violent conduct is forbidden and completely disallowed on or off the pitch, during play or after

VIOLENT CONDUCT:

A player is guilty of violent conduct if excessive force or brutality is used against an opponent without either of them challenging for the ball.

He is also guilty of violent conduct if he uses excessive force or brutality against a team-mate, spectator, the referees or assistant referees or any other person.

DENYING A GOAL OR A GOAL SCORING OPPORTUNITY:

If the referees apply the advantage during an obvious goal scoring opportunity and a goal is scored directly, despite the opponent handling the ball deliberately, the player cannot be sent off but he may still be cautioned.

If the referees apply the advantage during an obvious goal scoring opportunity and a goal is scored directly, despite the opponent committing a foul, the player cannot be sent off for the foul itself but he may still be cautioned or sent off if the action in itself warrants a caution or sending-off.

Referees should consider the following circumstances when deciding whether to send off a player for denying a goal or an obvious goal scoring opportunity:

The distance between the offence and the goal

The likelihood of keeping or gaining control of the ball

The direction of the play

The location and number of defenders

The offence which denies an opponent an obvious goal scoring opportunity may be an offence that incurs a direct free kick or an indirect free kick

If the infringement is committed by a substitute, he must always be sent off