



# CURTIN STADIUM

## FUTSAL SOCIAL SPORT RULES

<b>These Social Sport Rules must be read together with</b>	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the <a href="#">Curtin Stadium Website (Website)</a> .
<b>Contacting Curtin</b>	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052   e: socialsports@curtin.edu.au)
<b>Playing Area</b>	Curtin Stadium Main Arena
<b>Game Length</b>	Games will consist of 2 x 18 minute halves with a <b><u>DURING FINALS ONLY</u></b> : The length of the game will be extended for penalty kicks only (if required)
<b>Half Time break</b>	2 minute break at half time.

### 1. BASIC RULES

- (a) There is no offside
- (b) Goals may be scored from any point on the field but not directly from indirect free kicks, kick off and side balls.
- (c) If the ball goes over the sideline, a kick in by the opposing team results.
- (d) If the ball goes over the back line by an attacker, a goal throw results.
- (e) If the ball goes over the back line by a defender, a corner kick results. Goals can be scored directly or indirectly from corners.
- (f) The ball may be passed back to the goalie at which point the goalie is NOT allowed to handle the ball with their hands.
- (g) When the goalie is in possession of the ball, they must play the ball within 5 seconds. Failure to do so will result in a free kick to the other team.
- (h) No sliding or playing the ball while on the floor is permitted. Doing so will result in a free kick to the opposing team
- (i) Keepers may never drop kick the ball.
- (j) Keepers may never footy kick (kick without bounce) the ball.
- (k) When a goalkeeper makes a save they can throw or kick the ball provided the ball bounced at least twice or placed on the floor.
- (l) The goalkeeper is allowed to use their hands but only in the specified goal area. The goal area is an area 5 metres out from the goalmouth and 2 metres out from each goal post (the black D).

### 2. PLAYERS

- (a) The maximum number of players on court at any time is 5 (made up of 4 plus a goalkeeper).
- (b) The minimum number of players on court at any time is 4 (usually 3 plus a goalkeeper).
- (c) There is no limit to the number of players permitted to be on the bench.
- (d) In mixed futsal, the team must not have more than 3 male players on the court at any time.
- (e) If a team has an incorrect ratio of players it will either be ineligible to play or the referee and both team captains can agree before the game that the teams will play a 'friendly' game with the incorrect ratio. In either circumstance, Curtin will award the team with the incorrect ratio an automatic loss.

### 3. SUBSTITUTION OF PLAYERS

- (a) A team may use an unlimited number of substitutes during a game.
- (b) Substitutions may take place provided they do not interfere with the play.
- (c) The referee must be informed of a change of goal keeper.

### 4. PLAYER EQUIPMENT

Curtin will supply an approved futsal ball.

### 5. PENALTIES

- (a) The referee will start the game at the scheduled time.
- (b) Teams must have the requisite number of players on the court (in the correct player ratio) to be considered "ready to play". If a Team is late, they will be penalised as follows:



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Number of minutes late	Goal penalties
1 – 5 minutes	1 goal
5 – 8 minutes	2 goals
8 – 10 minutes	3 goals
> 10 minutes	NA - forfeit

### 6. SCORING

- (a) A goal is scored when the whole of the ball passes over the goal line between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of the defending goalkeeper, who is within his own penalty area.
- (b) Goals cannot be scored:
- directly off a kick off; or
  - directly off a sideline kick in
- except if it has been deflected/touched by any other player on the court.
- (c) Goals can be scored directly from corners.

### 7. FOULS AND FREE KICKS

- (a) If the referee's decision is not adhered to, infringing players may be asked to adjust or be warned and penalties and free passes may be advanced (at the referee's discretion).
- (b) There will be no play of accumulated fouls.
- (c) All infringements within the field of play will be awarded a direct free kick. A direct free kick or (penalty kick if the infringement occurs in the goal area) will be awarded to the opposing team for the following infringements where a player:
- Kicks or attempts to kick an opponent
  - Trips an opponent
  - Jumps at or throws himself at an opponent
  - Charges at an opponent from behind unless the latter is obstructing
  - Charges at an opponent in a violent or dangerous manner
  - Strikes or attempts to strike at an opponent
  - Holds or pulls an opponent
  - Pushes an opponent
  - Slides in an attempt to play the ball, touching an opponent (sliding tackle)
  - Handles the ball, except for the goalkeeper in his area
  - Charges an opponent with the shoulder
  - Keeper handles the ball outside the goal area.
  - Playing in a manner considered by the referee to be dangerous (eg. Attempting to kick the ball out of the goalkeeper's hands)
  - When not playing the ball, intentionally obstructing an opponent
  - A delay by the goalkeeper for more than 5 seconds putting the ball back into play after he/she has received it or the ball declared into play
  - Obstructing the play of the ball, by falling on it, by holding the ball with your feet, or preventing the movement of the body (with the exception of the goal keeper)
  - Any player who delays the game by more than 5 seconds by putting the ball in play from a free kick, goal kick or penalty kicks.
  - To use a verbal expression in order to distract his opponent with the intention of gaining an unfair advantage
- (d) An indirect free kick will be taken:
- If the keeper picks up a back pass from his own team. In this instance the free kick will be taken from the edge of the area.
  - If the keeper throws the ball over the half way line, free kick is taken from the half way line where the ball crossed.
  - After having put the ball into play, a player touches the ball a second time before another player touches it.
  - Playing the ball on the ground.
- (e) A penalty kick is taken from the penalty mark, which will be 6 steps out from the goalmouth. When the kick is taken, the goalkeeper must be on his own goal line and all the other players apart from the player taking the



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kick will be at the white D (basketball 3 point line). The penalty kicker cannot touch the ball twice in a row. In the event of a penalty shoot out, the goalkeeper from the defending teams cannot be changed between penalties (unless severely injured). The player is allowed a maximum of 5 steps before kicking the ball at goal.

#### 8. SUSPENSIONS AND EJECTIONS

- (a) Yellow & Red cards are used. The cards are issued at the referee's discretion. Card interpretations are:  
**Yellow card** = serious warning (no penalty)  
**Red card** = serious incident, continuous or accumulative foul play (permanent dismissal from game)
- (b) Incidents of a dangerous or unsporting nature that are reported by the referee or an opposing Team will be taken seriously.
- (c) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.
- (d) A substitute may replace a player who is sent off after kick-off and enter the pitch after two minutes of playing time have elapsed following the sending-off (i.e. after his/her team has served a two-minute numerical reduction), provided that he/she has the authorisation of the referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:
- (e) If there are five players against four or four against three and the team with the greater number of players scores a goal, the team with fewer players may be increased by one player.
- (f) If both teams are playing with three or four players and a goal is scored, neither team is increased until it has served its respective two-minute numerical reduction.
- (g) If there are five players playing against three and the team with five players scores a goal, the team with three players may be increased by one player only.
- (h) If the team with fewer players scores a goal, the game continues without changing the number of players until the two minutes have elapsed, unless the team with the greater number of players subsequently scores a goal in the interim

#### 9. FORFEITS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 7 – 0; and  
(b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

#### 10. FINALS

- (a) If there is a draw during the finals, the game will go to 'Golden Goal' extra time consisting of 2 x 2 minutes extra time where the team who scores the first goal wins.
- (b) If there is still a draw after extra time, teams will go to penalty shoot out. There will be 5 kicks for each team for the penalty shoot-out with all penalties to be taken by different players, unless less than 5 players participated.

#### 11. REFEREE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the referee and/or Sports Program Coordinator will use their discretion in making a decision.