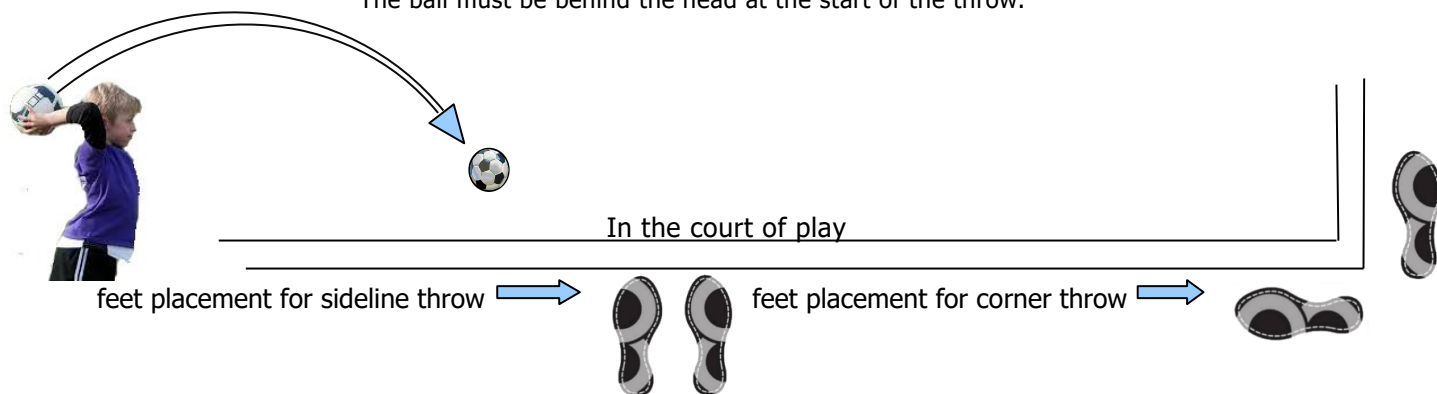
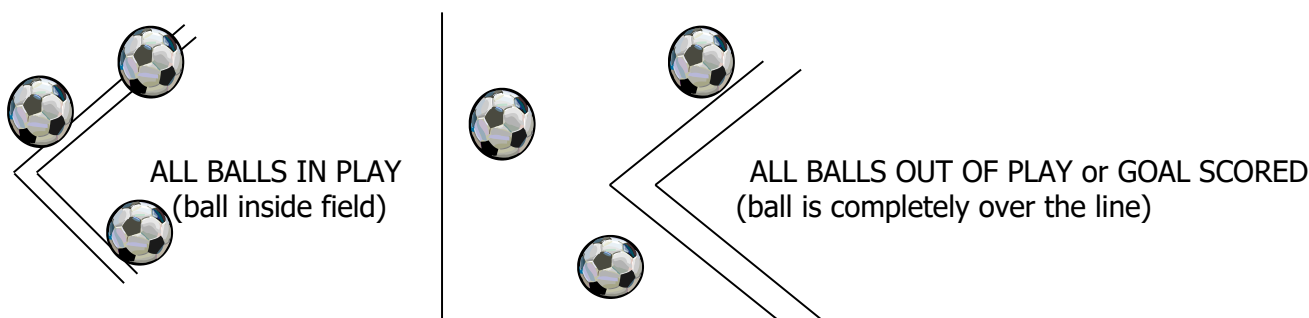


1. The game of Futsal is played on an indoor or outdoor court with a timber or rubberized surface (artificial grass is allowed). It will measure from 15mtrs wide to 30mtrs long, or for International Standard it will be 40mtrs x 20mtrs with 3mtrs x 2mtr goal posts.
2. From a kick off, the ball must be played forward. A goal CANNOT be scored directly from a kick off.
3. A team consists of 5 players, 4 court players and 1 goalkeeper, the maximum number of players in a team is up to 12.
4. Unlimited substitutions. Players can re-enter the game as many times as they like as long as the ball is out of play when they are substituting. The game will be stopped for substitutions of the Goalkeeper.
5. When the ball goes out over the sideline, it is to be thrown in from the sideline:
 - a. The player who is to throw the ball, will stand out of the court area at the same point were the ball left the court.
 - b. The player will stand with both feet flat on the ground and toes pointing towards the court, the feet must not touch the sideline.
 - c. Feet may be joined or apart while the throw is in progress, and the feet must remain on the floor without losing contact with the floor during the throw-in.
 - d. The ball will be thrown in with both hands, with the movement beginning from behind the head and making an arch above the head towards the court of play and releasing the ball.
 - e. The feet must remain pointing towards the court, but the player can twist their body in the direction they wish to throw the ball.
 - f. The player must be facing in the direction of where the ball is to be thrown before the action of the throw begins.
 - g. As the ball leaves the hands it must form an arc in the air. So the ball cannot be pegged into play.
6. When the ball goes out over the goal line last being touched by a defending player then a corner throw is awarded to the attacking team. It will be made in the same way as the sideline throw, with the exception of the placement of feet of the thrower, they will be located at the right angle formed by the goal line and the side line, meeting at the corresponding corner, both feet not touching the lines, but otherwise subject to the same limitations as the side line throw-in.

The balls motion after leaving the hands must form an arch in the air.
The ball must be behind the head at the start of the throw.



7. For a ball to be out of play or a goal scored, ALL of the ball must be over the line. See below:



8. A goal cannot be scored directly from a sideline throw-ins or corner throw-ins, unless the ball touches one of the attacking or defending players before the ball enters the goal, if it touches the defending goalkeeper in his area and goes in, a goal will not be awarded, and a corner throw-in will be awarded to the attacking team.
9. The goalkeeper cannot throw the ball over the half way line on the court on the full, and once the Goalkeeper uses their hands to handle the ball, they must throw the ball back into play and another player must touch the ball before the goalkeeper can touch the ball again, however if the goalkeeper does not handle the ball with their hands, they are free to kick the ball any length of the court and even score.
10. The Goalkeeper is not allowed into the opposition's half at any stage.

11. In a goal clearance, the goalkeeper throws the ball from the marked goal area to restart play after the ball has gone over the goal line and was last touched by an attacking player; the ball is in play after it has left the goal area.
12. The goalkeeper has 5 seconds time limit to throw the ball into play from a goal clearance.
13. Goalkeepers are not allowed to pick up the ball with their hands from any deliberate back pass from any of their team mates, however they are allowed to pick it up from a sideline throw or corner throw in their own goal keepers area.
14. Each team has 15 seconds to get the ball into the oppositions half unless touched by the opposition, if not done so then a sideline throw will be awarded to the opposition nearest where the ball was when time elapsed.
15. You can only play the ball back once to your Goalkeeper during general play, however you can play back to the goalkeeper a second time if the ball has been touched by the opposition. Side Line and Corner Throws do not count as first pass back to the goalkeeper.
16. No tackling from behind or dangerous slide tackling is allowed.
17. The game has a 5 second time limit for all throw-ins and free kicks.
18. For all free kicks, side line throw-ins and corner throw-ins, the opposition must be back 3mtrs from the ball.
19. Dangerous play is not allowed.
20. Each team has 5 team fouls per half, any fouls after the fifth will be penalised with a 9 meter penalty shot by the opposition.
21. Each player is allowed 4 personal fouls during the game; if a fifth foul is committed the player will be shown a blue card and expelled from the remainder of the game.
22. During the game, a referee has the option of using 3 cards, Yellow, Blue and Red (yellow is a warning, Blue is a send-off with no suspension and Red is a sendoff with suspension and front the judiciary).
23. Referees have the right to warn, ask to leave or eject from the Stadium, any Coach, Manager, spectator or player whom they feel is bringing the game into disrepute.
24. Only the team Captain or Coach/Manager can approach the referee to ask a question or ask for timeouts and substitutions.
25. The team Captain must be on the court of play, if the Captain is substituted or leaves the court of play for whatever reason the Captaincy role will be passed onto another court player.
26. The referee's decision is final.
27. There are slight adjustments to some rules for the adult mixed competition. A copy of these rules can be found on our website or at our front counter.

Players Infringements

1. Referees will be officiating with the 3 card system.
 - YELLOW CARD - Cautionable Offences (2 yellows = 1 Blue)
 - BLUE CARD - Player is sent off for the remainder of that game (no suspension) and can be replaced by another player.
 - RED CARD - Player is sent off. Player will not participate in remainder of the game and will have an automatic suspension of 1 game in that particular competition, and possible front the judiciary & further suspensions)
2. All player sent off for disciplinary actions can be replaced by another player in their team if nominated to play in that game.
3. Should a player be sent from the field for a red card offence, the referee will record the players Name and fill out the SEND OFF report.

Serious Foul Play Constitutes

1. Stopping an obvious goal scoring opportunity by tripping, holding, impeding, and handball.
2. Deliberate kicking an opponent.
3. Deliberate elbowing an opponent.
4. Violent tackle from behind.
5. Over the ball tackle.
6. Is guilty of serious foul play.
7. All these are cautionable offences with a yellow or red card depending on the severity of the infringement (referees discretion).

Serious Violent Conduct Constitutes

1. Striking an official or player.
2. Spitting at an official or player.
3. Threaten an official or player with physical violence.
4. Attempting to strike an official or player with ball or other object.
5. Threaten the safety of an official or player.
6. Pushing an official with open hand, shoulder or hip.
7. All these are red card/suspension and must appear in judiciary.

Use of Foul and Abusive Language Constitutes

1. Making obscene gestures.
2. Offensive insults or abusive language.
3. All these are cautionable offences with a yellow, blue or red card depending on the severity of the infringement (referees discretion).

PLEASE NOTE: REFEREE'S DECISION IS FINAL