



JUNIOR **NATIONALS**

OFFICIAL RULES

***Junior Futsal Oz Nationals
Brunswick & Thomastown Futsal Oz Stadiums
January 6-10, 2017***





1. Duration of game

- A. Group stage games and finals, except the Grand Final, shall consist of two sixteen-minute halves. Teams will change ends at half time.
 - B. The Grand Final shall consist of two eighteen-minute halves. Teams will change ends at half time.
 - C. There will be a maximum four-minute break a half time.
 - D. A game is started and finished by the referee's whistle once he/she hears the siren sound.
 - E. There will be no time outs in Group stage matches or finals, except the Grand Final, where teams will be permitted one time-out per half.
 - F. Time-outs during the Grand Finals will be for one minute, at the discretion of the referees.
 - G. In the event of a drawn result in the finals and Grand Final, three minute halves extra time will be played. If the result is still undecided, three penalties will be taken until there is a winner.
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2. Registration

- A. Upon entering a competition, teams are required to fill out a Futsal Oz Team registration form.
 - B. Correct information and all member contact details are required.
 - C. You may be asked to provide photo ID at the tournament .
 - D. Futsal Oz reserves the right to refuse entry.
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3. Insurance

- A. Players understand that the nature of sporting activity means that there are inherent risks of injury in both training and playing.
 - B. Futsal Oz, its officers and game officials do not accept any liability for any injury that a player should suffer during a game or training session.
 - C. Members of teams play and train at their own risk.
 - D. Players need to make their own separate insurance arrangements against the event that they injure themselves in the course of playing or training.
 - E. Uninsured players should consider both medical and paramedical (AMBULANCE) costs as well as their own financial position if they are unable to work for an extended period.
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4. Time of game

- A. The times in which, games are fixtured shall be determined by Futsal Oz, and may be varied without notice in the event of unforeseen circumstances.
 - B. Teams are to be on court at the time fixtured for the start of their game.
 - C. The clock will be started at the fixtured time to ensure that all teams have their full game.
 - D. Failure to be on Court within one minute of the fixutered time will result in a one-goal penalty for every minute they're late.
 - E. Teams who have members running late must take the court when they have a minimum of three players so that the referee can start the game and avoid goal penalties.
 - F. An automatic forfeit will apply if a team is not on court within ten minutes of the fixtured start time.
 - G. A team that wins on forfeit will receive 3 premiership points and an automatic 6-0 win.
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5. Fees

- A. Registration and entry within the competition, can only be confirmed once full payment of team fee has been made.
 - B. A team must be paid up prior to commencement of the tournament.
 - C. Registration fees are non-refundable.
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6. Forfeit

- A. A team will be regarded as forfeiting a match on its own volition if it does not play a match that Futsal Oz has scheduled for it in a competition.
 - B. A forfeiting team will receive zero premiership points and an automatic 6-0 loss.
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7. Finals

- A. See fixture format. NOTE; All Grand Finals will be played at the Thomastown Futsal Oz Stadium.



- B. A player must play 2 games to qualify for finals or at centre management's discretion.
 - C. The total points received during the course of competition will determine a team's position on a ladder.
 - D. If two or more teams are on the same points at the end of the season, the position on the ladder will be determined by a team's percentage.
 - E. In finals, if there is a draw at full time, two 3 minute halves of extra time will be played.
 - F. If after the six minutes of extra time the score is still level, the result will be determined by a penalty goal shoot out of three nominated team members (or until a winner is determined).
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8. Teams

- A. Teams are allotted 10 medals per team (Champions and Runners up) for the Finals Series. Futsal Oz will provide at cost more medals if a team requires. Awards for top goal scorer, golden gloves and most valuable player will be provided.
 - B. A team must have three players for a game to start.
 - C. No more than five players will be allowed on court at any time.
 - D. A team may have up to seven substitutes. Other members must watch from the outer.
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9. Injuries

- A. The need to minimize disruption for subsequent games means that, except in finals, there is no extra time in this competition.
 - B. An injured player must leave the court as soon as reasonably possible so that play may continue.
 - C. Once an injured player leaves the court his or her position may be filled with a substituted player.
 - D. If a player is bleeding he or she must vacate the court immediately and cannot return until the bleeding has stopped.
 - E. If a player is seriously injured and cannot be moved off court, the game will be abandoned and a replay will be rescheduled.
 - F. An ambulance will be called only if the injured player or his/her team manager requests one.
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10. Team Strips

- A. All team members except the goalkeeper must wear the same kit, color and design must be the same.
 - B. Players must have a visible number on the back of their shirt at least 20cm high.
 - C. For each incorrect uniform item, teams will lose (1) one goal to a maximum of 3 goals for a game.
 - D. In addition to the penalties attached to the wearing of incorrectly colored or inappropriate items, teams that commence play with members wearing jewelry will not be permitted to continue playing until the team member sheds the item(s).
 - E. The penalties that apply to a late start will apply from the moment the jewelry is detected to the moment the game recommences.
 - F. The wearing of peaked hats or caps in the course of play shall be treated as wearing jewelry.
 - G. Except for the goalkeeper, tracksuit pants are not allowed.
 - H. Except prior written arrangement with management does not allow tracksuit pants.
 - I. Goalkeepers who become general field players are to change to the team's uniform.
 - J. All players must wear non-marking rubber soled shoes.
 - K. Singlets and tops without sleeves are not permitted.
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Futsal Oz Game Rules

11. Substitutions

- A. Players may substitute at anytime provided the player subbing off must cross the sideline before the substitute comes on.
 - B. Failure to do so will result in a yellow card to the substitute.
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12. Area of Play

- A. Players may score goals from anywhere on the court including the goalkeepers "D".
 - B. There are no restricted areas.
 - C. You cannot score directly from a side ball kick in.
 - D. Team benches: Only the Head Coach, Manager and substitutes are allowed on the team benches. Substitutes must be fully dressed, with club shirt, shorts, socks and shin pads.
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13. Fouls, Tackling, Slide tackles, the 5 foul penalty

- A. Protection of players is of paramount importance to Futsal Oz.
 - B. Sliding along the floor in order to reach the ball or to tackle a player increases the risk of player injury. Sliding is only allowed to block the ball's path.
 - C. Tackles are to be clean and eyes only for the ball.
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14. Centre

- A. If the ball hits the roof or a light, the game will be restarted by a kick from the sideline by the non-offending team or by an indirect free kick if the impact occurred as a result of an indiscriminate kick.
 - B. If in the opinion of the referee a ball is kicked indiscriminately, an indirect free kick shall be awarded to the non-offending team.
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15. Unacceptable behavior RED CARD offence

- A. Red carded players can not come back on the field. Their team will play for 2 minutes with one player short. If a goal is scored by either team in the 2 minutes, another player can come on. The red-carded player can take no further part in the game and must leave the playing area.
- B. Yellow cards; two yellow card offences will result in a red card and the player will be sent off for the remainder of the match. 3 yellow cards in one season will result in an automatic one match suspension. A straight red card is a two match suspension in any case, however, this may increase after a review of the incident in question.

C. Swearing, bad language, racist comments and overt dissent from a referee's decision are unacceptable at FUTSAL Oz and are treated as card offences.

E. The referee will ask spectators (including players on the pitch, coaches and managers) who use unacceptable language or abuse to leave the premises.

F. Failure to do so will result in the game being abandoned and the offending team deemed to have lost on forfeit.

16. Fouls

A. Bad Tackling.

B. Kicking a player.

C. Pushing a player.

D. Striking a player.

E. Tripping a player.

F. Pushing from behind is illegal and a card offence.

G. Intentional handball will result in a yellow card.

H. Unintentional handball will result in a free kick.

I. SHIRT PULLING or PUSHING AN OPPONENT is a yellow card offence and will result in a free kick.

J. Time wasting will be determined by the referee and will result in a yellow card.

K. Kicking the ball away from the designated play position after the whistle has gone will result in a yellow card.

L. If a player receives a red card, he or she must vacate the court immediately.

M. Two yellow cards in one match denotes a red card.

N. Any player who receives 3 red cards will be suspended from the rest of the competition.

17. Officials

- A. There shall be one referee per group stage match and two referees for finals.
 - B. The match referee is responsible for all events on and surrounding a court between the end of one game and the start of another.
 - C. If a player abuses or shows dissent towards a referee on court, the offending player will be asked to leave the court and will not be allowed back on the court for the rest of the game.
 - D. If a player persists in abusive behavior after being asked to leave the court the player will be asked to leave the premises.
 - E. Any queries that players may have about rules and their interpretations are only to be asked of the referee at half or full time. This must be done politely.
 - F. In the management of a game in the course of play, a referee's decision is final.
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18. Four second rule

- A. This rule applies for all kick-ins and free kicks.
 - B. A defending player must be 3 meters back from where the kick is to be taken. This may vary given the size of the court. EXAMPLE: At Brunswick Futsal Oz Stadium, 3 steps will be permitted.
 - C. Any infringing player will receive one warning, then a yellow card.
 - D. If a quick free kick is taken, no defending player who is within 3 meters from the spot can obstruct the kick. This is a yellow card offence.
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19. Out of Play

- A. When the ball goes out of court, a player must kick the ball back into play by placing the ball on the sideline or within 30cm from the sideline.
- B. The player taking the kick must be outside the court.
- C. Failure to correctly kick the ball back into play, or misplacing the ball on the sideline will result in a turnover to the opposition.
- D. No goal can be scored with a direct kick from the outside line unless there is a deflection.

E. A player has 4 seconds to kick the ball back into the court. Failure to do so will result in a turn over kick to the opposition.

20. Penalties

A. There are two penalty spots. One is at close range just on the edge of the keepers "D". This penalty is generally awarded if a foul is committed in the keepers "D".

B. The other is approx 10 meters back and is awarded for every foul committed after the 5th foul in the same half. This is known as the 10 metre penalty spot.

C. The accumulated fouls carry over and continue into extra time.

D. A penalty shot, awarded on the siren (marking the end of the half or game) must be played.

21. Goalkeeper

A. In order for the goalkeeper to handle the ball, the ball must be inside the goalkeepers "D".

B. To restart play, the goalkeeper may only roll or throw the ball out of the goalkeepers "D".

C. The goalkeeper has 4 seconds to dispose of the ball from the goalkeeper's area. Failure to do so will result in a free kick outside the "D".

D. The goalkeeper, once outside the "D" will be treated as an on-field player. If the goalkeeper steps outside the "D" while handling the ball, the opposition will be awarded a free kick.

E. Back pass – Once a goal keeper has played the ball (either from re-starting play or having received a pass and disposing of the ball) the goal keeper can not receive a pass from a team mate unless he or she is over the half way line in their team's attacking half or if the opposition has touched the ball. The only exception to this rule is in the case of the Under 8 and Under 10 tournaments.

NOTE: u8's and u10's may pass and receive the ball from the goal keeper as many times as they wish, and no indirect penalty will be applied.

22. Fighting

A. Should a fight occur between teams during a game, the game will automatically be stopped!

B. There will be no appeal and both teams may be asked to leave the competition.



23. Point system

- A. Teams shall be awarded 3 points for a win
 - B. 1 point for a draw.
 - C. Zero points for a loss.
 - D. Teams having a win via forfeit shall receive 3 points and 6 goals scored.
 - E. Teams get zero points for a loss via forfeit and concede 6 goals.
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24. Advantage

- A. At the referee's discretion he or she may wave play advantage and penalize an offence immediately after the ball is out of play.
 - B. Once the referee has blown the whistle no advantage can be awarded.
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25. Ball sizes

- A. U8, 10, 12 will play with Size 3 Futsal balls.
 - B. U14, 16, 21 will play with Size 4 Futsal balls.
 - C. Futsal Balls are the only balls allowed on futsal courts.
 - D. Outdoor and Size 5 yellow felt soccer balls are not to be kicked around on the courts or in the stadiums.
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26. Other information

- A. No pets are allowed in the building. No bicycles or roller blades are allowed on the courts.
- B. Strictly no smoking, in or around the centre. This includes immediately near entrances or courts.
- C. Jewelry is not to be worn during a game.
- D. Caps are not to be worn during a game.



E. It is the responsibility of the team managers to make sure that all players know the time of their games and that team members arrive on time.

F. Players play at their own risk. FUTSAL Oz accepts no liability for any injury that a player might receive in the course of a game.

G. Persons who have been asked to leave the Centre and who do not do so immediately will be treated as trespassers and reported to police.

H. A game will not be stopped for a player to do up his or her shoelaces.

I. Ignorance of the rules is no excuse.

J. Management has the final discretion on any matter connected with the conduct of the Centre.