

LEAGUE RULES

It is the responsibility of each player/patron to be familiar with the appropriate **League Rules** for the competition played as well as the **Futsal Oz Centre Laws and Code of Conduct**.

Please refer to the document named **Futsal Oz Centre Laws & Code of Conduct** which covers the following:

- 1. Centre Laws** – Centre information including by-laws
- 2. Code of Conduct** – Futsal Oz considers to be an acceptable standard of behaviour and conduct

This document contains:

- 3. Social League Rules** – League rules specific for social leagues
- 4. Junior Oz League Rules** - League rules specific for Junior leagues
- 5. Premier League Rules** - League rules specific for Premier League

Please also refer to the document named **Series Futsal Rules** which covers the following:

- 6. Series Futsal Rules** – Comprehensive Rules for all Elite Leagues at Futsal Oz

The base rules that apply at Futsal Oz are those of **Series Futsal Rules**, unless a rule of Futsal Oz's competition in question provides otherwise. In a case where there is a conflict between the League Rules of the competition played and **Series Futsal Rules** the **League Rules for the Competition Played** will prevail.

All the above documents can be obtained from the Futsal Oz website - futsaloz.com.au

3. SOCIAL LEAGUE RULES

1. Duration of game

- a. A game shall consist of two 18 minute halves. Teams will change ends at half time.
- b. There will be a maximum two-minute break at half time.
- c. A game is started and finished by the referee's whistle once he/she hears the siren sound.
- d. No timeouts are allowed.

2. 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 5 team members including the coach are permitted courtside including the outer perimeters of the court.

3. Substitutions

- a. The referee must be notified if the goal keeper is substituted.
- b. Failure to do so will result in a *yellow* card to the player or captain.
- c. Players may substitute at anytime. The player subbing off must cross the sideline before the substitute comes on.
- d. Substitutions must be made between the substitution lines in front of their own bench.
- e. Failure to do substitute in a correct manner will result in a *yellow* card to the substitute.

4. Fouls

- a. Bad Tackling,
- b. Kicking a player,
- c. Pushing a player,
- d. Striking a player,
- e. Tripping a player,
- f. Pushing from behind are illegal and are a *red* card offence.
- g. Intentional handball will result in a *yellow* card.
- h. Unintentional handball will result in a free kick.
- i. Shirt pulling or undue aggressive play 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 and a free kick.
- 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 and is suspended from playing in the competition for one week, maybe more.
- m. Should a red card player continue to abuse a referee after being sent off, the player will be suspended for more than the standard one week.
- n. *Two yellow* cards in one match denote a *red* card.
- o. Any player who receives 3 *red* cards in one season will be suspended from the competition for the rest of the season. Any player who receives a red card will be automatically suspended from winning any Best & Fairest Award.

5. Fouls, Tackling, Slide tackles & the 6th foul penalty

- a. Protection of players is of paramount importance to Futsal Oz.
- b. Tackles are to be clean and eyes only for the ball.
- c. Players cannot tackle their opponent from behind, even if the tackle is 100% clear and clean. Even if any part of the opponent's legs are not touched or brushed against it is a free kick from behind.
- d. Every foul after the 5th in foul in a half will result in a long penalty.
- e. Sliding along the floor in order to reach the ball or to tackle a player increases the risk of player injury, sliding is a *red card* offence.
- f. Only a goalkeeper may slide outside of the goalkeeper's area, provided he or she begins the slide inside the goalkeeper's area.
- g. If a goalkeeper's slide continues outside the D, the goalkeeper must not make contact with an opponent.
- h. A goalkeeper's slide must not be reckless, careless or made in a manner that uses excessive force.

6. Unacceptable behaviour RED CARD offences

- a. Swearing,
- b. Bad language,
- c. Racist comments and/or
- d. Overt dissent regarding a referee's decision are all unacceptable at Futsal Oz and are treated as *red* card offences.
- e. A player who uses unacceptable language will not be warned, and will be asked immediately to leave the court and will not be allowed back on the court for the rest of the game.
- f. Staff will ask spectators (including players on the pitch, coaches and managers) who use unacceptable language or abuse to leave the premises. Failure to do so will result in the game being abandoned and the offending team deemed to have lost on forfeit. A ban may also result.
- g. Red-carded players cannot take any further part in the game and must leave the playing area and not come back on the field. Their team will play for 2 minutes with one player short until the two minute penalty lapses or a goal is scored *only by the advantaged team*. If a goal is scored by the red-carded player's team, they still cannot bring a player on until the two minute penalty has lapsed.
- h. 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. This will attract an automatic one-match suspension.
- i. 5 yellow cards in one season will result in an automatic one-match suspension.
- j. All red cards are an automatic one-match suspension (next fixtured match) and depending on the incident may be more.

7. Stadium

- a. If the ball hits the roof or a light, the game will be restarted by a kick-in 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.
- c. Spitting on the court or anywhere in the Centre will result in a straight red card.
- d. Spitting gum on the court or anywhere in the Centre will result in a suspension.

8. Officials

- a. There shall be at least one referee per match.
- 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. Referees are independent service providers employed by the teams. However, Futsal Oz expects that referees will not act in a manner contrary to the Centre's interests.
- d. When, in the opinion of Centre management acting reasonably, a referee is acting contrary to the Centre's interest management may intervene and do all that is necessary to preserve the Centre's interest.
- e. If a player abuses or shows dissent from 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.
- f. If a player persists in abusive behaviour after being asked to leave the court, the player will be asked to leave the premises.
- g. Any queries that players may have about rules and their interpretations are only to be asked of the referee at half time or full time. This must be done politely and respectfully.
- h. During the course of play, a referee's decision is final.

9. 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.
- c. Once advantage is called, the original foul and every foul thereafter shall be added to the offending team's foul count.

10. 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 taken.
- c. The four second count only begins when the defending player is 3 meters back.
- d. Any infringing player will receive one warning, then a *yellow card*.
- e. 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 (if the player is not retreating) and a 3-meter advance free kick.

11. Out of Play

- a. When the ball goes out of the court, a player must kick the ball back into play, by placing the ball on or behind the sideline.
- b. The player taking the kick must be outside the court.
- c. Failure to do so, or placing the ball within 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.
- f. Failure to do so will result in a turn over kick to the opposition.

12. Penalties

- a. There are two penalty spots one is at close range just on the edge of the keepers area (also known as the 'D') and is generally awarded if a foul is committed in the keepers 'D'
- b. The other is a long penalty at approx. 10 meters back and is awarded for every foul committed in the same half after 5 fouls. This is known as the 10 meter penalty spot.
- c. A penalty shot, awarded on the siren (marking the end of the half or game) must be played.
- d. In a mixed game where the goalie is female, only a female player may take the penalty shot.
- e. No restrictions apply for run ups for any penalties.

13. Goalkeeper's area

- a. In order for the goalkeeper to handle the ball, the ball and the goalkeeper must be inside the goalkeepers 'D'.
- b. The goalkeeper cannot kick the ball from his or her hands nor may he or she drop kick the ball from a stoppage. This will result in a *free* kick outside the 'D'.
- c. The goalkeeper has 4 seconds to get rid of the ball from the goalkeeper's area. Failure to do so will result in a *indirect* free kick outside the 'D'.
- d. The goalkeeper, once outside the 'D' will be treated as on field player.

14. Point system

- a. Teams shall be awarded 3 points for a win, 1 point for a draw, and zero points for a loss.
- b. Teams who forfeit lose the match and will concede 9 goals in addition to being deducted 3 competition points and any fees applicable as per Law 5 of Centre Laws.
- c. Teams having a win on forfeit shall receive 3 points and 9 goals if they play a scratch match arranged by Futsal Oz. Otherwise, if Centre Management organizes a scratch match and the non-forfeiting team refuses to play, the team shall receive 0 points and 0 goals.

15. Finals

- a. In finals, if there is a draw at full time, teams will play until a goal is scored with an extra 3 minutes at each end. This is also known as golden goal.
- b. When a goal is scored the scoring team shall be the winner.
- c. If after the six minutes of extra time the score are still level, the result will be determined by a best out of three penalty shoot out.
- d. If a team is short of field players an exception can be made at the Centre management's discretion. A team who requires to field an ineligible player shall be penalised as follows:
 - I. 3 goals per ineligible player from the same division or lower
 - II. 5 goals per ineligible player from a higher division which includes Premier League and any of Futsal Oz's Elite Leagues.

16. Player 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. Players and 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. Players should consider taking out personal cover both medical and paramedical (AMBULANCE) as well as cover for their own financial position if they are unable to work for an extended period.

17. Fill-ins

- a. Teams can only use fill-ins from another team to make up a total of five players. Once a team has five players, they are not permitted to use any extra fill-in players and cannot have substitutes.
- b. A fill-in player is considered to be any player that is registered to another team in the same league.
- c. The purpose of allowing fill-in players is to facilitate a full social futsal match whereby teams/players are able to enjoy a game of five players against five other players.

18. Time Wasting

- a. When a ball is out of play the defending team must not interfere in any way to delay the restart of play. Interference includes obstructing the player from getting the ball, kicking the ball away, not handing the ball back to the player. Failure to adhere to this rule will result in a yellow card.
- b. The defending team is not obligated to retrieve the ball for their opponent however, if they pick up or gain possession of the ball, they must pass the ball directly to their opponent. Failure to adhere to this rule will result in a yellow card.
- c. When the ball is out of play, the team in possession must make a reasonable attempt to restart play as soon as possible. Failing to do so will result in the referee beginning the four-second count to restart play.
- d. Managers or officials who interfere with the game will be asked to leave the court without warning.

4. JUNIOR OZ LEAGUE RULES

1. Duration of game

- a. A game shall consist of two 14 minute halves. Teams will change ends at half time.
- b. There will be a maximum one-minute break at half time.
- c. A game is started and finished by the referee's whistle once he/she hears the siren sound.
- d. No timeouts are allowed.

2. Point system

- a. Teams shall be awarded 3 points for a win, 1 point for a draw, and zero points for a loss.
- b. Teams who forfeit lose the match and will concede 6 goals in addition to being deducted 3 competition points and any fees applicable as per Law 5 of Centre Laws.
- c. Teams having a win on forfeit shall receive 3 points and 6 goals if they play a scratch match arranged by Futsal Oz. Otherwise, if Centre Management organizes a scratch match and the non-forfeiting team refuses to play, the team shall receive 0 points and 0 goals.

3. Players and uniform

- a. Shin pads are compulsory for all junior players.
- b. All team members except the goalkeeper must wear the same top, colour and design must be the same. All players must have different numbers and cannot share tops.
- c. Players must have a visible number on the back of their shirt and either printed or ironed on. Numbers cannot be drawn or taped onto shirts.
- d. For each incorrect uniform item teams will lose (1) one goal to a maximum of 3 goals for a game. Teams will be given 3 weeks to organize their uniforms before penalties apply.
- e. Jewellery is not part of uniform and is not to be worn during a game.
- f. All players must wear non-marking rubber soled shoes.
- g. Girls and kids with special needs are permitted to play an age group below their age. Special needs is defined as an individual with a mental or physical disability
- h. If a team is short of field players, fill-ins are permitted to ONLY make up 5 players. A team cannot have a substitute player if using a fill-in player. Fill-in players can only be from the same age group or younger.

4. Ball sizes

- a. U8, U10 will play with Size 3 Futsal balls.
- b. U12, U14, U16, U21 will play with Size 4 Futsal balls.
- c. Futsal Balls are the only balls allowed on futsal courts. Please do not bring outdoor balls into the stadium.

5. Finals

- a. In finals, if there is a draw at full time, teams will play until a goal is scored with an extra 2 minutes at each end. This is also known as golden goal. When a goal is scored the scoring team shall be the winner.
- b. If after the four 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).
- c. If a team is short of field players an exception will be made at the Centre management's discretion, however, a 3 goal per ineligible player from the same division or lower will apply. Players from a higher division or older than the age group will not be allowed.

6. Player 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. Players and 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. Players should consider taking out personal cover both medical and paramedical (AMBULANCE) as well as cover for their own financial position if they are unable to work for an extended period.

5. PREMIER LEAGUE RULES

1. Duration of game

- a. A game shall consist of two 18 minute halves. Teams will change ends at half time.
- b. There will be a maximum one-minute break at half time.
- c. A game is started and finished by the referee's whistle once he/she hears the siren sound.
- d. No timeouts are allowed.

2. Player Uniform

- a. Shin pads are compulsory for all Premier League players. No shin pads, no game.
- b. All teams must be in full matching uniforms with different numbers. The goalkeeper must have a different number and top to the rest of the team.
- c. Players must have a visible number on the back of their shirt and either printed or ironed on. Numbers cannot be drawn or taped onto shirts.
- d. A penalty goal will apply for each player with incorrect items of clothing with no maximum. Uniform rules will strictly be enforced - so be organised.
- e. New teams will be given one week grace to organize their uniforms before penalties apply.
- f. Jewellery is not part of uniform and is not to be worn during a game.
- g. All players must wear non-marking rubber soled shoes.

3. Finals

- a. In finals, if there is a draw at full time, teams will play until a goal is scored with an extra 3 minutes at each end. This is also known as golden goal.
- b. When a goal is scored the scoring team shall be the winner.
- c. If after the six minutes of extra time the scores are still level, the result will be determined by a best out of three penalty shoot out.
- d. If a team is short of field players an exception can be made at the Centre management's discretion. A team who requires to field an ineligible player shall be penalised as follows:
 - I. 3 goals per ineligible player from the same division or lower
 - II. 5 goals per ineligible player from a higher division which includes any of Futsal Oz's Elite Leagues.

4. Forfeits

- a. Teams are not allowed to forfeit any Premier League games and risk being replaced immediately from the competition if they do not play a fixtured match.
- b. Teams that have a game forfeited against them still need to play a match to obtain full points and goals for, as per Law 5 of Centre Laws.

Futsal Oz Premier Leagues – Gateway to Elite Futsal

The purpose and rationale behind the Futsal Oz Premier Leagues is to provide futsal players the opportunity to play futsal at a higher level than social leagues whilst also serving as a bridging league between the Social Leagues and Elite Leagues at Futsal Oz.

All social leagues at Futsal Oz prohibit any form of tackling or challenging for the ball from behind. The Premier Leagues do permit tackling from behind and is predominantly the only major difference. With tackling from behind permitted, shin pads are also compulsory as per the rules across all Elite Leagues at Futsal Oz.

Whilst being a social league competition, the Futsal Oz Premier Leagues provides players the opportunity for their social league team to climb the ranks from the social leagues up into the elite leagues on their journey to Series Futsal. Along this journey, teams may make their social league name their club's nickname, as a suburb is required to be nominated/represented whilst playing in the Elite Futsal Oz leagues.

The major factor which differentiates social teams and elite teams is the level of organisation both on and off the field. Series Futsal teams must have a minimum of 8 players, 2 goalkeepers PLUS a Team Manager/Coach. Social league teams simply require 5 players in matching tops.

With the above in mind, one of the chief factors which determines a team's eligibility for Premier League is their level of organisation. Uniform rules will strictly be enforced - so be organised.