

## LOCAL CLUB COMPETITIONS - SIMPLIFIED AFA LAWS OF THE GAME

1. Futsal is a 5-a-side indoor soccer game played at club level on a basketball sized court. Players must wear non marking soled shoes, shinpads covered by long socks, a sleeved sport shirt and shorts with a number on the back of the shirt.
2. A team consists of 5 players; 4 court players and 1 goalkeeper. Team squads can have up to 12 players, however between 6-8 players are recommended for local club teams. Players need to be listed on the online nomination form and listed each week on the match sheet prior to playing.
3. All club competitions are combined boys and girls unless specified otherwise. Females are permitted to play in a maximum of two age groups younger than their eligible age group. However, this is not applicable if it is a female only competition. e.g. a 13 year old girl is permitted to play in the 11's competition. *(At regional and national level players must play in their own age group, or can play up a maximum of two age groups).*
4. All games must start with each team having a minimum of 3 players on the court. If a team cannot field 3 players to start the game, they must forfeit.
5. No team can borrow more than 1 player and can only make up to a team of 5 (i.e., no substitutes). If a team mate arrives late the fill in player must cease playing.
6. If the referee requires a team to wear bibs, the team listed as AWAY will do so.
7. Unlimited 'flying' substitutes: Players can re-enter the game as many times without notifying the referee. If teams wish to change the goalkeeper they must notify the referee and must be done during a stoppage in play. Substitutions must take place on the same side as the team benches. The exiting player/s must be completely off the court before the substitution can take place.
8. A goal cannot be scored directly from a sideline kick in, a kickoff, or indirect free kick. The ball must first touch another player.
9. Other than those mentioned in point number 8 a goal can be scored from anywhere on the court.
10. The whole of the ball must cross the whole line before it affects the game in any way. This includes but not limited to the awarding of kick ins, kick offs, corner kicks, goals, goal kicks.
11. There is NO offside rule for court players, however the goalkeeper is only allowed a maximum of 4 seconds to play the ball whilst in his own half. Once the goalkeeper passes over halfway he has unlimited time to play the ball. All court players can play and score from anywhere on the court.
12. Slide tackles are not allowed by court players.
13. Shoulder charging is NOT allowed
14. Aggressive / Dangerous play is NOT allowed
15. A 4 second time limit applies to all set plays (free kicks, corners etc)
16. 5 accumulated fouls are permitted per team during each half of the game. Each subsequent team foul is penalised with a 10 metre penalty to the opposition team.
17. From a kick off the ball must be played forward. A goal CANNOT be scored directly from kick-off.
18. To restart the game from the sideline the ball shall be placed on or behind the sideline to a maximum of 25cm where the ball has crossed the line. The kicker keeping both feet on or outside of the sideline. All opposing players must be at least 5 metres from the ball.
19. To restart the game with a goal clearance, the goalkeeper must throw the ball into play. If the goalkeeper catches the ball in play they can release the ball by throw, drop kick or punt (kick).
20. A goalkeeper cannot throw, drop kick or punt the ball over the 2/3<sup>rd</sup> line 'on the full'. The only exception is for 16 Boys, Youth Men & Women and Open Men & Womens games held on an international court.
21. Two-touch rule applies. Once the goalkeeper has played the ball in his/her own half of the court, he/she may NOT touch it again until it has touched an opponent, the ball has gone out of play or the goalkeeper has crossed over the halfway line.
22. A goalkeeper may not handle the ball from a back pass or a team mates' kick in and is restricted to 4 seconds on the ball in his/her own half of the court.
23. Goalkeepers can only slide 'side on' in preventing a goal scoring opportunity within the confines of his/her penalty area. Sliding feet first toward an opponent is illegal (dangerous play).
24. Goalkeepers can only touch the ball with their hands in their own penalty area ('D').
25. Defending players must remain 5 metres from the ball at all set plays (free kicks, corners etc)
26. Players cannot play at the ball whilst on the ground while an opponent is within playing distance of the ball.
27. Point Scoring:  
Win: 3 points    Score Draw: 1 points    Scoreless Draw: 1 point    Forfeit: 3 points (+3 goals)
28. To be eligible for finals players must be registered, listed on the nomination form and must have played a minimum of 5 games in the competition with the same team. *(Different rule for regional and national level).*

29. Semi Finals and Grand Finals will be played for all competitions. If the score is tied at the end of the game the teams will play an extra 1 x 10 minute period golden goal. If the game is still tied at the end of Golden Goal the game will be decided by a penalty shootout. The penalty shootout will be the best of 3 shots.
30. Referees decision is FINAL. Please accept and respect the decisions of the referees.
31. Referees will control the games if necessary with Yellow (caution) and Red (expulsion) cards.  
Disciplinary actions- where a player accumulates cards the following shall apply:  
Two yellow cards in a single game – automatic red card and suspension of one match.  
Three yellow cards in a season – automatic suspension of one match.  
One straight red card – automatic suspension of one match and case to appear before judiciary for further penalty.
32. AFA Judiciary is responsible for suspensions of players guilty of violent conduct, persistent rule breaking etc
33. AFA do not condone any form of abuse toward referees. Action will be taken against players, spectators and team officials who are found guilty of referee abuse.

**PLAY FAIR AND BE A GOOD A SPORT SO THAT YOU, YOUR TEAM MATES, OPPONENTS AND SPECTATORS CAN ENJOY FUTSAL**

*Please note: Centres may apply slight changes to the rules above. Please check with your centre manager before start of play to confirm rules used for your centre.*

## **SOCIAL MIXED RULES**

The Social Mixed competitions will use the same rules as local club rules, however in addition to the above rules the following rules apply;

1. Teams must have a minimum of 2 girls on the court at all times. This can be as a goalkeeper or field player.
2. Once a male scores a goal, a female must score next. A female can score consecutive goals with no restrictions. At half time this resets and anyone can score. In finals, if the game goes into extra time, it also resets.  
*(Please note this is in relation to Adult Social Mixed competitions only).*

## **REGIONAL & NATIONAL CHAMPIONSHIPS -**

*Regional and National Championships use the same rules as the local club, however there are a few differences as well as additions which are listed below:*

1. Players must represent only ONE region or state (for national championships).
2. Players must represent the region or state in which they reside. Player releases are available only if the residing region/state does not have a team available.
3. A player can compete in more than one age group, except where two age categories are combined. Players are only allowed to play up in age groups. NOMINATION
4. A player cannot compete in more than one game at the same time.
5. Only players whose names appear on the official match sheet prior to kick off will be eligible to compete.
6. Female players can play in boys teams up to the ages of 13 years, only if a girls team does not exist from that region. The female players must play in the correct age group for their year of birth.
7. Players cannot play up age groups more than 2 years above their current age group.
8. To be eligible for finals *a player must play the following amounts of games: 9-7 rounds = 4 games, 6 rounds = 3 games, 5 / 4 rounds = 2 games*
9. *Open, Youth & 16 boys games will be played international size court at national level only*
10. *Open, Youth & 16 boys will play full court throw and punt kick, while 16's girls and under age categories cannot throw, punt kick or drop kick the ball over 2/3<sup>rd</sup> of the length of the court without it first touching the floor or a player.*
11. *Playing times:*  
12, 13, 14, 15, 16 Girls and 10, 11, 12, 13, 14, 15 Boys – 20 minutes each way run of the clock  
16 Boys, Youth Men & Women and Open Men & Women -25 minutes each way run of the clock

*We hope this makes the game easier for all to follow. If you would like clarification on any of the rules or would like to do a referee course please call 3270 2777*

*Last Updated 26/6/17*

## DISCIPLINARY POLICY

The following outlines disciplinary regulations set by AFA:

### PLAYER INFRINGEMENTS

Australian Futsal Association referees officiate with the 2 card system.

**YELLOW** Cautionable Offences (2 Yellows = 1 Red)

**RED** Player will be sent from the court and must leave the vicinity of the playing area. Player will not participate in remainder of the game and will have an automatic suspension of 1 match within that competition. Player can be replaced on the court after 2 minutes or when the opposing team scores (whichever comes first). If player receives a straight red card, he/she will not be eligible to play in any Australian Futsal Association competition until judiciary has determined suspension.

### REFEREE ABUSE

The referee has the right to caution and show a yellow or red card to a player if they commit any (but not limited to) the fouls and abuse below. The referee has jurisdiction within the centre, not just during match play. If a spectator or team official is to commit any serious foul play or violent conduct, the referee or centre manager has the right to remove this person from the vicinity.

### SERIOUS FOUL PLAY

Below are examples of serious foul play which may occur during a game:

- Stopping an obvious goal scoring opportunity by tripping, holding, impeding and handball
- Deliberate kicking of an opponent
- Deliberate elbowing of an opponent
- Violent tackle from behind

All these are cautionable offences with a yellow or red card depending on the severity of the infringement and will be at the referees discretion.

### SERIOUS VIOLENT CONDUCT

Below are examples of serious violent conduct which may occur before, during or after a game:

- Striking an official or player
- Spitting at an official or player
- Threaten an official or player with physical violence
- Attempting to strike an official or player with ball or other object
- Threaten the safety of an official or player
- Pushing an official with an open hand, shoulder or hip.

All these are red card/suspension offences and will be determined by judiciary based on referee and centre managers incident report.

### USE OF FOUL AND ABUSIVE LANGUAGE

Below are examples of foul and abusive language which may occur during a game:

- Making obscene gestures towards an opponent, official or spectator
- Offensive insults or abusive language

All the above are cautionable offences with a yellow or red card depending on the severity of the infringement and will be at the referees discretion.

### APPEALS PROCESS FOR LOCAL CLUB COMPETITIONS

If a player wishes to appeal his/her suspension the player must contact head of judiciary on 3270 2777 within 24 hours of receiving suspension. A\$60 appeal fee is to be paid at the time of lodgement of the appeal. In the case the appeal is won, a full refund of the \$60 appeal fee will be refunded.

Grounds for appeal:

- ♣ Severity of the sentence imposed
- ♣ Inconsistency in the judiciary process of sentencing
- ♣ Mistaken Identity

### APPEALS PROCESS FOR REGIONAL AND NATIONAL CHAMPIONSHIPS

An appeal will only be considered by the tournament judiciary panel if it is:

- ♣ Lodged within one hour of the incident specified
- ♣ Lodged in writing by a team official or regional delegate
- ♣ Accompanied by a fee of \$60 (refundable only if the appeal is upheld)