



# **WaiBOP Football Federation Futsal Rules 2020**

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# WAIBOP FUTSAL RULES

## THE COURT AND BALL

- Full size court: 40m x 20m with full futsal markings (The Peak, Hamilton)
- Community court: netball or basketball courts (markings vary at different venues)
- U9 & U11: Size 3 ball
- U13+: Size 4 ball

## THE NUMBER OF PLAYERS

- Teams may have a maximum of 14 players registered per team. To maximise game time, we recommend 8 players present on match day (or somewhere between 7-10).
- 5 players are on the court at one time, 4 court players and 1 goalkeeper.
- There are unlimited “flying” substitutions. Players can re-enter the game from their own defensive half without notifying the referee. A substitute cannot enter the court until the player coming off has left the court.
- The referee must be notified if the goalkeeper is changed.
- All players must be registered to WaiBOP Futsal to be eligible to play. Information on 'fill in players' and being registered for more teams can be found in the WaiBOP Futsal regulations.

## THE PLAYER'S EQUIPMENT

- **SHIN PADS MUST BE WORN – NO SHIN PADS = NO PLAYING.**
- All players within a team must wear the same colour playing shirt, except for the goalkeeper who must either wear a different coloured shirt or a bib.
- All players must wear non-marking footwear.

## THE DURATION OF THE MATCH

- The games will be 2 x 18 minute halves with a 1 minute break for half time. The clock will start on your stated time, so make sure you arrive on time!

## THE START AND RESTART OF PLAY

- From a kick off, the ball must be played forward.
- A goal cannot be scored directly from a kick off.
- The opposing team must be outside of the centre circle.

## THE BALL IN AND OUT OF PLAY

- When the ball goes out over the sideline, it is then placed on the sideline, or up to 25cm behind the line. From a stationary position, the ball is kicked into the court.
- All kick-ins (including corners and free kicks) must be completed within 4 seconds. The 4 seconds begins at the referee's discretion.
- For a ball to be out of play or a goal scored; all of the ball must be over the line.
- A goal cannot be scored directly from a kick-in unless it touches another player.
- All opposing players must be at least 5 metres from the ball.

## **FREE KICKS**

- Players can score from direct free kicks, but not from indirect free kicks.
- Players have 4 seconds to take a free kick.
- A free kick can be taken once the referee has blown their whistle.
- All opposing players must be at least 5 metres from the ball.

## **FOULS AND MISCONDUCT**

- Sliding and playing on the ground is permitted when not endangering a player.
- During the game, a referee has the option of using 2 cards (yellow and red). A player is sent off if they receive 2 yellow cards or 1 red card.
- When a player is sent off, the player that committed the offence remains off for the duration of the game. After 2 minutes of play, or if the opposing team scores a goal, the team that had a player sent off can play a substitute to make 5 players once again.
- There is NO offside.

## **ACCUMULATED FOULS**

- A team may commit 5 fouls per half. On the 6th foul, and for every subsequent foul, a direct free kick is awarded to the opposing team from the second penalty mark. The foul count is reset at halftime.
- The second penalty mark (direct free kick) is 10 metres from the goal line.

## **THE PENALTY KICK**

- A penalty kick is awarded if a team commits a direct free kick inside the penalty area.
- The penalty taker must be identified.
- All opposing players must be at least 5 metres from the ball.

## **GOALKEEPERS**

- Goalkeepers may only touch the ball (with any part of their body) once per possession inside their own half. Once a goalkeeper has released the ball, they cannot play the ball again in their own half of the court until the opposition has touched the ball. If the goalkeeper is in the attacking half, they may then play as if they were a regular court player.
- Goalkeepers have 4 seconds to control the ball in their own half.
- Goalkeepers are not allowed to pick up a back pass from any of their team mates.
- Goalkeepers throw the ball from the goal area to restart from a goal clearance.
- Goalkeepers can kick the ball from their hands when not a goal clearance.

## **THE REFEREE**

- Referees have the right to warn, ask to leave or eject from the stadium, any player or spectator whom they feel is bringing the game into disrepute.
- The Referee's decision is final.