

Futsal rules

Games

Games consist of two sixteen minute halves with a three minute warm-up and one minute half-time break.

All soccer games are centrally timed and will start as per the fixtured time.

Game times are 6pm, 6.35pm, 7.10pm, 7.45pm, 8.20pm, 8.55pm, 9.30pm

Rule modifications/clarifications

All rules are as per the official FIFA (Fédération Internationale de Football Association) futsal rule book with Lords amendments as detailed in this document.

- Field markings are to those of a standard netball court (approximately thirty meters by fifteen meters).
- Minimum distance from placed kicks is five metres for defensive team (side, corner, direct and indirect free kicks).
- Players must kick the ball in with both feet on or behind the line at all times. The ball must also be on the line and played within 4 seconds and the ball will be turned over if not played within that time.
- Lords forfeit policy applies and is outlined below.
- Only the team captain can voice any concerns or queries to referees/umpires or the duty manager. This must be done either at half-time or at the end of the game.
- The Goalkeeper is not allowed to kick the ball out of his hands without the ball touching the floor when receiving the ball in open play (can drop kick the ball).
- Player must always inform the referee when changing goalkeepers.

Any rule changes that are made by FIFA during the season will be adopted for the commencement of the new season. This is to provide stability and continuity throughout each season.

Teams/players

- All players must be sixteen years or older to compete.
- A maximum of ten players per team (five playing and five substitutes).
- A minimum of three players are required to start the game (a fourth must join prior to the commencement of the second half, or the match is forfeited).
- Mixed – a minimum of two female players must be on the court (goalkeeper included) at all times.
- No men are allowed to play in the women's competition and no women are allowed to play in the men's competition.
- Sharp adornments, including jewellery and other accessories, must be removed or taped to the satisfaction of the official.
- Shin guards are highly recommended (but not compulsory) and must be completely covered by the player's socks.
- Fill-in players may only come from one grade above and any lower grades than the grade being played. Players must have played 4 games throughout the season to qualify for finals.
- All participants play at their own risk.

Substitutes

- The player being replaced must be completely off the court before the replacement enters the court, and this swap should be at the same area.
- The referee does not need to be informed, except in the instance of a goalkeeper swap.

Goals

- The restart of play after a goal is regarded as indirect. A goal can't be scored directly from a sideline kick in, an indirect free kick or a kick-off.
- When the ball passes over the goal line having last been played by an attacker the game is restarted by a goal clearance. This must be done by the goalkeeper and the ball must be thrown directly out of the penalty area.

Uniforms

- Teams must make reasonable efforts to have matching uniforms by the fifth week of fixtures.
- Players must wear clothing that clearly identifies the team they represent to teammates, opponents, and officials. Acceptable forms of identification include matching shirts, singlets, bibs, or other approved team identifiers.
- Team colours should be generally consistent. Variations in shade of the same colour are acceptable and exact colour matching is not required.
- Where player numbers are used, they must be clearly visible on the front and/or back of the garment. Numbered bibs are permitted.
- Teams should avoid duplicate player numbers. Where duplicate numbers create confusion for officials, scorekeepers, or opponents, competition organisers may require the team to rectify the issue.

Penalties

- One goal per player out of uniform (to a maximum of four goals).
- Penalties are to be added to the score card at the beginning of the first half so teams are aware immediately. This will also be noted down on the scoresheet.

Late arrivals

Penalties:

- The team must be on court and ready to play by the start of the first half (after the three minute warm-up period)
- If a team is not ready, they will be penalised one goal for every minute of game time they are not ready on court (to a maximum of five goals).
- Penalties are to be added to the score card at the beginning of the first half so teams are aware immediately. This will also be noted down on the scoresheet.

After the eight minutes of the game time elapsing the official will declare the game a forfeit if a team cannot field the minimum number of players to start a game.

Fouls and misconduct

Fouls resulting in a direct free kick are the same as outdoor soccer with the following additions:

- A player cannot charge an opponent with their shoulder.

- Any player cannot slide at any time, except for a goalkeeper in his penalty area and he must not slide in a careless or reckless way or use excessive force.
- A player on the ground cannot play the ball, whether deliberately or not.
- The penalty mark is six meters.
- Accumulated fouls are those penalised with a direct free kick or a penalty kick. If a team commits a sixth accumulated foul, the opposing team is rewarded a penalty kick without a wall, ten meters from the goal line or from a position even closer if the foul was committed between the goal line and the penalty mark.

Cautions and dismissals

All officials are issued with yellow and red cards:

- A yellow card will constitute a caution.
- A second caution will result in a red card, and the player being sent from the court for the remainder of the game. (No player can replace the player after 2 minutes as previously a rule)
- The earning of a red card will result in an automatic one week suspension for the following week for that player (this includes the earning of two yellow cards in a single match).
- The earning of three yellow cards over the course of a season will result in an automatic one week suspension for the following week for that player.
- Please note that these suspensions are a minimum and if a particular player warrants it, or ongoing player indiscretions occur, a report shall be made to the Coordinator of Sports and may result in further suspensions.
- Suspensions do not include any byes or forfeits that may occur.
- Any team who receives more than 10 penalty points in a season may be withdrawn from the competition at the discretion of Lords management with no further correspondence entered.
 - **Futsal** – Yellow Card (1) point, Red Card (2) Points

Special situations

Attempted intimidation of a player, either by shouting or stamping feet, is unsportsmanlike and may be penalised by the umpire.

Heat Policy

In the event of games being played on days where the temperature reaches or exceeds 40 degrees Celsius, the game will include a short drink break at the halfway point of each half. This is compulsory and has been implemented for player safety.

Forfeits

If a team cannot field enough players for a fixtured game, it becomes a forfeit. A forfeit maybe called after eight minutes of game time has lapsed, and a score of five-nil (5-0) will be recorded against the forfeiting team. Forfeit fees apply with all information found in the Teams Condition of Entry document. Forfeit fees are charged in accordance with the current set of approved fees and charges and are reviewed on a yearly basis.

Lords reserves the right to cancel or adjust games where required due to player safety and/or court safety. If a game is called off prior to half time, the game will be a draw. If the game is called off after half time the score at that time will stand. The result is final.

Abandoned Fixtures

Games can be abandoned for numerous reasons including leaks, altercations, and serious injuries. In the event of an abandoned game, the result will be determined by the point of when it was abandoned.

Pre Game

Match result will be a **DRAW** and teams will only receive a free game for the next week if they are not notified before entering the facility. Free games will be given if the team is not notified before entering the facility.

Before Half Time

Match result will be a **DRAW** and teams will receive a free game the next week if abandonment is due to anything except an altercation. No free games will be offered if the match is ended by an altercation.

After Half Time

Match result will be recorded as what it was at the time of the abandonment of the match. No free games will be given for any match that is abandoned after half time, as the result is deemed final.

Player and spectator code of behavior

- Any breach of the player and spectator code of behavior may result in the offender(s) being required to leave the facility.
- Any breach deemed serious may result in the team's removal from the competition.

For more details about the code of behavior and other information important to your team's participation at Lords, please refer to the Team Conditions of Entry.