



## **Lunchtime Social Sport Competition**

### *Futsal Rules (Mixed)*

#### **Laws of the Game:** Futsal

The International Football Federations Laws of the Game are followed for SUSF Lunchtime Social Futsal Competitions. These rules can be found on our website.

#### **SUSF Lunchtime Social Sport Modifications**

##### **Team**

- Teams must consist of a minimum of 5 registered players and a maximum of 12 registered players.
- Teams must have at least 3 registered players on court to start a game to not incur a technical forfeit.
- All players must be registered, and ONLY registered players may play for the team.
- Registered players must play 3 rounds in order to be eligible to compete in the finals.
- All team members MUST sign in before taking the field.

##### **Player Ratio's**

- A maximum of 5 players may take the court per team.
- There must be a minimum of 2 female players on the court at any one time.
- There is a maximum of 3 male players from each team allowed on court at any one time.

##### **Match Duration**

- Matches consist of 2 x 12-minute halves, with a 2-minute half-time break.
- A running clock will start at the scheduled time of the game.

##### **Substitutions**

- Substitutions are unlimited, however, must be made in a break of play.

##### **Stoppages**

- In the event a player is ill or injured, a time stoppage of 2 minutes is permitted. The injured player or a player from their time must signal 'Time' to the game official.
  - Any player with visible blood or bleeding on their clothing or person must be removed from the game and may not return until all bleeding has stopped.
- At the conclusion of the time stoppage, the game official shall blow the whistle to restart play and the game is continued from the spot where play was stopped.

##### **Miscellaneous**

- Goal Keepers
  - A goal kick can only be taken by throwing the ball.
  - The ball may pass halfway without touching the court or another player first.
  - Goal Keepers may play the ball with their feet back into the field of play if the ball is in play or they have received a back pass.

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- Court Area
  - The field dimensions are the same as a Netball court (30m x 15m).
  - The Goal Keepers boundary consists of the Netball goal area (large semi-circle).
- Kick Off
  - Teams may score from the Kick Off.
  - Side tackles are not permitted.

#### **Referees & Misconduct**

- Referees discretion on calls are final.
- Any misconduct on decisions can result in offending players being asked to leave the court.
- If a player is shown a yellow card, they must leave the field for a period of TWO minutes.
  - The player (or team-mate) may return to the court at the conclusion of the 2 minutes after the two minutes is complete.
- If a player is shown a red card, they must leave the field for the remaining duration of the match.

#### **Forfeits**

- All forfeits must be confirmed by 4pm the business day prior to your game by emailing [lunchtime@sport.usyd.edu.au](mailto:lunchtime@sport.usyd.edu.au).
- Any forfeit outside of the timeframe above (minus extenuating circumstances as determined by SUSF) will incur a \$10 fine to be paid prior to the next game.

#### **Finals**

- After all round games have been played, the top 4 ranking teams according to overall ladder will proceed through to play a single elimination tournament to decide which team is the overall winner of the Basketball competition.
- During finals matches; in the event that scores are level:
  - Extra time will include 3 minutes.
  - In the event scores are still tied, the winner will be decided on a 'for and against' goal count.

**Any abuse or gross misconduct directed at game officials or other players will result in exclusion from the game and a possible suspension for the individual and/or their team.**