

SOCIAL SPORT HANDBOOK

FUTSAL



RULES AND REGULATIONS

PRE-GAME

- Team or individual registrations must be paid in full before the first round of competition. Teams with outstanding fees will forfeit match points until the fees are paid (unless alternative arrangements have been made)
- Teams are expected to wear shirts of the same/similar colour
- It is recommended that all players wear shin guards
- In the case of needing to forfeit please notify ANU Sport via email, slso@anu-sport.com.au or alex.kuzis@anu-sport.com.au
- A player can only be used from another team if the borrowing team has less than five (5) players. Teams not able to field four (4) of their own players will forfeit. A friendly game may still be played but the outcome will have no bearing on the competition.
- If a team cannot field two (2) female identifying players that team must forfeit the game unless the opponent agrees to play. The opponent may request that the opposition player with four (4) players.
- Which team kicks off at the commencement of the match is determined by the teams themselves, e.g., coin toss, scissor-paper-rock, mutual agreement

COMPETITION POINTS

The scoring system is as follows:

- Win 4 points
- Draw 2 points
- Loss 0 points
- Forfeit 0 point plus 5 goals against

GAME PLAY

- Games will be between two (2) sides of five (5) players, one (1) being the goalkeeper. There must be two (2) female identifying players on the court at all times.
- Games are self-refereed, 45 minutes in duration - 2 x 20-minute halves with a 5-minute half time.
- A goal can be scored directly from the kick-off.
- No extra time is played. In the case of finals, if the scores are level at full time, extra time is played. This will be a golden goal format, played for five (5) minutes or until the first goal is scored. If the scores are still level after

extra-time, the match will be decided by penalty kicks (best of 3). The team who is one (1) goal in front on even kicks will be the winner.

- A team can interchange players when the ball is out of play and after a goal has been scored. There is no limit to the number of times a player may leave or re-enter the court of play.
- There are no throw-ins. The ball will be kicked into play.
- Corners are permitted. It is possible to score directly from a corner.
- There is no offside; a player may stand anywhere on the field.
- Opposing players must be at least two (2) meters from the ball at all free kicks, including penalty kicks and kick-ins.

REFEREES

- **Each team is required to provide a referee** - this can be one of the substitutes. It is expected that each team will officiate half of the game.
- Failure to provide a referee will result in a forfeit. A friendly game may still be played but the outcome will have no bearing on the competition points.
- This is a social competition. The referee must use their own discretion regarding team ability and knowledge of futsal when making calls.
- See the 'infringements or fouls' listed below to guide decisions.

INFRINGEMENTS OR FOULS

- Slide tackling is NOT permitted. A direct free kick will be awarded any player that uses this type of tackle. A slide tackle in the goal keeper's area will result in a direct free kick from the penalty spot (basketball free-throw line)
- A free kick* will be awarded if a player kicks, trips, charges, strikes or holds an opponent or intentionally handles the ball. A penalty kick will be awarded if any of these offences occurs inside the goal circle. *Please note as it is a social competition, there will be no direct/indirect difference in free kicks.
- Back passes to the goalkeeper are permitted. The keeper may only pick up the ball if the pass was made with the head, chest or shoulder. Back passes with feet or legs will result in a free kick from where the ball was played.
- The goalkeeper must release the ball within 3 seconds of receiving it.
- If the ball hits the roof, play will be restarted with a kick-in in line with where the ball went out.
- When taking a penalty kick the goalkeeper must stand level with the goal posts and cannot move forward until the ball is kicked. All other players must remain outside the goal posts and cannot move forward until the ball is kicked. All other players must remain outside the goalkeepers area and at least 2 metres from the ball until the ball is kicked.

SCORING

- A score sheet will be provided to teams prior to commencement of each game.
- Each goal is worth 1 point (unless alternative arrangements are made).
- A team delegate is to keep score of their own game.

GAME DAY INFORMATION

PROCEDURES

- At 10 minutes past the hour teams must take the court. A whistle or airhorn will signal the beginning of games.
- If teams are running late the clock will continue to run. After 5 minutes of game time the game is forfeited 5-0.
- Games are 45 min - 20-minute halves, 5 minute half time.
- Each team delegate is to keep score of their own game.
- At the end of the games, score sheets/scores and the ball need to be handed back to ANU Sport Staff.
- Scores will be posted online and the ladder updates at the conclusion of the round.

DRAW

- The draw will consist of a 1 hr timeslot and the court in which you will play on.
- Each team will play 1 game per week.
- Games will be either at 12:10pm or 1:10pm. The number of timeslots will be advised before the competition commences.
- If there are issues with time slots, please inform ANU Sport before the start of the competition.

TOILETS AND CHANGEROOMS

- Toilets are located within ANU Sport
There are female and male identifying toilets and a disabled toilet located in the New Hall and Building 19.

PARKING

- Parking on-site is pay parking - you can pay with coin or with credit card via the CellOpark App
- Parking is hard to find on campus, so it is suggested to car-share and arrive early to find a park

CODE OF CONDUCT

All players and spectators must adhere to the following guidelines when participating in the ANU Sport Social Sport competitions. Penalties will apply for any breach of the Code of Conduct.

- Abide by the rules of the match and competition.
- Behave in a positive manner at all times and do not direct physical or verbal abuse to officials, spectators or other players at any time.
- Encourage and support honest effort, skilled performance, and improvement.
- Respect your opponents if you need to forfeit do it as early as possible.
- Show respect for opponents and their skills.
- Respect any official's decision as final.
- Condemn the use of violence in any form.
- Leave the area tidy after each match.

ANU Sport is committed to creating a welcoming and safe space for all participants of social sport.

- ANU Sport supports and promotes the inclusion of transgender and gender diverse people to participate in social sport.
- Participation in social sport is based on a persons affirmed gender identity and not the gender they were assigned at birth.

ANU SPORT STAFF HOLD THE RIGHT TO REMOVE PLAYERS / TEAMS FROM ANY MATCH OR COMPETITION IF FOUND IN BREACH OF THE CODE OF CONDUCT.

FAQs

FIXTURES, LADDER AND RESULTS

All fixtures, ladders, and results will be emailed out weekly.

GAMEDAY PROCEDURES

Teams should arrive at the venue on the hour prepared for games to commence at 10 minutes past.

LUNCHTIME COMPETITION DURATION

Futsal - 20-minute halves with 5-minute half time.

WET WEATHER

If a competition is called off due to wet weather, the team manager will be notified before 11:00 am on the same day.

FIRST AID

In the event of any injury - there will be an ANU Sport Staff member monitoring the competition who can assist

- Ice is located at ANU Sport reception
- Any injury that causes someone to come off the court or require ice will need an incident report to be filled out.
- When playing an ANU Sport social sport, a person is covered under ANU Sport's insurance policy.

COMPETITION CONTACTS

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