



FUTSAL

| Interfaculty Tournament

IFT Futsal Rules 2018

Normal rules of futsal apply in addition to and/or including the following:

1. Shin pads are mandatory, as are black shorts and same colour socks for team
2. There are to be **no** bags on the court (bags must be stored upstairs, in cubbies provided, or on top of bleachers)
3. Games are 15 minute halves. There will be a 1 minute break at half time
4. In the case of a draw in semi-finals & finals there will be 1 extra time period of 5 minutes with the golden goal rule, then a penalty shoot-out if still tied
5. There will be no injury time. If a player is injured they must notify the referee closest to them, and leave the court. They may return later in the game if they are able to
6. Each team is allocated a substitution zone opposite to the side of the court their team is playing. When your team switches over for the second half, so must your bench to the appropriate substitution zone. Only players and their respective team managers are allowed here during their game
7. Scoring: Win = 4 Points, Draw = 2 points, Loss = 0 Points
8. From a kick off, the ball must be played forward. A goal **cannot** be scored directly from a kick off
9. A maximum of 12 players per team. 5 court players -7 substitutions. A team consists of 5 players, 4 court players and 1 goalkeeper
10. Unlimited "flying" substitutions. Players can re-enter the game from their substitution area (from their own defensive half when no markings) without notifying the referee
11. There is NO offside
12. When the ball goes out over the sideline, it is then placed on the sideline. From a stationary position, the ball is kicked into the court to another player. All opposing players must be at least 5 metres from the ball
13. For a ball to be out of play or a goal scored; **all** of the ball must be over the line.
14. A goal cannot be scored directly from a kick in unless it touches another player
15. Goalkeepers throw the ball from the ("D"-shaped) goal area to restart from a goal clearance
16. Goalkeepers **can** kick the ball from their hands when not a goal clearance
17. A goal clearance is when the ball travels over the defensive goal lines either side of the goal
18. The goalkeeper has 4 seconds time limit to control the ball, unless they are in the oppositions half of the court, at which they then have unlimited time
19. Goalkeepers are not allowed to pick up a back pass from any of their team mates

20. Goalkeepers cannot play the ball in their own half of the court after it has been deliberately kicked to him/her by a team-mate without an opponent playing or touching it
21. The game has a 4 second time limit at kick-ins, corner kick-ins and free kicks.
22. A player can score direct from a corner
23. Sliding and playing on the ground **is** permitted when not endangering a player.
24. Dangerous play is not allowed
25. After 5 fouls a direct free kick is awarded to the opposing team for every subsequent foul from the second penalty mark. The foul count is reset at halftime
26. The second penalty mark (direct free kick) is 10 metres from the goal line
27. During the game, a referee has the option of using 2 cards – Yellow or Red
28. 2 yellows = sending off, 1 red = sending off
29. When a red card or x2 yellows are issued the player that committed the offence remains out for duration of 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
30. Referees have the right to warn, ask to leave or eject from the stadium, any spectator whom they feel is bringing the game into disrepute
31. The Referee's decision is final