

CSSA STATE FUTSAL RULES - SIMPLIFIED

1. The CSSA State Futsal GD will be played on an indoor basketball court with 3mtrs x 2mtr goal posts.
2. A match will comprise of 2 x 12minute halves with a 2minute half time.
3. From a kick off, the ball can be played in any direction.
4. A goal **CAN** be scored directly from a kick off.
5. A team consists of 5 players, 4 court players and 1 goalkeeper; the maximum number of players in a team is 12.
6. **Unlimited 'flying' substitutions:** players can re-enter the game as many times without notifying the referee, this also includes the goalkeeper (games will not be stopped for substitutions). Substitutions must be made in the substitution area. A substitute player can only enter after the player they are substituting is off the court.
7. **Replacement of sent-off players:** a substitute player may replace a sent-off player and enter the pitch two full minutes after the sending-off. They may, however, enter the pitch before the two minutes have elapsed should their team concede a goal while a player down.
8. **No tackling from behind or dangerous slide tackling is allowed.**
9. Dangerous play is not allowed.
10. **SHIN PADS ARE COMPULSORY**
11. Players are not permitted to use objects that might endanger them or others, including any kind of accessories, jewellery and/or glasses.
12. There is **NO offside** in Futsal and players can score from anywhere in the court of play.
13. The ball is still in play if it is touching any part of the sideline.
14. When the ball goes out over the sideline, it is then placed on the sideline; it must be stationary and kicked into the field of play. All opposing players must be at least **5 metres** from the ball. **Either foot can be anywhere on or off the court when taking a kick.**
15. A goal cannot be scored directly from a sideline KICK-IN, but you can from a corner KICK-IN.
16. **Goalkeepers:** Goalkeepers have only five seconds in which to play the ball, with either their hands or feet and MAY NOT touch it again if it has been deliberately played to them by a team-mate without an opponent playing or touching it. Goalkeepers are also now free to play anywhere on the pitch and throw the ball beyond the halfway line, which was not previously permitted.
17. **The Goalkeeper is allowed to drop-kick or kick on the full from hands only if they catch or save the ball during play.**
18. Goal Clearance or Goalkeepers throw: the goalkeeper throws the ball from the marked goal area to restart play after the ball has gone over the goal line, last being touched by an attacking player.
19. A goal **CANNOT** be scored if thrown directly from the goalkeeper. The ball must touch another player from either team for it to be a goal.
20. The game has a **4 second time limit** at all kick-ins, corner kicks, free kicks & goalkeeper throws.
21. Free Kicks, the opposition must be **back 5 meters** from the taking of any free kicks, unless the team awarded the free kick decides to take a quick free kick.
22. Hand ball is when a ball touches a player from the shoulder down (not including the shoulder). A deliberate hand ball will be awarded with a direct free kick/penalty to the opposition. An accidental hand ball will be awarded an indirect free kick to the opposition; unless the opposing team gains advantage (advantage rule); this decision is up to the referee's discretion. Female players are allowed to protect their chest area and male players are allowed to protect their groin area with their hands and arms, as long as there is no movement of the hands and arms towards the ball.

23. Each team has **5 team fouls** per half, any fouls after the 5th will be penalised with a ten meter penalty shot by the opposition – without a wall.
24. If a player receives **2 Yellow** cards in 1 game = **Red card** resulting in that player being sent off. Not only will that player miss the rest of that game, they will also not be able to take part in any of the next game. (It is important that the team managers make sure that this happens)
25. Referees have the right to warn, ask to leave or eject from the Stadium, any spectator or player whom they feel is bringing the game into disrepute.

PLAYERS INFRINGEMENTS

The following offences will receive either a **yellow card** or **Red card** depending on the severity of the infringement (referee's discretion):

If a player receives **2 Yellow** cards in 1 game = **Red card** resulting in that player being sent off

DISRESPECT AND DISTRACTING OPPOSING PLAYERS

- Showing disrespect to the referee or players in the opposing team or their team
- Distracting an opponent with words, comments or gestures during the day (on and off court)
- Unsportsmanlike conduct

USE OF FOUL AND ABUSIVE LANGUAGE

- Making obscene gestures
- Offensive insults or abusive language

SERIOUS FOUL PLAY:

- Stopping an obvious goal scoring opportunity by tripping, holding, impeding, and handball
- Deliberate kicking an opponent
- Deliberate elbowing an opponent
- Violent tackle from behind
- Over the ball tackle

SERIOUS VIOLENT CONDUCT: The following offences are red card/suspension.

- Striking an official or player
- Spitting at an official or player
- Threaten an official or player with physical violence
- Attempting to strike an official or player with ball or other object
- Pushing an official with open hand, shoulder or hip

Should a player be sent from the court for a red card offence, the referee will record the players name and inform the State Convenor.

CSSA State Futsal GD General Rules

If a school is late to the start of a game a forfeit will be called at half time if play has not commenced.

- 3 points will be awarded to the school waiting for play to commence.
- If a forfeit is claimed the winning school will be awarded 3-0 score

Futsal Mercy Rule: *If a team is leading by 6 goals, ie. 6-0 or 8-2, the team leading takes off one player. The game continues until the score is reduced to less than 6 clear goals. e.g. 6 -1, then the team leading can put their player back on. The non-scoring team will restart play after a goal has been scored until the score is reduced to less than 6 clear goals.*

NOTE: *It is up to the schools playing to enforce the mercy rule not the referee*

Pool game points are allocated as:

Win 3 points Draw 2 points Loss 1 point Forfeit 0 points

If **TWO teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:

1. Head to Head game played in the pool game

If there is still no clear placing, then positions will be determined by:

2. Points Differential – Points/Goals For subtract Points/Goals Against
3. Points/Goals scored Against
4. Points/Goals scores For
5. Team that scored 1st in head to head game – *if recorded*
6. Coin Toss

If **THREE teams** finish on equal points at the end of the round robin phase, the team to progress through will be determined by:

1. Points Differential – Points/Goals For subtract Points/Goals Against

If there is still no clear placing, then positions will be determined by:

2. Head to Head game played in the pool game
3. Points/Goals scored Against
4. Points/Goals scores For
5. Team that scored 1st in head to head game – *if recorded*
6. Coin Toss

SEMI'S + FINALS

If teams are drawn at the completion of the normal game time, a five (5) minute 'golden goal' period of extra time will be played.

If at the end of the extra time 'golden goal' period scores are still tied, a PENALTY SHOOT OUT will take place: 3 shots/team & continue until a result is achieved.