

1. ACS Futsal matches shall be played according to the rules as stated by FIFA unless otherwise stated hereunder or in ACS Competition Rules.
2. Playing Conditions: Two teams; 1st and 2nds played back to back on an indoor Futsal pitch. Indoor soccer court with nets is not suitable.

Official Futsal Rules from FIFA (adapted for ACS purposes and includes rules where they differ from football played outdoors)

LAW 1: THE PITCH

Dimensions

The length of the touch line must be greater than the length of the goal line. All lines must be 8 cm wide.

For non-international matches the dimensions are as follows:

- Length (touch line): minimum 25 m - maximum 42 m
- Width (goal line): minimum 16 m - maximum 25 m

LAW 2: THE BALL

Ball size (balls provided by the home team): Size 4 Futsal Ball

LAW 3: NUMBER OF PLAYERS

- A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper.
- A match may not start if either team consists of fewer than three players. The match is abandoned if one of the teams has fewer than three players on the pitch.
- 5 a side on the court; more for substitutions. Up to a maximum of ten substitutes may be used in any match with an unlimited amount of substitutions during a match.
A player who has been replaced may return to the pitch as a substitute for another player.

Substitution procedure

A substitution may be made at any time, whether the ball is in play or not. To replace a player with a substitute, the following conditions must be observed:

- the player leaves the pitch via his or her own team's substitution zone, save in the exceptions provided for in the Futsal Laws of the Game
- the substitute only enters the pitch after the player being replaced has left the substitute enters the pitch via the substitution zone
- the substitution is completed when a substitute enters the pitch via the substitution zone
- from that moment, the substitute becomes a player and the player he has replaced becomes a substituted player
- the substituted player may take further part in the match
- all substitutes are subject to the authority and jurisdiction of the referees, whether called upon to play or not
- if a period is extended to allow a penalty kick, a kick from the second penalty mark or a direct free kick without a wall to be taken, only the goalkeeper of the defending team may be substituted

Changing the goalkeeper

- any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match
- any player may change places with the goalkeeper
- the player changing places with the goalkeeper must do so during a stoppage in the match and must inform the referees before the change is made
- a player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with his or her number on the back

Players and substitutes sent off

- A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.
- A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.
- A substitute player may replace a sent-off player and enter the pitch two full minutes after the sending-off, provided that he has the authorisation of the timekeeper or the third referee (assistant referees), unless a goal is scored
- before the two minutes have elapsed, in which case the following conditions apply:
- if there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth player
- if both teams are playing with three or four players and a goal is scored, both teams remain with the same number of players

- if there are five players playing against three, or four against three, and the team with the greater number of players scores a goal, the team with three players may be increased by one player only
- if the team that scores the goal is the one with fewer players, the game continues without changing the number of players

LAW 4: THE PLAYERS' EQUIPMENT

Safety

- A player must not use equipment or wear anything that is dangerous to him/herself or another player (including any kind of jewellery).

Shin guards

- are covered entirely by the stockings
- are made of rubber, plastic or a similar approved material
- provide a reasonable degree of protection

Colours

- **Each** goalkeeper must wear colours that distinguish him from the other players, the referees and the assistant referees

LAW 7: THE DURATION OF THE MATCH

Periods of play

- The match lasts two equal periods of 20 minutes with a 5 minutes break at half time. Any agreement to alter the duration of the periods of play must be made by mutual agreement between the coaches before the start of play and must comply with the competition rules.

Ending the periods of play

- The timekeeper indicates the end of each period with the acoustic signal or whistle. After hearing the timekeeper's whistle or acoustic signal, the referee announces the end of the period or match with his or her whistle, bearing in mind the following:
 - if a kick from the second penalty mark or direct free kick, beginning with the sixth accumulated foul, must be taken or retaken, the period in question is extended until the kick has been taken
 - if a penalty kick has to be taken or retaken, the period in question is extended until the kick has been taken
 - If the ball has been played towards one of the goals, the referees must wait for the kick to end before the timekeeper may sound the whistle or acoustic signal. The period ends when:
 - the ball goes directly into the goal and a goal is scored
 - the ball leaves the boundaries of the pitch
 - the ball touches the goalkeeper or another player in the defending team, the goalposts, crossbar or ground, crosses the goal line and a goal is scored
 - the defending goalkeeper or another player in the defending team touches the ball or it rebounds from the goalposts or crossbar and does not cross the goal line
 - the ball touches any player in the team that played the ball, except if an indirect free kick was taken and the ball was heading towards the opponent's goal after being touched by the second player
 - no infringement has been committed that is sanctioned with a direct free kick, an indirect free kick or a penalty kick, and a direct free kick, indirect free kick or penalty kick does not have to be retaken
 - If an infringement has been committed during this period that is sanctioned with a direct free kick after the fifth accumulated foul of one of the teams, or sanctioned with a penalty kick, the period ends when:
 - the ball is not kicked directly at the goal
 - the ball goes directly into the goal and a goal is scored
 - the ball leaves the boundaries of the pitch
 - the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is scored
 - the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is not scored
 - another infringement sanctioned with a direct free kick, indirect free kick or penalty kick is not committed
 - If during this period an infringement sanctioned with a direct free kick is committed before the sixth accumulated foul of one of the teams, the period ends when:
 - the ball is not kicked directly at the goal
 - the ball goes directly into the goal and a goal is scored
 - the ball leaves the boundaries of the pitch
 - the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is scored

- the ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is not scored
- the ball touches a player in the team taking the kick
- another infringement sanctioned with a direct free kick, indirect free kick or
- penalty kick is not committed if an infringement sanctioned with an indirect free kick is committed during this period, the period ends when:
 - the ball goes directly into the goal without being touched by another player during its trajectory or touching one or both of the posts or the cross bar, in which case the goal will not be allowed
 - the ball leaves the boundaries of the pitch
 - the ball hits one or both posts or the crossbar after touching the goalkeeper or another player in the defending or attacking team, not the player taking the kick, and a goal is scored
 - the ball hits one or both posts or the crossbar after touching the goalkeeper or another player in the defending or attacking team, not the player taking the kick, and a goal is not scored
 - another infringement sanctioned with a direct free kick, indirect free kick or penalty kick is not committed

Time-out

- The teams are entitled to a one-minute time-out in each period. The following conditions apply:
 - the team officials are authorised to request the third referee, or the timekeeper if there is no third referee, for a one-minute time-out using the document provided the timekeeper grants the time-out when the team that has requested it is in possession of the ball and the ball is out of play, using a different whistle or acoustic signal from the ones used by the referees
 - during the time-out, the players may remain on or off the pitch. In order to have a drink, the players must leave the pitch
 - during the time-out, the substitutes must stay off the pitch
 - during the time-out, officials are not allowed to give instructions on the pitch
 - substitutions may only be made after the acoustic signal or whistle has sounded to indicate the end of the time-out
 - a team that does not request a time-out in the first half of the match is only entitled to one time-out during the second half
 - if there is neither a third referee nor a timekeeper, a team official may request the referees for a time-out

LAW 8: THE START AND RESTART OF PLAY

Kick-off

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable
- A goal may not be scored directly from the kick-off.

Procedure

- all players must be in their own half of the pitch
- the opponents of the team taking the kick-off are at least 3 m from the ball until it is in play
- the ball must be stationary on the centre mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

LAW 9: THE BALL IN AND OUT OF PLAY

Ball out of play

The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referees
- it hits the ceiling

Ball in play

The ball is in play at all other times, including when:

- it rebounds off a goalpost or crossbar and remains on the pitch
- it rebounds off the referees when they are on the pitch

Indoor pitch

The minimum height of ceilings is 4 m and is stipulated in the competition rules. If the ball hits the ceiling while in play, the game is restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling (see Law 15 – Position of kick-in).

LAW 10: THE METHOD OF SCORING

Goal scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Futsal Laws of the Game has been committed previously by the team scoring the goal.

A goal is disallowed if the goalkeeper of the attacking team throws or hits the ball intentionally with his or her hand or arm from inside his or her own penalty area and is the last player to touch or play the ball. The match is restarted with a goal clearance to the opposing team.

If, after a goal is scored, the referees realise, before play restarts, that the team that scored the goal is playing with an extra player or has carried out a substitution incorrectly, they must disallow the goal and restart play with an indirect free kick to be taken by the opponents of the offending player from any point inside the penalty area. If the kick-off has already been taken, they take the measures against the offending player provided for in Law 3, but the goal is allowed. The referees report the fact to the appropriate authorities. If the goal was scored by the other team, they must allow it.

Winning team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

LAW 11: OFFSIDE

There is no offside rule in Futsal

LAW 15: THE KICK-IN

A kick-in is a method of restarting play.

A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air, or touches the ceiling of the hall.

A goal may not be scored directly from a kick-in.

Position of the players

The opponents must be:

- on the pitch
- at a distance of no less than 5 m from the place on the touch line where the kick-in is taken

Procedure

There is one type of procedure:

- kick-in

Position of kick-in

At the moment of delivering the ball, the kicker:

- has one foot on the touch line or on the ground outside the pitch
- kicks the ball, which must be stationary, either from the point where it left the pitch or on the ground outside it at a distance no greater than 25 cm from that point
- delivers the ball within four seconds of being ready to do so

The ball is in play when it enters the pitch.

Infringements and sanctions

If, when a kick-in is taken, an opponent is closer to the ball than the required distance:

- the kick-in is retaken by the same team and the offending player is cautioned, unless the advantage can be applied or an offence punishable by a free kick or penalty kick is committed by the opposing team of the player taking the kick-in

If an opponent unfairly distracts or impedes the player taking the kick-in:

- he is cautioned for unsporting behaviour for any other infringement of the procedure for the kick-in:
- the kick-in is taken by a player of the opposing team

Kick-in taken by a player other than the goalkeeper

If the ball is in play and the player taking the kick-in touches the ball again (except with his or her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick). If the ball is in play and the player taking the kick-in deliberately handles the
 - ball before it has touched another player:
- a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his or her team is sanctioned with an accumulated foul
- a penalty kick is awarded if the infringement is committed inside the penalty area of the player taking the kick-in and his or her team is sanctioned with an accumulated foul

Kick-in taken by the goalkeeper

If the ball is in play and the goalkeeper touches the ball again (except with his or her or her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)
- If the ball is in play and the goalkeeper deliberately handles the ball before it has touched another player:
- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his or her of her team is sanctioned with an accumulated foul
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, to be taken from the penalty area line at the point nearest to where the infringement occurred
- (see Law 13 – Position of free kick)

LAW 16: THE GOAL CLEARANCE

The goal clearance is a method of restarting play.

A goal clearance is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

A goal may not be scored directly from a goal clearance.

Position of the players

The opponents must be:

- on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play

Procedure

- The ball is thrown from any point inside the penalty area by the goalkeeper of the defending team
- The goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so
- The ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team

Infringements and sanctions

If the ball is not thrown directly out of the penalty area from a goal clearance:

- the clearance is retaken, but the four-second count is not reset and continues once the goalkeeper is ready to retake it

If the ball is in play and the goalkeeper touches the ball again (except with his or her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If the ball is in play and the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his or her or her team is sanctioned with an accumulated foul
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, to be taken from the penalty area line at the point nearest to where infringement occurred (see Law 13 –

Position of free kick)

If the ball is in play and the goalkeeper touches it again in his or her own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If the goal clearance is not taken within four seconds:

- an indirect free kick is awarded to the opposing team, to be taken from the penalty area line at the place nearest to where the infringement occurred (see Law 13 – Position of free kick).

If the goal clearance is taken with attacking players inside the penalty area:

- the clearance is retaken if any of the attacking players touches the ball or prevents the clearance from being taken properly

In the event of any other infringements of this Law:

- the goal clearance is retaken. If the infringement has been committed by the team taking the clearance, the four-second count is not reset and continues once the goalkeeper is ready to retake the clearance

3. Referees:

In all matches 1 accredited referee is required.

4. Each school shall provide one scorer and the home team a time keeper.

5. Extra Time:

If the scores are equal at full time in the grand finals then extra time of 4 minutes each way will be played without a break at the change of ends. The full 8 minutes of extra play is played and the team that scores the most goals in extra time will be declared the winner. Should the scores still be equal at the completion of extra time a penalty shootout with a minimum of five shots, shall take place. The team maintaining an advantage of one goal after an equal number of shots after this time shall be declared the winner. Teams will continue until a result is achieved.

6. Refer to ACS Competition Rules 6 on page 14 for information if a grand final is cancelled due to the extreme heat policy being enforced.

7. Forfeit:

- a. Score shall be recorded as an 8 – 0 win.
- b. All matches to start by 3.00pm or the forfeit rule will be enforced

8. Uniform:

- 8.1 All players must wear the approved soccer uniform of the school they represent. Goalkeepers must wear a jumper whose colours contrast with those worn by other team members. All team members should be uniformly dressed.
- 8.2 Tracksuit pants should not be worn, except the goalkeeper may wear tracksuit pants.
- 8.3 All players must wear shin pads.
- 8.4 All jewellery is to be removed before play commences

9. Result if a match is unfinished due to light failure etc.

For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time then it is deemed a draw.