

Competition Rules  
**Futsal**

*As of February 2025*

In this competition the emphasis is on enjoyment, social atmosphere, and skill development/maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Umpire and their decision is final.

### 1. Responsibility of Players

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the Umpire prior to the commencement of the game or at quarter time intervals. Because of time constraints the Umpires will not discuss rules or rulings during the game. Should any player be found to consistently damage equipment, venue apparatuses or other materials, despite warnings, they shall be suspended from the competition and be required to pay for damages incurred.

### 2. Responsibility of Officials

#### **Umpire**

The Umpire is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the safety of the players; and the timing and conduct of the games. They have a duty to be respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for everyone involved.

#### **Convenor**

The Convenor is responsible for the management of all the games, teams, venue, equipment, and administration. They will be present at all games to ensure First Aid treatment is administered, information is provided and that all players and Umpires are conducting themselves in an appropriate manner.

### 3. Conduct of Players

It is the responsibility of all the players to conduct themselves in a way that is respectful and considerate to team members, opposing teams, the officials (Umpires and Convenor) and any other person concerned. Any behaviour, act or language that is considered inappropriate by the officials will not be tolerated. Poor conduct either on or off the court will be determined by the Umpires or Convenor and action will be taken based upon the offence. This can include the removal of a player, or team from the competition, should they be deemed dangerous or offensive to players or officials. **Zero Alcohol:** There is no consumption of alcohol at the Netball courts by players or spectators. The Convenor or Umpires have the right to remove a player from the court, or from the venue if they are suspected to be under the influence of alcohol. Security will be notified if there is any lack of cooperation shown towards the Convenor or Umpires.

**Zero Alcohol: There is no consumption of alcohol at the Volleyball courts by players or spectators.**

The Convenor or Umpires have the right to remove a player from the court, or from the venue if they are suspected to be under the influence of alcohol. Security will be notified if there is any lack of cooperation shown towards the Convenor or Umpires.

### 4. Location

Games will be played in the UQ Old Gym Building 8144, Inner Ring Road, Lawes, The University of Queensland Gatton Campus.

### 5. Game Commencement

(a) Teams should arrive ten (10) minutes prior to the commencement of their game to allow for smooth transition of games. All players are also required to bring a form of PHOTO ID for the Convenor to check when signing the team registration form for every game.

(b) Any teams that are not ready to commence play with a minimum of 3 appropriate players five (5) minutes after the Umpire has signalled the game can start will forfeit and incur a 0-20 loss. Note that as this competition is social, the game may go ahead after 5 minutes; however the 0-20 loss will stand regardless of the score.

(c) The games commence with the first centre pass taken at the Umpires whistle. The Umpires whistle indicates the beginning and end of each half. In all circumstances, the games must finish at the scheduled time. Extra time due to illness/injury may be played at the end of the second half in finals games only.

## 6. Number of Players

- (a) A team is allowed a maximum of five (5) registered/eligible players on the court. Three (3) registered/eligible players if the minimum number of players that a team can have without a forfeit resulting. This must be indicated on the team registration form.
- (b) A team fielding three (3) or less players five (5) minutes after the official start will automatically forfeit. If a team fields three (3) or four (4) players, one (1) must assume the Goalie position.
- (c) For Mixed divisions there must be a maximum of three (3) and a minimum of one (1) male on the court at any one time. A mixed team with only three (3) players present must have a minimum of two (2) females and one (1) male to start a game.
- (d) A team may take any number of substitutions throughout the game, however the maximum number of substitutes is 7. As well as during a stoppage in play due to illness or injury.
- (e) If the event that rule 6 (a), (c) or (d) are broken and the Umpire does not immediately notice, any goals scored by the offending team during this time shall be disallowed and a penalty will be awarded to the opposition. If the number of goals scored during this period is unknown then the offending team shall be deemed to have forfeited the match and the scored recorded as a 0-20 loss. Should both teams agree to continue playing this will be purely for social purposes.
- (f) During finals matches (quarter final, semi-final and grand final), each player on court must have played a minimum of two (2) games to be eligible. If it is found that a player is on court that is ineligible for finals this will result in an immediate 20-0 forfeit by that particular team. It is the responsibility of individual players and team captains to ensure that all their players are eligible for finals matches. While the Umpire and Convenor will try to prevent such situations via the team registration form, the responsibility does rest with the individual players and team captains.

## 7. Required Uniform and Jewellery

Shin Pads are compulsory and must be completely covered by the socks and must be made out of an appropriate material (plastic, rubber or similar) and must provide a reasonable degree of protection. The goalkeeper's uniform will be different from the others; it will have a different colour. Goalkeeper's are also required to wear goalkeeping gloves. It is compulsory for all players to wear appropriate enclosed sports shoes. No player can take the court with bare feet or while wearing jewellery of any kind. The Umpire will ask any player breaking this rule to remove the piece of jewellery. No player can wear a hard-brimmed hat (determined by the Umpire). Additionally, sunglasses cannot be worn unless both court Umpires agree. For safety reasons, it is recommended that players do not take the court wearing hats or sunglasses. UQ Sport does not provide nail or strapping tape for any circumstances. Strapping tape is required for jewellery that cannot be removed, longer nails and acrylic nails. If nails are considered too long (as determined by the Umpires) then they will have to be adequately taped or cut before the player can take the court.

## 8. Game Length

Games consist of two (2) equal halves of no more than twenty (20) minute halves with a five (5) minute break after the first half.

## 9. Start of Play

The game will start by order of the referee, by a player of the team determined by the coin toss, who will put the ball in movement towards the opposite side of the field. At the beginning of the game each team will occupy half of the playing field; the players who are in the opposite team from the one that made the initial kick should be no less than 3 meters from the ball until the ball is in play or it has travelled a distance equal to the longitude of its circumference. The player who makes the initial kick cannot be ahead of the ball nor repeat his contact with the ball until the ball has been touched by another player. Breaking this rule will lead to repeating the initial kick. After a goal, the game will continue in the same manner by a player of the opposing team. After half time break the teams will change court sides and the kick will be made by the team that did not start the game. After any interruption of the game, and the ball being in the court, due to exceptional reasons not mentioned in these rules, the referee will instruct the continuation of the game through a dropped ball in the same spot where the ball was when the play was interrupted. No player can touch the ball until the ball has made contact with the floor. No player may be substituted during this action. If these rules are not followed the referee will repeat the action.

## 10. Playing and Goal Areas

The ball will be out of play if:

- It passes completely over the sideline or a goal line, be it in the air or floor.
- The game stops by order of the referee
- It hits the ceiling

The ball will be in the game at all times including if:

- It bounces back from the goalposts or the crossbar and it stays in the field
- It bounces off any of the referees inside the field.

The goals are placed at the centre of each goal line. The distance between the posts is 3 meters and the distance from the lower side of the crossbar to the floor will be 2 meters. The penalty area is placed at both ends of the field of play, and it is marked as follows: an imaginary 6m line is marked from the outer side of each goalpost and both of them will be perpendicular to the goal line; at the end of these lines, an arch is drawn towards the nearest side, having a radius of 4 to 6 meters (dependant on width of the court) each measured from the outer part of the goalpost. The upper part of each quadrant is joined together through a three (3) meter and sixteen (16) centimetre long line, parallel to the goal line between the goalposts.

## 11. Goals

It is considered a goal when the ball has entirely crossed the goal line at the end of the limits of the goal area, between the goalposts and below the crossbar as long as it has not been carried, projected or hit intentionally by the hand or arm of any player of the attacking team, and as long as the team has not incurred in any prior violations of any of these rules. The team that has made the most number of goals during the match will be the winner. If both teams should have the same number of goals or if no goal was made by either of the teams, the match will result in a draw.

## 12. General Playing Rules and Infringements

### Personal or Accumulated Fouls/Violations (direct free kick)

All personal fouls are cumulative and will be penalised as follows, with a direct free kick. The opposing team (to that of the violator's) will be given a direct free kick when a player causes one of the following fouls, in such a manner that the referee judged it to be deliberate, imprudent, dangerous or made with excessive force:

- Kicked or intended to kick a player of the opposing team.
- Placed themselves in the way deliberately so as to make the opposing player trip, be it by means of the legs or by stopping in front of or behind the opposing player (obstruction).
- Jump on, or throw themselves upon an opposing player
- Tackle the opponent in a violent or aggressive manner
- Harm or attempt to harm, spit on or insult an opponent and officials.

## Competition Rules

### Futsal

- Hold the opponent by grabbing them by the hand, shirt, etc. or obstructing the player's action with any part of the arm or legs.
- Push the opponent with the hands or arms.
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Technical/Fouls/Violations (indirect free kick)

