



Matches Played in Accordance with the Laws of the Game as found here with technical violations and league unique variations listed below.

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Referees are to use the same rules as Football South Australia use to ensure that players, coaches, and referees are learning to play the same game that the representative players in the state use.

They are also encouraged to make decisions to help embolden the spirit of our competition and to promote the values our league seeks to create with all our members. Players in our region are most likely learning about futsal for the first time, as are some referees, so as a community we expect that participants will show respect and understanding towards all officials and participants.

We are committed to, and expect our participants to be committed to, promoting a positive, nurturing, enjoyable and high-quality environment that will require everyone's involvement to achieve.

Our team will take a zero-tolerance approach to disrespect and antisocial behaviour towards officials and participants, in forms that include but are not exclusive to verbal abuse, physical abuse, swearing, gesturing.

At all times, we expect participants to abide by [Football South Australia's Codes of Conduct](#).

Matches will include:

2 x 20-minute halves with a maximum of 5 minutes of halftime for seniors. 2 x 15-minute halves with 2 minutes of halftime for all juniors.

U9s will use smaller goals and no goalkeepers. For competitions that are combined (i.e., a U9 and U11 division), the decision to use smaller or larger goals will be made at the discretion of both coaches, referees, and the convener of the competition. All other age groups are to use normal 3x2 goals and use goal keepers.

All participants must always wear shin guards, socks, and shorts. Goalkeepers may wear pants or leggings alongside wearing shin guards.

Goalkeepers must be clearly identifiable by the referee. I.e., by wearing bibs, a different strip, and by being gloved. Players must be registered before playing.

Players must wear shin guards to take field.

To play finals, players must be registered and new players to register inside 2 rounds of submitting interest of playing for their team and play 5 games.

Teams that forfeit will hand the scheduled opponent a 3-nil win. Three forfeits in a half of the season will see the team removed from the competition and a new draw produced. A new team added will also see a new draw produced.

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Play must start within 3 minutes of scheduled times and teams must not play with less than 3 players.

Players may substitute for other teams who are either: in need, within reason and in the spirit of competition and with consent of both captains or coaches for juniors and with the referee.

Unlimited substitutions (rolling) can be made at any time with no need to inform the referee but to be made at designated area.

Goalkeeper substitutions must take place on a stoppage.

The captain and coaches are the only people allowed to talk to referees or timekeepers and must do so in polite and respectful volume and in a positive tone and are to uphold and if necessary, enforce the respect the referee policy.

Junior coaches should make themselves known to referees before a match is scheduled, when possible, to ensure smooth running of the evenings.

Patrons should make themselves aware of Wulanda's policies and procedures for using the facilities.

Players and patrons must make themselves aware of Football South Australia's Codes of Conduct.

Junior players must have always at least 1 responsible person with them.

Hot weather policy may be in use in line with the FSA heat policy if the Wulanda Centre is unable to keep to their expected forecasted ambient temperatures.

Water fountains and food and beverage facilities are generally available for use or purchase at the facility, but no food or drinks are to be consumed on playing surfaces.

A convener will be available to answer most questions that coaches or referees cannot answer.

Any special considerations needed outside of these regulations will be adjudged in fairness to the competition and in the spirit of the game by the competition director and or committee.

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TECHNICAL VIOLATIONS

The following events are sanctioned with a sideline kick from a point on the sideline closest to the place where the violation occurred.

1. The goalkeeper failed to release the ball back into play for more than five seconds once the ball has been clearly controlled by him/her and the referee judged the ball ready to be put into play.
2. The player had the ball in his/her control and kept it motionless for more than five seconds hindering it from being used to play freely.
3. The player that held or restrained the ball between their feet, leg or with the body against the floor hindering it from being used to play freely, except for the goalkeeper, being on the floor in his/her own area to defend their goal.
4. The player delayed by more than five seconds the execution of a freekick, penalty kick, kick, sideline kick or corner, from the moment that the referee signals for its execution.
5. The player pretends to use his/her hands to retain the ball in an attempt to delay the re-start of play.
6. The player uses expressions or movements of the arms to attempt to distract or trick the opponent or acting as a member of his/her team.
7. The goalkeeper caught or controlled the ball with the hands from a deliberate pass back from a teammate with any part of their body (except when it is from a goal line throw or a corner throw-in) unless the ball has moved into the opponent's half, or 2 other players have touched the ball, or an opponent has touched the ball.
8. The goalkeeper intentionally releases the ball from his/her hands and played at it with his/her feet before it has touched another player from a goal throw.
9. The team took more than 15 (fifteen) seconds for the ball to cross over the halfway line without the ball touching an opposition player.
10. The goalkeeper threw the ball beyond the halfway line on the full, without it having touched any player. Restart at halfway from where the ball crossed.
11. Kick ins, free kicks, corners except for penalties, must be taken with no more than one step and within the time indicated by the referees.
12. Goalkeepers cannot take side kick ins or corners.
13. Five accumulated fouls per half results in a 10-metre penalty kick. All players must be inline, behind and not within 3 metres of the ball and the kicker may have a run up. Each accumulated free kick thereafter in the half will result in a direct free kick from the offence and no wall will be allowed. The foul number resets at half time.
14. Goals cannot be scored directly from corners or sidekicks, even if it touches the goalkeeper, a goal throw is to be awarded.
15. Goals can be scored directly from kick off. If the ball enters their own net directly from kick off, then a corner is awarded.
16. Screening an opponent (Blocking) as is used in basketball is allowed, if the player is stationary, doesn't use their arms or legs to impede, doesn't move into the path of a player thus not allowing the player to evade the block.
17. All free kicks require the opponent to be a minimum of 3 metres from the ball.
18. There are no time outs or final 2-minute time stoppages.

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A player who accumulates the following number of yellow cards during the Regular Season and Finals Series must serve the following Mandatory Match Suspension:

- i. Three (3) yellow cards, equates to a one match suspension.
- ii. A further two (2) yellow cards, during a season, a one match suspension will apply.
- iii. A further two (2) yellow cards during a season, a two-match suspension will apply.

A player who accumulates the following number of red cards during the course of the Regular Season and the Finals Series must serve the following Mandatory Match Suspensions, in addition to the sanction for the offence.

- i. First occasion equates to a one (1) match suspension.
- ii. Any subsequent occasion equates to a two (2) match suspension.

If a suspension carries over from one season to the next, the player must be registered for the next season before the unserved matches are counted.