

SOCCER RULES

Introduction

The following are the basic rulings that are implemented throughout our various Soccer competitions.

The onus is on the Team Captain to ensure that all team members know and understand these rulings.

These rules must be read and adhered to. There will be no exceptions to these rules and by-laws.

Numbers requirement

Team captains are to ensure all players are allocated with a number on their back before the commencement of the game. This is required to allow referees to be able to identify players.

Substitutions

Teams can substitute players at any time during the duration of the match, as long as the ball is out of play and the game can be stopped for a safe and fair substitution. The referee only needs to be notified of the Goalkeeper substitution.

Basic Rulings

The basic rulings of this competition will be in accordance with the FIFA Futsal Laws of the Game, together with the By-Laws outlined below.

1. At the Kick-Off, the ball can be played any directions of the court. A single kick forward is allowed and it must be taken within four seconds after the referee whistle, however, a goal may not be scored directly from the kick-off. Failure to do so will result in a Free Kick to the opposition.
2. At the Side Kicks, Corner Kicks, Direct/Indirect Kicks point, the opposition must stand 5m from the ball at Docklands Sports Courts and 3m from the ball at Flagstaff Gardens. Failure to do so will result in a Yellow Card to the offending player/players.
3. Players cannot play the ball if they are lying on the ground. If this happens, it will result in a Free Kick to the opposition.
4. There is a 4-second time limit on Kick-Ins, Corner Kicks, Direct/Indirect Kicks and Goal Clearances.

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5. There is no off-side. Players can enter the Goalkeeper's 'D' area and can score from any part of the field. Goals can be scored directly from a Corner.
6. The Goalkeeper cannot leave his 'D' area with the ball in his hands. If this happens, it will result in a Indirect Free Kick to the opposition.
7. The Goalkeeper may leave the 'D' in order to save the ball as long as:
 - A. S/He does not touch the ball with his/her hands.
 - B. S/He starts a slide within the 'D' area.
 - C. S/He keeps possession of the ball within a 4-second time limit, while the ball is in play they are in their own half at the pitch.

Note: The Goalkeeper is the only player who may slide and dive in inside the D area in order to save the ball (providing s/he does not use excessive force). There is strictly no slide tackling, shoulder charges or rough play. Further, when the Goalkeeper saves/controls the ball in his/her D area, players on the opposing team must leave the D area.

8. Players may not use their elbows in order to shove the opposition from the ball. A warning will be given and a free kick awarded to the opposition.
9. Players may not kick at the ball above the waist (leg/foot cannot go above waist-height). A warning will be given and a free kick awarded to the opposition.
10. The Goalkeeper is permitted to throw the ball over the halfway line on the full. The Goalkeeper must throw the ball into play from a goal clearance (in 4 seconds) and a goal may not be scored directly from a goal clearance.

Exception: If the ball has been a caught save, any form of kick or throw is allowed and in this situation, goalkeeper can hold the ball in hand for only four seconds.
11. There is no restriction on how many times the Goalkeeper can touch the ball during general play.
12. The Goalkeeper becomes the equivalent of an attacking player and can receive the ball if they are positioned in their attacking half.
13. The Goalkeeper is permitted to play the ball out by foot and leave the D if the ball is in play or they have saved a shot. The Goalkeeper has the standard four seconds to release the ball and play it out and Rule 11 still applies in this scenario. Each time that a team's Goalkeeper is in possession of the ball while it is in play and in his/her own half of the pitch, the referee must visibly perform the four second count.

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14. Goals cannot be scored directly from a side kick-in, but must first be touched by another player.
15. When taking a penalty, players are allowed a maximum run up of two steps. And other players must stay away out of the D area and 5 meters away from the ball.

5 Fouls Rule (for each half of the game)

1. A free kick awarded for five (5) fouls (in a half) can be defended by a wall of players (at least a 5m distance from the Free Kick position).
2. PENALTY SHOT - When a sixth (6th) foul (in a half) has been accumulated, a free kick is taken from the 10m line in the offending team's half. In this instance, a defensive wall is no longer permitted to stop the direct free kick and nullifies the two-step run up.

Penalty shot on the whistle

A Penalty Shot awarded on the whistle (marking the end of the half or the game) must be played.

**When taking a penalty, players are allowed a maximum run up of two steps. All other players must be at least 5m away from the ball and out of the D area.

By-Laws

The following will not be tolerated (and may result in a card for the offending player):

1. Slide tackling — intentional or not (at the referee's discretion)
2. Kicking, pushing/pulling in the back and/or front
3. Tackling from behind
4. Intentional tripping of an opponent
5. Swearing
6. Abusive or racial language
7. Unduly rough play
8. Intentional handball

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9. Any foul or abusive language directed towards a player or referee/officials on or off the field
10. Dissent towards referees may result in a Yellow or Red card pending referee discretion

A Yellow Card and a Free Kick will be given for the following:

1. Intentional handball
2. Time wasting
3. Shirt pulling
4. Obstruction
5. Charging the Goalkeeper
6. If a substituting player enters the field from an incorrect position or before the player coming off has entirely left the field

A Red Card may be awarded for the accumulation of two Yellow Cards during a game or if the referee deems a player's act to be outside of the rules and worthy of such a penalty.

Please note that a referee's decision is final. The referee has the power to award a free kick or to send off any player they feel to be playing in a dangerous, intimidating or offensive fashion. Any abusive/offensive language or behaviour aimed at or towards the referee/official will not be tolerated. Please ensure you are familiar with all competition rulings, By-Laws and the player and spectator code of conduct in the event of a dispute arising.

Players sent off

*If a player who commits an infringement is sent off for a 2nd Yellow/Red card directly after the advantage has been applied and his/her team concedes a goal after the application of the advantage before he is sent off, the offending players team is not reduced in number (they continue to play with 5 players) as a goal has been scored after the infringement had been committed.

*If, during the interval or before the start of one of the periods of extra time, a player commits a sending-off offence, his team starts the next half or period of extra time with one player fewer.

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Semi-finals and Finals

All standard competition rules apply during the Finals.

Tie Breaker Rule for Finals:

In the event that a game in the finals is a draw at the end of regulation time the following will occur so as to decide the winner of the game:

1. An additional two x 3 minute halves will take place (changing ends at half time).
2. In the event that the additional six minutes does not produce a winner, then the teams will go to a Penalty Shootout. The shootout will take place with five players from either team. If scores remain tied after five players have taken their shot, the shootout will go to sudden death. If the shootout is still a tie after five rounds, the same shootout order will apply for the sudden death.
3. Players permitted to take penalties in the penalty shootout will be limited to the five players who were on court at the conclusion of the extra time. Generally, this will include the 4 players and the goalkeeper.
4. The captain must notify the referee of the order in which the players will shoot prior to the shootout (name and number). Those players must remain on the court in order to be identified by the referee. Teams cannot change the goalkeeper for penalty shootout unless he or she is injured.
5. Once the penalty shootout has commenced, the order in which players can take the penalties cannot change.

Jewellery

There is strictly no jewellery to be worn during soccer matches.

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Disclaimer

Remember the AMCS program promotes fitness, friendship, fundamentals and fun! Active Melbourne City Sports has put these rules into place to ensure that all competitors can partake in a safe and enjoyable environment. These rules are there to help keep the game fair and in control and must be adhered to very closely. Team spectators wishing to support their team, must act in a respectful and civil manner at all times. Spectators must not interfere or be distracting towards referees/officials and/or players. Finally, as a reminder, we ask that all players and supporters respect the referee's decisions, as they are final. This is in accordance with FIFA's 'Respect the Referee' campaign and the spirit of the AMCS program.