

UNIVERSITY RECREATION WELLINGTON

FUTSAL SOCIAL SPORTS LEAGUES

GENERAL INFORMATION

Teams

- 5 players per team are allowed on the court at any one time (one being the goalkeeper).
- Teams must have a minimum of 3 players to start or they will forfeit the game.
- Teams are allowed as many substitute players as they want.

Game Times

- Games consist of two approximately 13 minute halves, with a 2 minute half time break.
- Due to the tight nature of bookings, games will start at the scheduled time whether teams are ready or not.
- If a team is more than 5 minutes late then they will receive 1 penalty goal against them.
- If a team is more than 8 minutes late then they will default the game.

Defaults

- It is expected that teams are able to play every week; defaults should be avoided where at all possible and no-shows will not be tolerated.
- In the case of a default, a 3-0 score will be awarded to the non-defaulting team.
- **Any team who does not turn up to their match without providing at least a day's notice, will receive one warning and repeat offenders will be removed from the league without a refund.**

Misconduct

- The emphasis of the leagues is on fun, enjoyment and a social atmosphere. They provide an opportunity to get active in a friendly environment. While healthy competition is encouraged, this should not be at the expense of these goals.
- Players and teams must compete and conduct themselves in a spirit of fair play and should accept officials' decisions without gesture or argument. Aggressive play, violent misconduct and foul language will not be tolerated, and any incidents of this nature will be dealt with seriously. Consequences can include the withdrawal of specific players or a whole team from games/the league, without a refund.
- Any players (or spectators) who are intoxicated will be asked to leave the facility.
- If you have any concerns relating to any behaviour or incidents that occur during the leagues, please complete a feedback form that will be given to the Sports Manager.

Eligibility

- Players must have played two games during pool play to be eligible to play during finals rounds. The exception to this is if both teams agree that a fill-in player can be used; in this case, the fill in player can play and the result of the game will stand.
- Participants can play for multiple teams throughout the different leagues but are only allowed to play in ONE team in any given league. Exceptions may be granted in special circumstances.

Finals Rounds

- In finals rounds (quarters/semis/finals – depending on the format of the league), a result is required in all games.
- If teams are tied at the end of a game in finals rounds, the game will be decided on a penalty shootout.
- Each team gets three penalty shots, followed by sudden death penalty shots (if necessary) to determine a winner.
- For the 1st and 2nd placing final only (both divisions), an extra time period of 2 minutes will be played if the teams are tied at the end of the game. If extra time still results in a tie (the full 2 minutes is played out), then penalties will be taken following the above format to determine a winner.

Warming Up

- Players are responsible for ensuring they are sufficiently warmed up and physically prepared to participate in sporting activity. It is recommended that a warm-up involves some light cardio and stretching to help reduce the chance of injury.

Clothing

- Bibs are provided.
- Suitable sports shoes and clothing must be worn (no bare feet).
- No sharp or dangling jewellery is to be worn

Futsal rules are outlined on the next page.

Please note these are subject to change.

FUTSAL RULES

General Rules

- Played on a hard surface, basketball sized court with a smaller, heavier low bounce ball.
- Futsal is played with touchline boundaries and without walls.
- No off-sides or height limits.
- Unlimited substitutions (e.g. you can come on and off multiple times each game) – substitutions must be made during a stoppage in play.
- No tackling from behind, no slide tackles, no sole up challenges, no pushing or purposefully obstructing players.
- No handling the ball, unless you are the goal keeper and inside the goal box.
- Interpretation of the rules is at the referee's discretion and adjustments to rules may be explained by the referee before a given game.

Fouls

- Defender must play the ball first, and not the player (e.g. free kick for pushing, kicking, striking, etc. to get to the ball).
- Deliberate, dangerous fouls or overly aggressive play may lead to the player being stood down for 2 minutes.
- If a specific player continues to foul then they may be removed from the game for the remainder of the match at the referee's discretion.
- If the referee considers the game is too aggressive then they may call the game off for safety reasons. Such an incident will be reported to league management for assessment.
- Direct and indirect free kicks as in football.

Outs

- Kick-in when out on the side of the court (instead of throw-in) – the court lines are marked 'light blue'.
- Keeper releases from hands when out across the goal-line (goal kick).
- Corner when the ball is out across goal line from defending team.
- 4 seconds for all restarts of play as above.
- Goals can NOT be scored directly from a sideline kick (unless touched by the opposition).
- Defenders must be back 2 meters from a sideline kick.

Goalkeeper

- Everyone is allowed in the keeper's area (light blue "D").
- The keeper can handle the ball in the keeper's area, but not outside.
- Only pass back to your keeper once per team possession.
- Goalkeeper can only use their feet for the one pass back.
- Goal keepers may only change when there is a stoppage in play or when the goal keeper has possession of the ball. The referee must be informed when the change happens.