



RULES OF THE GAME OF FUTSAL

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These rules have been modified from the International Rules of the Game of Futsal to suit the size of court and playing conditions.

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“Be wise in the way you act toward outsiders; make the most of every opportunity. Let your conversation be always full of grace, seasoned with salt, so that you may know how to answer everyone.”

—Colossians 4:5–6

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IMPORTANT

It is the responsibility of Team Managers to inform Players of these rules and regulations. The committee members of Copa IBA strongly urge each Player to read through the Rules and Regulations carefully. This is to avoid unnecessary misunderstanding and confusion and to help promote a healthy sports fellowship.



Preliminaries

1. Teams must be on the Court ready to play 5-minutes before game time. This is to ensure that the Tournament is run smoothly.
2. It is the **Team Manager's responsibility** to get their Teams at the correct Court and on time. Refer to the Tournament Program and listen to the Coordinator's announcements.
3. **Only the Team Captain is allowed** to consult and assist the Referees during the game.
4. The **Referee's decision is FINAL** in all matters related to the Game.
5. The **Assistant Referee's role** is to keep score, time, a record of Yellow and Red Card Bookings, and substitution of Players. He/She is to assist the Referee when consulted.
6. **Substitution can be done at any time during the Game** only on approval by the Assistant Referee. Should a Player be substituted without approval or incorrectly, the Referee shall award a Penalty Shot to the opposing Team and Yellow Card on the offending Player.
7. **Time continues to run**, unless directed by the Referee or when unforeseen circumstances occur (e.g. injuries where time is needed to remove injured Player off the Court, equipment failure, or the Referee needs to consult the Assistant Referee on any matter). In such cases, the Referee will use his discretion about playing extra time.
8. No Time-Out for Team discussion will be allowed.
9. Players are required to wear proper sports attire. The Goalkeeper must wear different coloured sports attire, and/or wear gloves.
10. **The number of Players on the Court** at any time during play shall be no more than **5**, with **3 Substitutes**.



The Game Play

1. GOAL

- 1.1 To score, the Ball can be kicked or headed from anywhere on the court (except directly from sideline kick-in, corner, indirect free kick or centre kick-off) and must pass the goal line between the goal posts.

2. ATTACKING

- 2.1 The Game begins with a forward pass from the centre spot and the Ball can be passed from Player to Player with any part of the body except the arm.
- 2.2 Attacking players, including the Goalkeeper can move anywhere in the Court to position themselves to score. **There is no “offside” rule in Futsal.**
- 2.3 During play, if the Ball is played out of the Court behind the goal line, the Defending Goalkeeper will serve the Ball into play from **“Ball in hand”** (roll on floor or throw, not kick).
- 2.4 Should the Referee consider that a Defender has deliberately forced the Ball out of play across the goal line, he may award a **corner** to the Attacking Team.
- 2.5 If the Ball is played out of Court over the sidelines, the Opposing Team will kick the Ball in to play from “Ball placed on sideline”. The kick **must be taken within 4 seconds** of the Ball being placed. Defending Players must be **3 steps away from the Ball.**

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3. DEFENDING

- 3.1 There is a **Goalkeeper’s “D” area**, similar to football, into which any Player can move.
- 3.2 **The Goalkeeper** is allowed to defend within this “D” using any part of his body and can hold the Ball with his hands, for no more than 4 seconds.
- 3.3 **The Goalkeeper cannot** handle the Ball from a deliberate “back-pass” from one of his own Players.
- 3.4 **A Defensive Foul within the “D” area includes:**
 - i) A Goalkeeper handling the Ball from a deliberate “back-pass”—Direct Free Kick from the “D”.
 - ii) A Player other than the Goalkeeper handling the Ball—Penalty Kick from the



spot.

iii) Deliberate obstruction on an Attacking player—Penalty Kick from the spot.

3.5 **A Defensive Foul committed around the Court outside the “D” area**, through a deliberate obstruction or rough play against an Attacking player will result in a Direct Free Kick from the position the foul was committed. The Defending Team may have a “wall” of Players, to block, 5 steps away from the Ball.

3.6 A Defensive Foul includes:

i) Undue rough play toward another Player—pushing, kicking, sliding tackle.

ii) Blocking another Player off the Ball.

iii) Verbal abuse towards other Players or Referee.

3.7 **Foul Count**—any of the above fouls committed by a Player is counted against the Team (as in Basketball). When a Team has accumulated 3 fouls in one half, each subsequent foul thereafter is awarded as a Penalty Kick from the spot to the Opposing Team.

4. SOFT FOULS

4.1 For any other “**Soft Fouls**” committed on the Court, the Opposing Team will be awarded an Indirect Free Kick at the position the Foul was committed.

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5. PLAYER PENALTIES—‘WARNINGS’

5.1 The Referee has the discretion to give a ‘Warning’ to any Player regarding any additional penalty for the abovementioned Fouls.

5.2 The following offences warrant a ‘Warning’:

i) Unbecoming attitudes shown by Players.

ii) Swearing or cursing which is an unbecoming attitude.

iii) Profanity / Foul language.

iv) Rough Play.

v) Throwing or kicking the Ball at Players or Referee to intentionally hurt them.

vi) Dangerous plays which might hurt Players.

5.3 The Referee has the discretion to use yellow/red cards against Players, during the game for the offences as stated above. A Player issued with a Red Card will be asked to leave the current Game and miss the next 2 Games of the Competition, or any other penalty deemed appropriate by the Tournament Committee.



6. ACTS OF JUSTICE

- 6.1 **Acts of Justice meted out by the Referee would be subject to the Referee's grace and mercy because grace and mercy smoothes the wrinkled brow of justice.**

EDITION NOTES

Prepared by Max Barcham, May 2007.

Revised by Max Barcham, June 2008.

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