

Futsal Rules at a Glance

Here is a quick handy guide to some of the rules which come up the most often in the Macedon Ranges Futsal (MRF) competition. If you have any questions, please don't hesitate to ask one of our friendly referees after the game.

Court Players

Side Ball

- A ball is considered out on the sidelines when the whole ball crosses the line.
- A side ball is awarded to the opponents of the player who last touched the ball.
- When a player takes a side ball, they have 4 seconds to play the ball.
- When the ball is set, it must be still and placed on the line.

Scoring

- You can score a goal directly from the centre kick-off.
- You can score a goal from a corner.
- You **can't** score a goal directly off a side ball; the ball must touch another player (of either side) before it goes into the goal – if it goes straight in without touching anyone, it is the goalkeeper's ball.

Fouls

- In futsal, pushing and tripping are not allowed, and players must challenge for the ball without using their arms inappropriately. (No shepherding)
- If a player is on the ground, kicking the ball or obstructing a player going for the ball is considered a foul.
- Slide tackling is not allowed (any Slide tackling, will result in minimum a yellow card)
- Sliding is not allowed (except for goalkeepers in the yellow semi-circle – see below).
- A foul is called if a player's knee or foot is above the opponent's waist when they are trying to play the ball.
- A handball is considered a handball when the ball hits a player's arm from the shoulder down. The exception to a handball is when a player has their hands down by their side and the ball hits their arm by accident (in this situation if the play is affected considerably then a handball may still be called).

Goalkeeper

Distribution

- Once the goalkeeper steps into the yellow semi-circle or has recovered from a save, they have only 4 seconds to distribute the ball.
- If the ball is picked up or saved, the goalkeeper may throw the ball out, “footy kick” the ball or the goalkeeper may play the ball to himself by rolling it out of their box.
- If the ball goes over the yellow base line the goalkeeper may only throw the ball out.
- When the goalkeeper throws the ball out or does a “footy kick” the ball must not pass the two thirds line on the opposite end (if it does the opposition gets an indirect free kick).

Technical

- Goalkeepers **may slide** within the yellow semi-circle to play the ball, provided it is done safely and **not feet first** or in a dangerous manner.
- The Pass Back Rule: The goalkeeper is only allowed to pass to a player once. If the ball touches an opponent, then the goalkeeper’s pass count resets.

Off the court

Substituting

- All Substitutions must be made in the player's own team's substitution zone.
- Substitutes can be made at any time without seeking permission from the referee, however it is important that the player coming off for a substitution is off the court before the player going on enters the court.
- Goalkeeper substitutions are an exception. If the substitution involves a player from the bench, it follows the standard substitution procedure. However, if the goalkeeper is being replaced by a player already on the court, it must be done during a stoppage in play and the referee must be notified.

Sideline Etiquette

- Players should follow the directions of the referee whilst on the bench.
- Coaches and players should remain at least 2 metres back from the sideline in the technical area. This is due to referees needing a clear view and safe passage down the line.

- Referees are always happy to answer questions, but the sideline during a game is not the place to ask them. Coaches and players should ask questions before the game, at halftime or after the game.

Abandoned Match Policy

- **First Half Abandonment:** If a match is abandoned during the first half, the result will be recorded as a **draw**.
- **Second Half Abandonment:** If a match is abandoned after the first half, the **score at the time of abandonment will stand** as the final result.