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POLICY 1: The Team

A team consists of five (5) players, one of who will be the goalkeeper, with a maximum of three (3) substitutes. No team can start or play with less than three (3) players.

Players must ensure that their personal details (phone number, address and e-mail) have been provided to the centre at the beginning of the season.

POLICY 2: The Game

The duration of the game is 2 x 18 minute halves with a one minute break at half time. The only exception are junior games, which are 2 x 16 minute halves.

POLICY 3: Officials

The centre shall provide the referee who shall control the game, operate the scoreboard and act as a timekeeper. The referee's interpretation of the rules shall be final and teams have no choice in referees. The result at the end of the game will stand and no further discussion will be entered into.

POLICY 4: Forfeits

Once the competition has begun with all courts fully allocated, **no reschedules will be allowed**. Any team forfeiting a game may be removed from the competition at the centre's discretion.

In the event of a forfeit, a \$90 forfeit fine will be imposed payable immediately in person or over the phone using a credit card. The forfeiting team will be penalised 4 competition points.

The non-forfeiting team is still required to play to receive possible maximum competition points (3 points). Management reserves the right to 'match-up' teams (from different grades) whereby no forfeit points will be allocated and the result of the game will stand.

In order to avoid a forfeit, teams may vary the composition of their team from week to week. Additionally, the centre maintains a register of individual players who are available to "fill-in" or take up a permanent position in a team.

In the special event your team has been allowed by management's discretion to play a catch-up game, the full game fee has to be paid in order to get your 4 competition points back for forfeiting your scheduled game.

POLICY 5: Game Fees

All teams are expected to pay **FULL GAME FEES** each week regardless of the number of players playing. Teams will not be allowed to take the court if they have not paid their game fee.

Teams will get penalised one goal per minute until having paid their game fee.

POLICY 6: Registration Fees

Registration fees are \$20 per player per season. If playing for more than one team in a season, players need only pay the fee once. It is however the player's responsibility to notify management of multiple teams.

Teams failing to pay the minimum number of registration fees by the third game of the season will be penalised two competitions points per week until doing so.

Games played by players while unregistered DO NOT count as qualifying games for finals. Players need to play 5 "qualifying" games to be eligible for finals.

POLICY 7: Uniforms

Teams must be in matching coloured shirts by the third competition game. Players are not permitted to wear jeans, cargo shorts, caps, beanies or any footwear that is not deemed to be a sports shoe.

Teams may combine shirt styles with different printing as long as the shirts are **predominantly the same colour**, however striped shirts **DO NOT** match non-striped shirts. The referee will judge whether a uniform is correct. If there is a dispute, the Duty Manager will make the final decision.

Teams failing to have matching coloured shirts by their 3rd game will incur the following penalty: 1 goal per non-matching shirt.

Bibs may not be worn to avoid uniform penalties.

POLICY 8: Finals

Players must play 5 games during the season after paying their registration fee in order to qualify for finals.

Ladder positions are decided on total points. If any teams are level on points, the team with the higher number of wins shall be deemed the higher place getter. If wins are also equal, percentage shall be the deciding factor.

In the event of a drawn final, a one-way 5-minute golden goal extra time period shall be played. If the result is not determined after this penalty kicks will be taken.

Any teams with outstanding fees are not eligible to play finals.

POLICY 9: Fill-in Players

Teams may not at any point in the season have more than one player from a higher grade fill in.

Once a player with or without a permanent team has played 3 games for one team or paid registration for a team in a grade, they cannot play or fill in for any other team in that grade for the remainder of the season unless approval is given by management (e.g. injuries, only one division in open, ladies, mixed or a particular year level).

A team found breaching this rule will automatically lose the game on forfeit (Subject to Management Discretion).

POLICY 10: Re-Grading Teams

A team which in the opinion of management is graded incorrectly shall be moved after Round 5 of a season or at any other time up to Round 10 if necessary at the discretion of management.

A team which is re-graded will maintain the same number of points they had earned in the previous grade but no more than the top team and no less than the bottom team.

A new team entering a grade will be awarded average points based on the teams in that grade up until the halfway point of the competition. Any team entering a grade after the halfway point will be awarded the same number of points as the bottom team. A new team to a grade must however play a minimum of five games to be eligible for finals.

Any player registering for a team after re-grade must have approval from management. If it is felt that this player affects the grading of the team involved to the disadvantage of other teams in the grade, approval may not be given.

In Junior Soccer, teams are graded by school year level and not age (subject to management's discretion e.g. a girls or mixed team might be allowed to play in a different year level if this is in the best interest of the team, grade or competition.)

POLICY 11: Safety/Insurance

As all the sports we offer are active in nature with moving equipment, participants need to be aware that injuries may occur and players play at their own risk.

Please note that there is no personal accident insurance. All patrons are strongly advised to have their own private health insurance and ambulance cover.

POLICY 12: Behaviour

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The centre reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the actions of its members and spectators both on and off the court.

POLICY 13: Teams Late On Court

If a team does not have at least four (4) players on court and have handed the referee a paid receipt, a penalty of one goal for every minute late shall apply. If eight minutes have elapsed, the game is then forfeited. If both teams are running late neither team will be penalised until one of the teams has the minimum amount of players present on court.

POLICY 14: Competition Points

3 competition points for a win;
1 competition points for a draw;

POLICY 15: Incomplete Matches

In the event of an incomplete match, the result will stand if the game has passed the half way mark. If the game is abandoned before the half, the match will be re-scheduled. The only exception being matches terminated at the referee's discretion.

2. REFEREES

Each match is controlled by a referee who has full authority to enforce the policies of the venue, and the rules of the game in that match.

The referee:

- (a) Enforces the rules of the game
- (b) Ensures that the players' equipment conforms to the rules
- (c) Acts as a timekeeper and keeps a record of the match
- (d) Stops, suspends or terminates the match at his discretion for any infringement of the rules
- (e) Stops, suspends or terminates the match because of outside interference of any kind
- (f) Stops the match if, in his opinion, a player is seriously injured
- (g) Ensures that any player bleeding from a wound leaves the court. The player may only return when the referee is satisfied that the bleeding has stopped, the wound is covered satisfactorily, and that clothing has no blood on it.
- (h) Punishes the more serious offence when a player commits more than one offence at the same time
- (i) Takes disciplinary against players guilty of cautionable and send off offences. The referee is not obliged to take action immediately, but must do so at the next stoppage in play.
- (j) Is authorised to take disciplinary action from the moment the players enter the Court (including subs) until the moment they leave it after the final whistle.
- (k) Can allow the Advantage Rule if an infringement has occurred subject to their discretion

The decisions of referees regarding facts connected with play are final. The referee may however change his decision realising that it is incorrect, provided that they have not restarted play.

Note:

- (a) A referee shall under no circumstance start the game until having received two paid receipts, unless given the all clear by management
- (b) Game clocks will start at the specified game time regardless of whether teams are ready to commence
- (c) Time clocks cannot be stopped during a game under any circumstance by a referee.
- (d) The half is deemed to be over as soon as the referee hears the buzzer.

3. THE FIELD OF PLAY

Markings:

- The perimeter lines of a court are considered part of the playing area
- The penalty areas at each end signify where the goalkeeper can handle the ball
- Corners are taken from anywhere within or on the quarter circle in the corresponding corner
- The centre circle indicates the area where opposition players must not encroach during a kick off
- The halfway line indicates where each team must stand either side of for a kick off
- The 5 metre markers on the base line at each end are a guide for referees and teams as to the distance opposition players must stand away from a player taking a corner or sideline kick in
- The penalty spot closest to the penalty area is for infringements on the attacking team in the penalty area
- The second penalty spot
- The substitution areas marked on the sidelines indicate where players must enter and exit the pitch during the substitution

THE METHOD OF SCORING

A goal is scored when in the opinion of the referee the following have been met:

- (a) the whole of the ball passes over the goal line
- (b) that prior to the goal being scored, no infringement of the rules of the game has been committed by the team scoring the goal
- (c) the ball has been kicked and not thrown or handled
- (d) the team scoring the goal does not have extra players on the pitch
- (e) the ball has not been kicked directly from a sideline kick, indirect free kick, corner kick or drop ball

4. SUBSTITUTIONS

4.1 SUBSTITUTION PROCEDURE

All substitute players must remain outside the netted playing court until the point they wish to enter the pitch.

To replace a player with a substitute, the following conditions must be observed:

- (a) The player coming onto the pitch must enter the netted area and proceed immediately to the substitution zone but remain outside the pitch
- (b) The player coming on must not be stationed at the substitution zone for more than 15 seconds
- (c) The player leaving the pitch must do so via the designated substitution zone, and before the oncoming player enters the pitch
- (d) The player having left the pitch must immediately exit the netted playing court
- (e) Player substitutions can take place without notifying the referee. The only exception to this is when substituting the goalkeeper. The referee must be advised and the change made when there is a stoppage in play
- (f) A change in position between the goalkeeper and another player will not be allowed once a penalty kick has been awarded, and until it has subsequently been correctly taken
- (f) Goalkeepers cannot be substituted in the last three (3) minutes of a half

NOTES:

- (i) Substituted players may continue to be involved in the game after having left the pitch
- (ii) All substitute players are subject to the same rules and authority of the referee during the course of a game
- (iii) There number of substitutions allowed is unlimited
- (iv) A team can have a maximum of five (5) substitute players
- (v) Players infringing the substitution rule will result in an indirect free kick to the opposite team if play is stopped, at the point where ball was in play. The infringer may subject to a yellow card
- (vi) The referee may allow a substitution in situations not normally allowed in the event of a serious injury to a player needing to leave the court
- (vii) A substitute player may replace a player that has been sent off after 5 minutes have lapsed, and the referee authorises the substitute to enter the pitch

5. THE START AND RESTART OF PLAY

If play is stopped by the referee to administer a caution, the match is restarted with an indirect free kick taken from where the ball was located at the time of stoppage

5.1 KICK OFF

A kick off will take place:

- (a) At the beginning of the match by the first named team.
- (b) At the beginning of the second half of the match by the opponents of the team taking the kick off at the start of the game. Teams will also swap ends of the pitch
- (c) After a goal has been scored by the team conceding the goal.
- (d) At the commencement of extra time in finals matches.

5.1.1 PROCEDURE

- (a) All players must be in their own half of the pitch
- (b) All opposition players must be at least 3 metres behind the ball at kick off (outside the centre circle).
- (c) The ball must be stationary within the centre circle.
- (d) The referee gives a signal by sounding the whistle.
- (e) The ball is in play when it is kicked and moves backwards.
- (f) The kicker may not touch the ball a second time until it has touched another player.

5.1.2 INFRINGEMENTS/SANCTIONS

- (a) If the kicker touches the ball a second time before it touches another player, then an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred.
- (b) If the ball does not move backwards of the centre line, then the opposing team will take the kick off.

Should this be: *In the event of any other infringement of the kick off procedure, the kick off is retaken*

NOTE: (i) As soon as the ball is in play, any player from either side can then play it.

NOTE: (ii) Teams will change ends for the second half of the match.

5.2 DROP BALL

A drop ball is a way of restarting the match after a temporary stoppage, which becomes necessary while the ball is in play, for any reason not mentioned elsewhere in the rules of the game. This may include situations where play is congested or deemed to be in a dangerous situation.

The referee will drop the ball where it was located when play was stopped, unless in one of the penalty areas. The drop ball will then take place at the closest penalty spot. Play restarts when the ball touches the ground. If a player makes contact with ball before it touches the ground, an indirect free kick will be awarded to the opposing team.

NOTE: (i) If a goalkeeper has possession of the ball in this situation, then the goalkeeper will retain possession and no drop ball will take place.

NOTE: (ii) No drop ball will be called in the event that the ball hits the referee during play. The referee is considered part of play and therefore play on will be called.

5.3 BALL IN & OUT OF PLAY

The ball is out of play when:

- (a) It has completely crossed the sideline or goal line, on the ground or in the air
- (b) Play has been stopped by the referee
- (c) It hits the roof net

** If hitting the roof net, the opposition team to the one that last touched it will restart play with a sideline kick in closest to the point where the ball first touched the roof net*

The ball is in play at all other times, including:

- (a) Bounces back into the field of play from the goalposts or crossbar
- (b) Rebounds off a referee during play

Once the ball is out of play after having crossed the sideline, it will be returned to the pitch by a way of kick in:

- (a) By the opposition of the team that last touched the ball
- (b) From the point on the sideline where the ball left the pitch
- (c) By any team member

Once the ball is out of play after having crossed the goal line, it will be returned to the pitch:

- (a) By way of a corner kick if the defending team was the last touch the ball
- (b) By way of a goalkeeper throw if the attacking team was the last team to touch the ball
- (c) With all defending players positioned at least 5 metres away from corner taker

6. PLAYERS' UNIFORM & EQUIPMENT

- (a) A player may not use equipment or wear anything that is dangerous to himself or another player.
- (b) Shin guards are not compulsory, but strongly recommended
- (c) Athletic type shoes must be worn
- (d) Players must wear a shirt at all times during a game – singlet, short sleeve or long sleeve
- (e) Refer to Stadium Policy #7 at beginning of rule book in relation to team uniform requirements
- (f) Goalkeepers are to preferably wear a different coloured shirt

In the event that this rule is infringed:

Play will be stopped and the referee will instruct the player to leave the pitch and correct their equipment or uniform

The player may not re-enter the pitch without the permission of the referee and there is a stoppage in play

Players who do not address the matching uniform requirement will be penalised a goal for a non matching shirt

THE GAME

- A match consists of two equal periods
- Junior games are 16 minute halves and Senior games 18 minute halves. The half time interval is one minute.
- All games are operated by a centralised timer, with the game clock starting at the scheduled start time and games are unable to be stopped for any reason
- The end of a half will be deemed to be when the referee hears the buzzer to conclude the period, and will then subsequently blow their whistle to indicate the half has ended. Play will be extended though to allow for:
 1. The taking or retaking of a penalty kick
 2. The taking or retaking of a 10 metre penalty kick
 3. The taking or retaking of any direct free kick

The match will then conclude when:

- a) The ball is kicked and goes directly into goal without being touched by another teammate and a goal is scored
 - b) The ball is kicked and deflects into the goal after being touched by an opposition player or any part of the goal frame and a goal is scored
 - c) The ball is kicked and is touched a second time by the same player or by a teammate
 - d) The ball is kicked, does not cross the goal line and the ball comes to a complete stop
 - e) The ball leaves the boundary of the pitch
- In the event that the stadium heat policy is activated, the half time interval will be three minutes and there will be additional drinks breaks at the halfway point of each half.

7. FREE KICKS/FOULS AND MISCONDUCT

Fouls and misconduct are penalised as follows:

7.1 FREE KICKS

There are two types of free kicks that can be awarded – indirect and direct.

7.1.1 INDIRECT FREE KICKS

An indirect free kick requires the ball to be touched at least twice (including the free kick action) before it can cross the goal line within the goal and a goal be scored

An opposition team will be awarded an indirect free kick when:

- (a) The goalkeeper controls the ball for longer than 5 seconds from a goal clearance or after gaining possession of the ball either inside or out of the penalty area by hand or foot in their defensive half
- (b) A player playing the ball while they are deemed to be on the ground
- (c) A goalkeeper touches the ball with their hands in the penalty area after the ball has been deliberately kicked to them by a teammate during play or from a kick in
- (d) A goalkeeper plays the ball to a teammate, and he receives the ball directly back in his defensive half without the opposition touching the ball
- (e) A player takes longer than 5 seconds to take a corner kick, sideline kick, penalty kick or any indirect or direct free kick from the moment the referee orders its execution
- (f) A player touches the ball a second time after taking a sideline kick in, penalty kick, corner kick, direct or indirect free kick without another player having touched the ball
- (g) A player entering the pitch who is not properly uniformed
- (i) Any act of deliberate time wasting
- (f) Prevents the goalkeeper from releasing the ball

7.1.2 DIRECT FREE KICKS

A direct free kick allows the free kick taker to score directly from the free kick without the requirement of another player of either team having to touch the ball. These fouls are also accumulated within a half

A direct free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

- (a) Kicks or attempts to kick an opponent
- (b) Trips or attempts to trip an opponent
- (c) Jumps at an opponent
- (d) Charges an opponent
- (e) Strikes or attempts to strike an opponent
- (f) Pushes or holds an opponent
- (g) Tackles an opponent in a violent or aggressive manner
- (h) Harms or attempts to harm an opponent
- (i) Slide tackles an opponent, with the exception of the goalkeeper within the penalty area or originating from the penalty area
- (k) Spits at an opponent
- (l) Outfield player intentionally handles the ball
- (m) Plays in a manner considered by the referee to be dangerous
- (n) Impedes / obstructs the progress of an opponent
- (o) High foot / dangerous play
- (p) A player in possession of or going for the ball being put off by an opponent through means of action, yelling or an action to be unsportsmanlike
- (q) When playing as an outfield player, a player plays the ball while they are on the ground or the ball comes into contact with the player while they are on the ground

7.2 CAUTIONABLE OFFENCES

A player is cautioned and shown a yellow card if he commits any of the following offences:

- (a) Is guilty of unsporting behaviour
- (b) Disputes referees decisions by word or action
- (c) Persistently infringes the rules of the games
- (d) Delays the restart of play
- (e) Intentional Handball

Note: The referee may stop play to caution a player regardless of where the ball is, or may elect to issue the caution at the next appropriate stoppage in play.

7.3 SENDING OFF A PLAYER

A player can be sent off by being shown either a blue or red card. A yellow card does not necessarily have to precede a blue or red card.

7.3.1 Blue Card

A blue card will result in the player being sent off for a minimum of 5 minutes. The player can only re-enter the court when their own teams goalkeeper has possession or stoppage in play.

Once a player re-enters the court after having previously received a blue card in the game, any breach of the rules thereafter, which the referee considers to be a cautionable offence will result in a red card. This player will then automatically receive a minimum one game suspension and not be allowed to play or fill-in (including that night) for any other team as decided by management.

Note:

- (i) A yellow card does not have to precede a blue card.
- (ii) Any player who receives two blue cards in a season will incur a one game suspension.**

7.3.2 Red Card

A red card will result in the player being sent off for the remainder of the game. A substitute player can replace a player who has been sent off for the remainder of the game five minutes after the send off. However, the referee will notify the team when the five minutes have elapsed, and will allow a substitute player to enter the court at any stage of the match.

Any player shown a red card by the referee will incur an **immediate minimum** one game suspension as decided by management.

7.4.3 Send off offences

A player is sent off when they commit the following offences:

- (a) Is guilty of serious foul play
- (b) Is guilty of reckless/violent conduct
- (c) Uses offensive, insulting, abusive, intimidating, discriminatory, racist, or sexist language and/or gestures towards a player, patron, referee or official
- (d) Makes contact with a referee/official whether physically or with an object or thing
- (e) Threatening or intimidatory language or conduct toward a referee/official

Notes:

- (i) It is at the referee's discretion as to whether a player will be shown a blue or red card for any of the above offences.
- (ii) If the sending off of a player or players results in a team having three players left on the court, the game will end and forfeit points will be awarded to the non-offending team.

7.5 Suspensions

Management will notify the team captain in the event that a player has been suspended. The suspension is **immediate** and must be served in consecutive fixtures (including finals).

A suspended player cannot play in any other division until he/she serves the suspension.

Depending on the severity of the incident(s), a player can (at the discretion of management) be disqualified from playing at the Centre altogether.

Post match actions requiring disciplinary action are subject to the same grading guidelines as mentioned above in the send off offences.

All players are subject to scrutiny by video surveillance that is in place at the Centre.

7.6 FIXED PENALTIES BY OFFENCE

Ref.	Offence	Grading Guidelines	Penalty/ No. Matches/ Further action
R1	Serious foul play	1. Strikes or attempts to strike another Player in contest for the ball	2
		2. Strikes or attempts to strike to injure. May come from a distance	5*
R2	Violent conduct	1. Reckless conduct	1
		2. Violent conduct when the ball is not in playing distance or in play	2
R3	Spitting at a Player or any other person	1. Spits at a Club Associate or spectator	3
		2. Spits on a Club Associate or spectator	5
R4.1	Offensive, insulting, abusive or intimidating language and/or gestures toward a player or spectator	1. Provoked by a tackle or similar action	1
		2. Repeated use of word or gesture and/or Incitement to violence by gesture or word	2
R4.2	Use of discriminatory, racist, religious, ethnic or sexist remarks and/or gestures toward a Club Associate(s) or spectator	1. Provoked by a tackle or similar action	2
		2. Repeated use of word or gesture and/or Incitement to violence by gesture or word	3
R4.3	Personally offensive, insulting or abusive language or behaviour including but not limited to use of discriminatory, racist, religious, ethnic or sexist remarks and/or gestures toward or against a Match Official	1. Provoked by a tackle or similar action	2

		2. Repeated use of word or gesture and/or Incitement to violence by gesture or word	3
R4.4	Contact with a Match Official whether physically by the Club Associate or with an object or thing	1. Reckless contact	3
		2. Deliberate contact	5*
R4.5	Spitting at a Match Official	1. Spits at a Match Official	12*
		2. Spits on a Match Official	Centre Ban
R5	Received a second caution in the same Match		1
R6	General Misconduct not specifically covered in this table	Management to determine sanction	At discretion of Management*

*Penalty is subject to further discipline action at the discretion of management. Management reserve the right to set indefinite and Life bans to reflect the severity of each incident.

Club Associate refers to any player or spectator belonging to the relevant team.

Serving of Suspension

Management will notify the team captain in the event that a player has been suspended. The suspension is **IMMEDIATE** and must be served in consecutive fixtures (including finals).

A suspended player cannot play in ANY OTHER competition until he/she serves the suspension in the competition the incident took place, or relevant competition to the discretion of management.

If a Match is postponed prior to its commencement, such match will not be classified as a match served under a Suspension.

A match which is abandoned after commencement, or forfeited, shall count as a match served under a Suspension unless:

- (a) The team to which the suspended player belongs was responsible for the incident that led to the abandonment or forfeit.
- (b) Any other affecting incident leading to the abandonment or forfeit of a fixture is referred to Management.

All players are subject to scrutiny by video surveillance that is in place at the centre.

8. PENALTY KICKS

A goal may be scored directly from a penalty kick.

The ball is placed on the penalty spot, which is directly in front of the centre of the goal.

The player taking the penalty must be properly identified. All other players must be behind the blue line and at least three metres away from the ball.

The defending goalkeeper must be on their goal line with their feet stationary until the ball is in play.

The penalty taker may take as many steps as they want.

The player taking the penalty must wait for the referee's signal before taking the kick.

The referee will not signal for the kick to be taken until the players have taken up position in accordance with the rules.

The referee decides when a penalty kick has been completed, and whether a goal has been scored.

The ball will be stationary.

The ball will be played forward.

The kicker may NOT play the ball a second time (without it being touched by anyone else first) if rebounding into play again from either the bar, posts or nets. However, if the ball rebounds of the Goal Keeper the penalty taker is allowed to take the rebound.

8.1 Infringements/Sanctions

If the player taking the kick does not do so in one fluent motion, the penalty will be disallowed and the goalkeeper will then take possession of the ball. Any step taken backward/away from the ball is counted. Once the referee has given the signal to take the kick any of the kickers' movements are counted as a continuation of their penalty motion.

If the referee gives the signal for a penalty to be taken and the player taking the penalty infringes the rules of the game, possession of the ball will then be given to the opposition goalkeeper.

If the referee gives the signal for a penalty to be taken and the goalkeeper infringes the rules of the game, the referee allows the kick to proceed. If the ball enters the goal, a goal is awarded. If the ball does enter the goal, the kick is retaken.

8.1.3 PENALTY FREE KICKS

A penalty is awarded when any of the above direct free kick offences is committed by a player in their own penalty area.

A direct free kick allows the free kick taker to score directly from the free kick without the requirement of another player of either team having to touch the ball. These fouls are also accumulated within a half

8.2 PENALTY KICKS

A penalty kick is awarded to the opposing team if a player commits any of the following offences:

- (a) Intentionally handles the ball in their own defensive area (except for the goalkeeper in their own area)
- (b) The goalkeeper keeps possession of the ball in his hands or at his feet for longer than five seconds. It is the referee's discretion as to whether they deem the goalkeeper to be in possession of the ball.
- (c) An outfield player changes place with the goalkeeper without informing the referee and subsequently handles the ball during play.
- (d) Illegally denying an opponent a clear goal scoring opportunity
- (e) If a team is found guilty of **deliberate and excessive time wasting** (potentially depriving the opposing team of a goal scoring opportunity), the referee may elect to award a penalty kick to the opposing team. This applies for example when a player delays leaving the court after being blue or red carded.
- (f) The player taking the penalty kick must be clearly identified to the referee, if not; the kick will be re taken.
- (g) The defending goalkeeper must remain on their own goal line, facing the kicker and between the goal posts until the ball is in play.

9. MIXED FUTSAL

The same rules apply to mixed futsal as they do for open grades as outlined in this booklet, with the exception of four rules:

- (a) A team consists of four players and a goalkeeper at any given time. Of the four players on court, a maximum of two players can be males. The goalkeeper however can be either male or female. A team may play with more than two females on court if they wish.
- (b) Only female players are permitted to take penalty kicks.
- (c) The rule of "**excessive force**" (Section 6.1) will be sanctioned to its **maximum level**. Referees will award a free kick to the opposing team if a player is deemed to have breached any of the offences mentioned in Section 6.1.

The following are extra precautions that need to be taken into consideration, however not necessarily resulting in fouls or free kicks:

- Female players in possession of the ball
- Female Players in the 3 meter wall
- Male players charging whilst in possession of the ball