



SOCIAL 5-A-SIDE SOCCER RULES

These Rules must be read together with	☒ The Curtin Stadium Conditions of Entry. ☒ The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sport Participation team (p: 9266 7052 e: stadiumsports@curtin.edu.au)
Game Length	Two 18-minute halves.
Half Time break	Two minutes.
Stoppages	No stoppage time played.

1. GENERALLY APPLICABLE RULES

- 1.1. Umpires will endeavour to apply the [FIFA Futsal Laws of the Game](#), but may modify them as appropriate for the venue and at the discretion of Curtin and the umpire for the safety of any person.
- 1.2. Noting that 5-a-side Soccer is not Futsal, but a closely related variant, these Rules will prevail if there is any discrepancy.
- 1.3. Players are free to participate in a manner which best reflects their gender identity. These Rules will be applied based on player gender identity.
- 1.4. Participants are responsible for conducting themselves in the spirit of the game – mutual respect, adherence to the rules, and enjoyment of the game.
- 1.5. The umpire will start the game at the scheduled time. Teams who are not ready to play may face penalties (see section 4).
- 1.6. Curtin will supply an approved ball for use during games.
- 1.7. When the goalkeeper has the ball to restart play, they must throw it into play. No “footy kicking” or drop kicking is allowed.
 - 1.7.1. When a save is made, kicking from the ground is also available.
- 1.8. All indirect free kicks awarded in the goalkeeper’s area will be taken from the edge of the penalty area in line with the offence.

2. PLAYERS

- 2.1. The maximum number of players on field at any time is 5 (inclusive of the goalkeeper).
- 2.2. The minimum number of players on field at any time is 4 (inclusive of the goalkeeper).
- 2.3. There is no limit to the number of players permitted to be on the bench.
- 2.4. In Mixed 5-a-side Soccer,
 - A team with no female-identifying players must forfeit.
 - Teams must have a minimum of two female-identifying players on field at any time.
 - There is no limit on maximum number of female-identifying players on the field at one time.
- 2.5 If a team has an incorrect ratio of players, they may either play:
 - Play with fewer total players – five players, minus however many female players the team is missing. The final score will stand for the competition.
 - A ‘friendly’ game with the incorrect ratio, assuming an automatic loss. The team with the incorrect ratio will be awarded a forfeit (0 points for them and win points for the opposition).
 - In either circumstance, both teams must pay their normal game fee.

Female Players	Max. Players Allowed
Two or more	Five
One	Four
None	N/A - Forfeit



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3. SUBSTITUTION OF PLAYERS

- 3.1. A team may use an unlimited number of substitutes during a game.
- 3.2. Substitutions may take place at any time, provided they do not interfere with play.
- 3.3. The umpire must be informed of a change of goalkeeper, which must only occur at a time of stoppage.

4. PLAYER EQUIPMENT

- 4.1. Teams may use their own ball for warm up.
- 4.2. Players must wear appropriate shoes in good condition. Curtin Stadium staff have the right to check footwear prior to each match to ensure 'studs' are safe (only moulded and rubber studs are permitted).
- 4.3. Curtin strongly recommends that players use shin pads.
- 4.4. Teams must wear a common shirt (at a minimum, shirts in the same colour) by the end of grading (if any). Curtin will determine whether the teams shirts of all players meet the minimum requirements; if not, the a penalty will apply.
- 4.5. The exception to the above rule is the goalkeeper, who is permitted to wear a different coloured shirt from that of their team. However, they cannot change out of the goalkeeper position in the different coloured shirt without incurring a one goal penalty.

5. FOULS AND FREE KICKS

- 5.1. For the sake of clarity, the following Rules differ slightly from the [FIFA Futsal Laws of the Game](#), or deserve to be highlighted for the sake of more meaningful gameplay in a Curtin-specific context. At all other times, the FIFA Futsal Rules should be followed.
- 5.2. If the umpire's decision is not adhered to, infringing players may be asked to adjust or be warned, and penalties and free kicks may be awarded (at the umpire's discretion).
- 5.3. There will be no play of accumulated fouls.
- 5.4. All infringements occurring within the field of play will result in a direct free kick. In addition to the applicable Official Futsal Rules, the opposing team will be awarded a direct free kick—or a penalty kick if the infringement occurs within the goal area—for any of the following infringements committed by a player:
 - 5.4.1. A player obstructs the play of the ball by falling on it, by holding the ball with their feet, or preventing movement of the body (except for the goalkeeper).
 - 5.4.2. A goalkeeper delays the game for more than 5 seconds putting the ball back into play after he/she has received it, or the ball declared into play.
 - 5.4.3. A player delays the game for more than 5 seconds by putting the ball in play from a free kick, goal kick or penalty kicks.
 - 5.4.4. A player uses a verbal expression to distract their opponent with the intention of gaining an unfair advantage
- 5.5. In addition to the applicable Official Rules, an indirect free kick will be awarded for any of the following infringements committed by a player:
 - 5.5.1. A goalkeeper picks up a back pass from their own team. In this instance the free kick will be taken from the edge of the area.
 - 5.5.2. A goalkeeper throws the ball over the halfway line. The free kick will be taken from the halfway line, at the point where the ball crossed.
 - 5.5.3. After having put the ball into play, a player touches the ball a second time before another player touches it.
 - 5.5.4. Playing the ball on the ground.

6. PENALTIES

- 6.1. Teams must have the requisite minimum number of players on the court (in the correct player ratio) to be considered "ready to play". If a Team is late, they will be penalised as follows:
- 6.2. If a team is deemed to not be in a common shirt, a penalty of one (1) goal will apply.

Number of minutes late	Goal Penalties
1 – 5 minutes	1 goal
5 – 8 minutes	2 goals
8 – 10 minutes	3 goals
> 10 minutes	N/A - forfeit



7. DRAWS

- 7.1. In the event of a draw in a regular season game, the score will stand.
- 7.2. In the event of a draw in a Finals game, teams will go to a penalty shoot-out.

8. FORFEITS

- 8.1. If a team forfeits their match, the opposing team:
 - will be awarded a win of 7 – 0; and
 - will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

9. SUSPENSIONS AND EJECTIONS

- 9.1. Yellow & Red cards are used. The cards are issued at the umpire's discretion. Card interpretations are:
 - 9.1.1. **Yellow card** = serious warning (caution but no penalty)
 - 9.1.2. **Red card** = serious incident, continuous or accumulative foul play (send-off)
- 9.2. Incidents that are deemed dangerous or unsporting, as reported by the umpire or an opposing team, will be investigated by Sport and Recreation Coordinators.
- 9.3. The umpire can suspend any player, without replacement and for any duration, as a consequence for displaying behaviour that does not align with the spirit of the game. This includes but is not limited to argumentative, aggressive, or dishonest behaviour.
- 9.4. All participants must adhere to the Curtin University Sport Participation Terms and Conditions and the Conditions of Entry. Any behaviour that violates these conditions may result in consequences determined by Curtin, at its sole discretion.

10. UMPIRE AND CURTIN DISCRETION

- 10.1. If a situation arises which is not covered by these Rules, the Umpire, Supervisor and/or Sport and Recreation Coordinator will use their discretion to make a decision.