

General Quick Rules Guide – South Yarra 5 a side (MHS)

Rule	Quick Summary
Laws of the Game	Unless otherwise stated, all relevant FIFA Futsal Laws of the Game apply.
Game Time	2 x 18-min halves, 2-min halftime. No timeouts.
Subs	Unlimited rolling subs. In/out from same spot. GK changes → tell ref (not during play).
Tackles	<p>✗ No slide tackles (blocking = ok if safe).</p> <p>✗ No tackling from behind if opponent has control of ball.</p>
Kick-Off	Direct (forward or back). Opponents behind yellow line.
Restarts	Corners = direct Kick-ins = indirect Free kicks = 4 steps away approx.
Forfeits	1 goal every 3 mins late. By halftime = 4-0 forfeit.
Scoring	Win = 3 pts Draw = 1 pt Loss = 0 pt Forfeit = -1 pt
Fill-Ins	Borrow only to reach max 6 players . Regular team must outnumber fill-ins.
Finals	Only registered, regular players eligible.
Extra Time	2 x 2-min golden goal. If tied → penalties (best of 5).

Specific Rules – South Yarra 5 a side (MHS)

Rule	Quick Summary
Restart Timeframe	4 seconds to release (goal throw, kick-in).
Goalkeeper Pass Back	Unlimited, but no handling allowed.
Goalkeeper Possession	No time limit in open play.
Accumulated Fouls	5 fouls per half.
6th Foul Rule (DFKSAF)	From the 6th foul onwards → direct free kick without a wall from the yellow (third) line.
Reckless Clearances / Shots	If the ball is kicked well outside the caged court → direct free kick without a wall from the yellow line. Safety rule set by school. Player/team must retrieve the ball before rejoining play.
Goal Throw	Must stay within your own half unless touched on the full to the attacking third. If ball crosses attacking third line on the full (without touch) → indirect free kick to opponent.
Cautions / Sin Bin	Referee may give yellow/red cards OR use a sin bin. Persistent player fouls → player sent off for 2 minutes. Team plays with 4 during this time.