

## REBOUND SOCCER RULES

Updated September 2018

### 1. MATCHES

- All matches are scheduled in a 30 min block and need to conclude within that allocated time frame.
- Games run on a continuous clock format and allow up to 2 halves of 14.5 mins and a 30 sec interval for change over.
- A match will commence at the scheduled time, and teams need to be ready to play prior their fixture time.
- A goal per minute will be awarded to the team waiting for the other team to be ready to play for tardiness.
- Teams are considered ready when;
- Prior the match, the receipt of payment has been issued to the referee,
- The full first and surnames have been marked or added to the score sheet,
- There is a minimum of 4 players inclusive of the goalkeeper.
- Teams need to have uniforms consisting of matching shirts (numbers within the first 3 weeks of the competition)
- Bibs will be made available upon a colour clash and the team wearing bibs will have kick off.

### 2. PLAYING AREA, EQUIPMENT AND PERSONNEL

#### THE PLAYING AREA

- The overall dimensions of the playing area shall be determined by the Stadium size available.

#### PENALTY SHOT

- A penalty kick shall be taken from a point varying from court to court, but as a rough guide, 0.75m outside the goal area semicircle, directly in line with the centre of the Goal

#### GOALS

- The goals shall be placed on the Goal line and shall be centrally located between the two Width extremities of the playing area. The minimum size of the goal opening shall be 2.75m wide and 1.8m high and nets shall be affixed to the goals in such a manner so as to trap the ball and prevent it from rebounding off any solid obstructions.

#### CENTRE MARK

- A suitable mark shall be made in the exact centre of the playing area length, and in line with the centre of the goal opening. The game will commence from this point and will recommence in the event of a goal being scored, second half of play or any extra periods of time.

#### THE BALL

- Shall be a suitably inflated Indoor Soccer Ball supplied by the Centre

#### NUMBER OF PLAYERS

- A team shall be comprised of 5 players (though a game may be played with 4); one of whom shall be the goalkeeper. Each team shall be permitted as many substitutes as they like. Substitution of the Goalkeeper with an off-field substitute or on-field player may only be made during a stoppage and with the consent of the Referee.
- To effect a field player substitution the incoming player notifies the referee of his intention from outside the playing area and must enter the playing area at a designated point only after the outgoing player has left the playing area.

#### PLAYER UNIFORMS AND EQUIPMENT (refer Bylaw no. 5)

- Four players of a team shall be dressed in uniform shirts. Goalkeepers may wear tracksuits but the colour of the goalkeepers dress shall be distinctive in colour from that of the opposition players.
- Approved footwear shall be worn without rigid or hard soles, bars or studs.
- Players shall not wear any equipment, including uncut or jagged fingernails, which may constitute a danger to other players.
- All field players must wear numbered shirts. Numbers are to be at least 6 inches in size and duplication of numbers within a team is not permitted. Any number from 1 to 99 will be allowed to appear on players uniforms.
- A goalkeeper is not required to wear a numbered uniform whilst playing in the goalkeeping position. However, should a goalkeeper wish to be substituted as a field player he/she shall be required to wear a numbered uniform. Exchange of uniform with any other player on the scoresheet is not permitted.

#### REFEREES

- Referees shall be appointed to officiate in each game and their decisions for the duration of the game shall be final. Their powers and jurisdiction will cease only at the discretion of the relevant management committee. They will be sole arbiter in the interpretation of the laws for the duration of the game. In the event of injury to the referee, the game shall cease immediately until a new referee can be appointed.

### 3. RULES OF PLAY

#### START OF PLAY

- The referee will toss a coin. The team winning the toss will have the choice of ends or kick off. The team kicking off will kick the ball from the centre mark after a signal from the referee. The ball may be kicked in any direction to start play, opposing players just be 1m from the centre mark, and all players must be within their own half of the playing area. A goal may be scored direct from the kick off.
- The game shall be restarted in like manner after a goal has been scored.

## BALL IN AND OUT OF PLAY

The ball shall be in play at all times from the start of the game unless:-

- a. The ball rises above head height.
- b. The ball has crossed the goal line.
- c. The referee has given the signal for full or half time.
- d. The game has been stopped by the referee.
- e. The ball goes out of the playing area.

## BALL ABOVE HEAD HEIGHT

- Referee shall have sole discretion of head height. The heading of the ball shall not be allowed.

## SCORING

- A goal is scored when the whole of the ball has crossed the goal line between the goal posts and under the cross bar. A goal is not allowed if the ball was last played by a player of the attacking side whilst within the goal area

## DURATION OF THE GAME

- The duration of the game shall be two equal halves of 15 minutes.
- Time may only be extended in either half to allow the taking of a penalty kick.
- There shall be no half time interval.
- Deliberate and flagrant time wasting shall be penalized.

## OFFSIDE

- There is no offside.

## THROW INS, GOAL KICKS AND CORNER KICKS

- There are NO throw ins, goal kicks or corner kicks.

## GOALKEEPER

- The goalkeeper may return the ball into play by under arm or side arm throw. Provided that the goalkeeper has not handled the ball, he may return it to play by kicking the ball off the floor. The goalkeeper is not permitted to use an over arm or deliver the ball above head height and must at all times remain in his goal area.
- If the goalkeeper leans outside his area to play the ball outside the confines of his area, he shall be deemed to have handled the ball and shall be penalized accordingly.

## FREE KICK

- When a player is taking a free kick whether direct or indirect all opposing players must be at least 2 metres from the ball until it is in play.

## PENALTY KICK

- Shall be taken from the penalty mark and except for the defending goalkeeper no other player may enter the goal area. The goalkeeper shall not move his feet off the goal line until such time as the ball has been struck by the player taking the penalty kick. Infringement by the goalkeeper shall result in either the score counting or a replay of the penalty kick.

## RETURNING BALL TO GOALKEEPER

- A player receiving the ball from the goalkeeper may not return it directly to the goalkeeper until the ball has been played by any other player on the court.

## PLAY WITHIN THE GOAL AREA

- No player is permitted within the goal area except the goalkeeper excepting as provided for under the heading of penalty kick. Referees will distinguish between accidental and intentional entry into or egress from the goal area. Only deliberate actions where the player either plays the ball or attempts to play the ball, will be penalized. Accidental entry or egress by the goalkeepers will be ignored providing that the player, unless injured, leaves or returns to the goal area immediately.

## USE OF APPURTENANCES

- No player may support himself by using the surrounds, rails or walls of Stadium.

## 4. RULE INFRINGEMENTS – INTERPRETATION AND PENALTIES

## BALL ABOVE HEAD HEIGHT

- Indirect free kick against offending side from where ball was last played. If two players meet ball simultaneously, referee to drop the ball from point of impact.
- When the ball rebounds above head height from the wall, floor, barricade, goal post, cross bar or other obstruction the referee will signify play on by making a loud and clear play-on call. Should the ball strike the roof after rebounding from any obstruction, it shall be deemed a dead ball and play will be restarted by a drop ball as near as practicable to the point of contact with the roof.

#### GOALKEEPER THROWING BALL ABOVE HEAD HEIGHT AND/OR USING OVERARM ACTION

- Indirect free kick against offending goalkeeper from a point 2 metres outside goal area, at the point of exit of the ball from the goal area.

#### OBSTRUCTION

- Indirect free kick.

#### USING APPURTENANCES AS SUPPORTS

- Indirect free kick.

#### ATTACKING PLAYER IN GOAL (refer 2.12)

- Goalkeeper ball for throw out only.

#### DEFENDING PLAYER IN GOAL AREA OR GOALKEEPER OUTSIDE GOAL AREA (refer 2.12)

- Penalty kick against offending team.

#### MORE THAN FIVE PLAYERS ON THE PLAYING AREA

- Indirect free kick at the point of substitution entry.

#### BALL GOES OUT OF PLAYING AREA

- Indirect free kick against offending team at point of exit of hall.

#### ALL DIRECT AND INDIRECT FREE KICKS

- No free kick shall be taken within 2 metres of the goal area excepting a penalty kicks provided for elsewhere in these rules.

## 5. MISCONDUCT – INFRINGEMENTS AND PENALTIES

The following offences will be recorded as a foul against the offending player, and may incur a Yellow Card from the referee. Any player receiving multiple dangerous conduct or unsportsmanlike fouls during a game can be automatically disqualified from playing for the remainder of the game, at the referee's discretion.

### HANDLING THE BALL

- Any player intentionally handling the ball shall be penalized by a direct free kick. This does not apply to the goalkeeper within his own area.

### CHARGING AN OPPONENT

- Direct free kick against the offending team.

### TRIPPING AN OPPONENT

- Direct free kick against the offending team.

### PUSHING AN OPPONENT

- Direct free kick against the offending team.

### KICKING OR STRIKING AN OPPONENT

- Direct free kick against the offending team.

### FOUL AND ABUSIVE LANGUAGE DIRECTED AT ANY OTHER PERSON

- Direct free kick against the offending team.

### DISSENT OR INFRINGEMENT

- Direct free kick against the offending team.

### JUMPING AT AN OPPONENT

- Direct free kick against the offending team.

### PLAYING IN A DANGEROUS MANNER

- Direct free kick against the offending team.

\*\*\*\* PLEASE NOTE \*\*\*\*

Whilst the above listed penalties generally apply to the various offences, it must be made quite clear that the referee has the authority to go outside these penalties, should the circumstances warrant more severe actions.

## 6. WARNINGS, DISQUALIFICATIONS AND REPORTS

### YELLOW CARD

- Players receiving three (3) yellow cards during a season may automatically receive a one (1) weeks suspension. Players will be notified by email.

### RED CARD

- A player receiving a red card will automatically receive a one (1) week suspension. Hence they are ineligible for their next game.
- Abusive language, undue rough play and unsportsmanlike conduct will not be tolerated. All rulings will be tightly enforced throughout the season, so please encourage your team to play fairly and to enjoy the competition.

### PLAYER REPORTS (refer Bylaws No.9)

- It is not necessary for a player to be shown a red card prior to being reported. Players can be reported by any stadium official for any form of misconduct. A referee may report a player without first issuing a yellow or red card.

### DISQUALIFIED PLAYER

- In the event of a player being expelled from a game, a substitute player is not allowed to replace the expelled player.

For further information, please contact the Sports Manager on 92276526, or at [loftussports@belgravialeisure.com.au](mailto:loftussports@belgravialeisure.com.au)