

Competition rules futsal

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1. In general

1.1 Fair play

- Players need to behave with respect and in the spirit of "fair play", to their opponents, team members and spectators.

1.2 Aim of the game

- The aim of the game is scoring as many goals by kicking the ball into the goal.

2. Competition

2.1 Team captain

- As team captain, you are the contact person with SWU Thymos. Competition related information will be sent to the captain only. As captain, you are responsible for distributing the information to your team members. The team captain is also responsible for transmitting the score and reporting complaints to SWU Thymos if rules are violated. Scores will be transmitted by the winning team at the website (www.swuthymos.nl; you must be logged in). Scores should be transmitted before the end of the competition, otherwise the score will not be included in the final result.

2.2 Participation competition

- A team needs to play at least half of the scheduled games to participate in the competition. If a team can not cope with this, the team will be removed from the competition. The scores of games that are (not) played by that team will be removed retrospectively.

2.3 Own risk

- During a game of futsal, accidents can happen. Participation in the internal competition is completely at your own risk. SWU Thymos or Sports Centre the Bongerd can not be taken responsible.

2.4 Absence team

If a team is unable to attend, the team captain will report this at least 24 hours before the game to the opponent and to SWU Thymos. If the schedule permits it, an alternative free time will be sought to reschedule to play the deferred game. If you agree with your opponent to play at another time, SWU Thymos should be informed via e-mail. If there is no place in the schedule to catch up the game, the team that was unable to attend in the first place will lose the game according to the regulatory loss/victory rules (5.3). Same counts if a team does not show up without announcing it: the team that does not show up within 15 minutes after the start of the game loses the game. After not showing up once without announcing, the team will get a warning. If it happens again, Thymos can remove the team from the competition.

2.5 Team members

- The team captain has to make sure that the players in the team have sports rights. When not enough team members can attend the game, other persons may be invited to join the game. These reserve players also need to have sports rights. However it is not allowed to ask someone who plays in a higher level of the competition. When someone from a higher level joins, two points will be subtracted from the score. It is the responsibility of the opponent to report this.

3. Playing field and materials

3.1 Playing field

- The playing field exists of the gymnasium.
- On both short sides of the field there is a goal. Please clear away the goals after playing.

3.2 Materials

- The building up and clearing away has to be done by the teams. You can get a ball and tabards at the desk of the Bongerd in exchange of your WUR card.

- Materials should be put back in place neatly after the game. If this does not happen 2 points will be subtracted for both teams.

4. Players

4.1 Teams

- The game is played by 5 vs. 5 persons.
- Everybody needs to have sports rights and has to take them with him/her to every match.
- There is no maximum size of a team.

5. Match instructions

5.1 Match

- The match starts with a kick-off.
- The length of one match is 60 minutes. This includes preparing and clearing up the field and materials.

5.2 Points

- You get a point when you score a goal.

5.3 Regulatory loss/victory

- If one of the teams does not show up without giving a reason and the game is not rescheduled 24h in advance, a regulatory victory will be given to the team that is present.
- In a regulatory victory the score 5-0 will be marked, of which 5 points go to the regulatory winning team and no points for the regulatory losing team.

5.4 Winning a match

- The team that has the highest number of points after an hour of playing wins the match, draw (even score) is possible.
- For a victory 3 points are given, for draw 1 point, for loss 0 points.

5.5 Mistakes in playing

- When a mistake is made during a match, a free ball will be given to the opponent.
- A ball played back to the keeper may not be touched by the keeper with his hands. If he touches the ball with his/her hands, the other team gets a free kick on the six meter line.
- A free kick within the penalty area has to be taken at the six meter line. Not from the dotted line.
- For a free kick in the penalty area, the other team has to be at five metres distance.
- All moments where the ball is again brought into the field, has to be done in or within four seconds.
- The keeper can throw the ball as well underhand as overhand, but never kick the ball from the hand.
- No slidings are allowed when players are close by. Slidings are only allowed to keep the ball in.
- Strong physical contact is not allowed.

6. Game resumption

6.1 Free ball

- A free ball is played from the position where the mistake was made.

6.2 Insertion of the ball

- Insertion of the ball happens from the position where the ball left the playing field, close to the side of the field, by kicking the ball over the ground.

6.4 Change of players

- During the game players can be changed as many times as you want.

7. Contact

If there are any questions or problems please contact SWU Thymos.
During day time: tel: 0317-482746 or e-mail us at any time: swu.thymos@wur.nl.