

Competition rules futsal

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1. In general

1.1 Fair play

- Players must behave with respect and in the spirit of "fair play", to their opponents, team members, spectators, and SCB staff members.
- The team captain is at the end responsible to make sure all team members play and behave with respect.

1.2 Aim of the game

- The aim of the game is to score 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 and are responsible for your team. 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 filling in the scores and reporting complaints to SWU Thymos if rules are violated.
- Scores can be filled in by the team captain of the winning team on the TIC tool on the SCB website (scb.wur.nl). Scores should be filled in before the end of the competition, otherwise, the score will not be included in the final result.

2.2 Participation competition

- A team is expected to play all games in the competition. It can happen that a game is missed due to unforeseen reasons and cannot be rescheduled. If a team only plays half or even less of the scheduled games, 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. The pitch is more sandy than your usual football pitch, so to avoid scratches, long pants and long sleeves are recommended. Participation in the SWU Thymos Internal Competition is completely at your own risk. SWU Thymos or Sports Centre the Bongerd cannot be taken responsible for any kind of injury nor loss of personal belongings.

2.4 Absence team

- If a team is unable to attend a scheduled match, 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 the deferred game. If you agree with your opponent to play at another time, SWU Thymos should be informed via email, so they can reserve the field/hall for you. 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 with 5-0.
- If a team does not show up to a match without announcing it beforehand, the team that does not show up loses the game with 5-0. After not showing up once without announcing, the team will get a warning. If it happens again, SWU Thymos has the right to remove the team from the competition.
- In both instances, if the team does not show up without an announcement or reports it later than 24 hours in advance, the opponent has the right to decide whether they want to take the win or reschedule the match if the schedule permits so.

2.5 Team members

- The minimum number of players registered in the BSA should be 7 players.
- The team captain has to ensure that all team players have valid sports rights.
- When not enough team members can attend a game, other people 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 at a higher level of the competition. When someone from a higher level joins, **3 competition points** will be subtracted from the score at the end of the game. It is the responsibility of the opponent to report this.

- There is a maximum number of players who are not members of your team that can join the game. On the minimum, half of the players in a team should be registered in the BSA. If this is not the case, SWU Thymos has the right to remove you from the competition.

3. Playing field and materials

3.1 Playing field

- The playing field is the artificial C-field. Use either indoor or artificial pitch shoes, not shoes with long studs!
- On both short sides of the field, there is a goal. You are expected to fold up the goals after playing.
- To access the field & unfold the goals, please ask for a key at the SCB desk

3.2 Materials

- The building up and cleaning up has to be done by both teams. You can get a ball and bibs at the desk of the Sports Centre de Bongerd in exchange for your WUR card.
- Materials should be put back in place neatly after the game. If this does not happen 3 competition points can be subtracted for both teams.

4. Players

4.1 Teams

- The game is played by 5 vs. 5 persons.
- **Everybody** needs to have valid sports rights and has to take their WUR card with them 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 Winning a match

- The team that has the highest number of points after an hour of playing wins the match, a draw (even score) is possible.
- For a victory, 3 competition points are given (in the final ranking), for a draw 1 competition point for each team, and for a loss 0 competition points.
- Scores should be filled in by the team captain of the winning team in the TIC tool on the SCB website (scb.wur.nl). If it resulted in a tie, the team captains arrange who fills in the scores on the website.

5.4 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 their hands. If he touches the ball with their 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, have to be done in or within four seconds.
- The keeper can throw the ball underhand as well as overhand, but never kick the ball from the hand.
- Sliding is not 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.

6.3 Change of players

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

7. Leaving on time

- It is the responsibility of the team captain that the team has cleaned up and left the field empty on time!
- When a sports class is being held after your futsal game, make sure you are definitely leaving on time. In this way, SCB staff members and the sports programme are not hindered by your futsal game.
- If you have not left on time and thus hinder other games or the rest of the sports programme, **3 competition points** will be subtracted for both teams.
- If you hinder the sports programme of the SCB in any way during or right after a futsal match, SWU Thymos has the right to remove your team from the competition.

8. Contact

If there is anything unclear or if you have problems, please contact SWU Thymos.

During office hours: tel: 0317-482746 or e-mail us at any time: swu.thymos@wur.nl.