

## ***Code of Conduct for All Players and Spectators***

All Participants and Spectators in competitions at The Centre must adhere to the following Code of Conduct:

1. Play by the rules of the sport.
2. Not address players, referees, team managers, spectators or The Centre staff in an insulting and/or offensive manner. If you disagree, have your captain approach the official during a break or after the match. Netball queries must be made to the Netball Coordinator on duty.
3. Not engage in violent acts, verbal abuse, offensive language or behaviour toward players, referees, team managers, spectators or The Centre staff.
4. Comply with any reasonable direction given by an official or The Centre staff in respect to behaviour at a match, keeping the court and foyer area clear & endeavouring to assist officials in maintaining control of team mates & spectators.
5. Respect the rights, dignity and worth of all persons in The Centre and refrain from making verbal remarks or gestures which discriminate against others' race, gender, sexual orientation, cultural background, or religion.

Any physical or verbal altercation will not be tolerated with offending parties being immediately ejected from the match and banned from social sport. If The Centre staff, referee or umpire suspects a player is under the influence of drugs or alcohol they reserve the right to eject player from the match. If Poor team behaviour which contributes towards fighting may result in the removal of that team from the competition. No refunds will be given to players and/or teams that have been ejected from the competition.

It is the responsibility of all managers, coaches & players to comply with the above & ensure the appropriate behaviour of their team supporters.

# FUTSAL RULES AND REGULATIONS

## Game Fees

As of 1 July 2021, Team fees will now apply for 15 years to Open comps. Each player, however, is still responsible for a non-refundable FFA registration fee (this fee includes insurance).

Players are required to pay for BOTH their individual FFA registration and their portion of the Team fee before they can take the court. **No pay, No play.** Failure to pay game fees will result in players and/or teams being unable to take the court and will subsequently result in a forfeit. We regret, multiple team discounts will no longer apply.

Players must complete their FFA registration via this link:

<https://registration.playfootball.com.au/common/pages/reg/welcomeregplus.aspx?entityid=74450&id=89542>

## FFA Insurance

Player insurance is provided through Football NSW (FNSW) but all injuries must be reported & registered at the desk immediately when they occur. Claim forms for injury can be obtained from Football NSW website & must be lodged within two weeks of the injury having occurred.

## Team Uniforms

Any player who does not adhere to the following regulations may not be permitted to take the court.

- Player uniforms must be the **identical in appearance.**
- **Player's shirts must be numbered and numbers must be clearly visible to officials and opponents. We do not recognise taped or written numbers on uniforms.**
- A goalkeeper must wear an alternate, contrasting shirt to identify them from other team members. Long pants may be worn by goal keepers only.
- Players must wear shin pads, long socks & shoes with non-marking soles.
- Jewellery and watches must not be worn. All rings must be removed before players take the court.

## Game Fees, Being Ready to Play & Forfeits

1. A team shall consist of 5 registered players, 1 must be the goalkeeper.
2. Maximum of 7 substitutes can be registered.
3. A team must have a minimum of 3 registered players to start a game, 1 must be the goalkeeper.
4. Mixed teams – there can be a maximum of 2 male players on the court at any one time excluding the goalkeeper.

If a team is unable to field the minimum player requirement, 2 minutes after the scheduled starting time, it will concede 1 goal. Inability to field the minimum player requirement after a further 2 minutes will result in a 2nd conceded goal. If after a further 2 minutes, a team still has insufficient players to commence a game, they will concede a 3rd goal & forfeit the match.

Forfeits are a part of any sporting competitions and are an unfortunate by-product of a busy life. In the instance of a forfeit points are awarded to the other team and the court is left available for training or a player organised friendly.

### Notice of Forfeits

Forfeits require a minimum of 3-hour notice before game time. The penalty for not adhering to this minimum requirement is a **loss of 3 competition points**.

### Fixture Time Change Requests

If teams wish to change the time of an upcoming fixture, The Centre staff must be **notified a minimum of 4 weeks prior to that fixture**. However, The Centre are not able to promise fixture time changes will occur as there are many influencing factors. If a time change is requested less than 4 weeks before the fixture, The Centre will not be able to make adjustments.

### Competition Points Table

Competition points are awarded as follows:

- 3 points for a win
- 1 points for a draw
- 0 points for a loss
- 3 points for a bye
- 3 points for a win by forfeit
- 0 points for a loss by forfeit

In case of equal points, team placing is determined by goal difference.

### Competition Late Entry

A team that enters a competition once that competition has already commenced will be eligible to have points allocated to them to the value of **one (1) point** per week missed, up to a maximum value of 6 points in total. The team will, however, be charged the pro-rata fee for the weeks they missed, up to a maximum of 6 weeks in total.

Alternatively, teams may enter the competition without any bonus points and only be charged for the remaining weeks.

### Borrowed Players

If a team has 4 or less of their own registered players they can borrow up to 2 players provided they are from the **same or lower division and/or younger age league within our Centre competitions**. A borrowed player can only be used up to 3 times before they must transfer fully to the team. Teams borrowing “illegally” will forfeit their game.

### Fill In's

‘Fill Ins’ (who have not already registered into the season) must register with FNSW for their FFA registration number. Players can do so at the allocated “Play Football corner” in the Kiosk.

Players can only ‘fill in’ for a maximum of 3 games before they must be registered as a regular in the team. Teams using fill in's “illegally” will forfeit their game.

**Staff will not permit unregistered ‘fill ins’ to play.**

### Pregnancy

Pregnant participants are given the opportunity to decide for herself, in consultation with medical advisers, whether or not to participate in futsal whilst pregnant and for how long. The pregnant woman

is encouraged to have regular antenatal reviews with her doctor, including ongoing review of her futsal participation. It is expected that the pregnant woman should be given the same level of respect and support as any other player. She, along with her doctor should monitor her ability to play as the pregnancy continues. A pregnant participant cannot instruct other participants to alter their play towards her due to the pregnancy. It is expected that she will remove herself from the competition if she is deemed no longer physically able to play.

### **Injuries**

Stoppage for an injury must be resolved within 2mins. If possible, the injured player should be removed from the court within this time. Captains must ensure all injuries for their players are noted on the Incident Log at the front desk.

### **Abandoned Matches**

- a) In cases where a Fixture has been abandoned by the referee, The Centre management may investigate the circumstances of the abandonment and impose such penalties as it deems fit on Teams, Team Officials, Players and/or Spectators adjudged to be associated with the abandonment.
- b) When a Match is not played or abandoned for any reason over which neither Teams was responsible, the Match will be replayed on a date to be arranged at the earliest reasonable opportunity by The Centre management, in accordance with these Regulations OR receive 3 competition bonus points per team materially affected by the abandonment.
- c) Should a Team, Team Official, its Players or Spectators be found to have caused the abandonment of the Match, the match will be forfeited by that Team to the opposition
- d) Should both Teams be found to have caused the abandonment of the match the match will not be replayed and the results as of the time of the abandonment will stand.

### **Competition Team Re-grading**

The variety of team/players & the number of teams occasionally make initial grading a difficult issue prior to commencing the season. Re-grading is at the discretion of The Centre in consideration of all in the competition. If re-grading is required this will commence after week 5.

### **Finals Series - 2 stages over 2 weeks (Unless first past the post competition enacted – Prizes for premiers only)**

To participate in the 2-stage Finals Series players must:

1. Have played a minimum of 3 games in the competition  
(this is evidenced only by 3 signatures on 3 game sheets from that competition)
2. Not be currently serving a suspension
3. Be eligible in all other aspects, eg. correct age, appropriate uniform

Stage 1      Semi Finals consist of two games between teams in the first four positions: 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup>

Winners of both games go straight through to Stage 2 – Grand Final

Stage 2 Grand Final is one game between winners of both semi-finals who play off for the Premier title

Prizes (x7) are given to both Premiers & Runners Up (Finalists).

Extra prizes can be ordered to ensure each player registered in the team receives one.

### Website

Our web site [www.thecentredural.org.au](http://www.thecentredural.org.au) will be updated within 24hours with scores, ladders, announcements & game times.

### Substitutions

1. Unlimited substitutions may be made during the game without the acknowledgement of the referee.
2. Substitutions shall be made at the marked point directly in front of the team bench.
3. The player being substituted must be off the court before the substitute can enter the court.

### The Five Metre Rule

The defending team shall not stand within 5 metres of the ball in the following situations: Kick-In, Free Kick, Corner Kick.

### The Four Second Rule

1. The attacking team shall have 4 seconds to play the ball in the following situations: Kick-In, Free Kick, Corner Kick, Goal Clearance. Failure to play the ball within 4 seconds will result in a turn-over of possession to the opposing team. If the infringement occurs from a Goal Clearance, the opposition will receive an Indirect Free Kick.
2. The Goalkeeper may only have possession of the ball for 4 seconds whilst in his/her own half of the court. Possessing the ball for longer than this will result in an Indirect Free Kick being awarded to the opposing team.

### Tackling Rules

Players can play the ball while on the ground provided there are no opponents within playing distance. Slide tackling is allowed as part of Futsal rules but player safety is paramount, more so for Juniors. No tackle can be performed in a **careless, reckless or excessive** manner.

### Scoring

1. A goal is scored when the whole ball has crossed entirely over the goal line between the posts & under the cross bar.
2. Can be scored from any area within the court.
3. A goal is not valid if the ball has been propelled from the hand or arm of the goalkeeper.

### Kick-Off

1. A Kick-Off is taken at the start of each half & to restart play after a goal is scored.
2. The ball must be placed stationary on the centre mark.
3. The ball is in play when kicked and moved & the player taking the Kick-Off may not touch the ball again until it has been touched by another player.
4. A goal **can** be scored directly from a Kick-Off.

## Kick-In

When the ball goes entirely out of play over the sideline:

1. The ball shall be kicked back into play by a player of the opposing team to that of the team that last touched the ball from where the ball crossed the sideline.
2. The opponents shall stand at least 5 metres from the ball.
3. The ball must be placed stationary on the touch line.
4. Failure to take the Kick-In correctly will result in the Kick-In being awarded to the other team.
5. The kick taker shall have 4 second to play the ball.

## Ball in-and-out of play over the goal line

1. If last touched by a defender
  - a) A Corner Kick shall be awarded to the attacking team
  - b) The ball shall be placed on the intersection of the goal line & sideline
  - c) Defending players shall stand at least 5 metres from the ball.
2. If last touched by an attacker
  - a) Play shall recommence with a goal clearance from the goalkeeper.
  - b) The goalkeeper shall stand within his/her penalty area.
  - c) The ball is to be thrown outside the penalty area by the goalkeeper.

## Goalkeeper's Rules

1. The goalkeeper's area is marked by the 'D' shaped penalty area.
2. The goalkeeper may only handle the ball within his own area.
3. When the opposition kicks the ball out of play over the goal line, the goalkeeper shall restart the play by throwing the ball back into play from inside the penalty area. The ball is in play when it either leaves the penalty area in the air or touches the ground (whichever occurs first).
4. When the goalkeeper receives the ball from the opposition in general play the ball may be thrown or kicked back.
5. The goalkeeper may not control the ball for any longer than 4 seconds in his own half of the court, punishable by an Indirect Free Kick.
6. The goalkeeper may score a goal, except by using the hands or arms.
7. After controlling the ball to a team mate, in any circumstance, the goalkeeper may not **intentionally** receive the ball back from a team mate until an opponent has touched the ball or the ball has gone out of play. Failure to do so will result in an Indirect Free Kick.
8. A goalkeeper may not play the ball with his hands if it has been deliberately kicked to him by a team mate.

## Fouls & Misconduct

1. A Direct Free Kick, to be taken where the infringement occurred, shall be awarded against the team committing the following offences in a **careless, reckless or excessive** manner:
  - a) Kicks or attempts to kick an opponent
  - b) Trips or attempts to trip an opponent
  - c) Jumps at an opponent
  - d) Charges an opponent, even with the shoulder
  - e) Strikes or attempts to strike an opponent
  - f) Pushes or holds an opponent
  - g) Bites or spits at someone on the team sheet or match official
  - h) Tackles an opponent

- i) **Deliberately** handles the ball with his hands or arms (except for the goalkeeper within his own penalty area)
- j) An attacker accidentally handling the ball immediately before scoring a goal

These offences will be penalised regardless of where the ball is on the court. If these infringements occur inside the attacking penalty area, a penalty shall be awarded against the offending team.

2. An Indirect Free Kick, to be taken where the infringement occurred, shall be awarded against the team committing the following offences:
  - a) Plays in a dangerous manner
  - b) Deliberately obstructs a player when the ball is not being played
  - c) Prevents the goalkeeper from releasing the ball from his hands

### Cautionable Offences

A player is to be shown the yellow card if he commits any of the following offences:

1. Is guilty of unsporting behaviour
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to retire the required distance at Free Kicks, Kick-In or Corner Kicks.
6. Enters or re-enters the court without the referee's permission or infringes the substitution procedure.
7. Deliberately leaves the court without the referee's permission

### Sending-Off Offences

A player is to be shown the red card if he commits any of the following offences

1. Serious foul play and/or violent conduct
2. Spits at an opponent or any other person
3. Denies the opposing team an obvious goal scoring opportunity by deliberately handling the ball
4. Denies an obvious goal scoring opportunity by committing an offence punishable by a Free Kick
5. Uses offensive, insulting or abusive language towards any player, official or spectator
6. Receives a second yellow card in the same match

A player who has been sent off may not re-enter the game & must leave the premise & its immediate vicinity. The dismissed player may be replaced after 2 minutes of play have elapsed or if the opposition scores a goal, whichever occurs first.

Acceptable game play & behaviour, not covered above, is otherwise determined by the Referee. Disputes should be referred to the Sports and/or Session Co-ordinator, whose interpretation and/or decision will be final.

### Extra Time

If a Semi Final or Grand Final (in comps 8yrs & over) is drawn at full time the following procedure will be implemented:

- 5 minutes extra time
- Golden Goal rule applies i.e. team that scores first, wins the match

- No substitutions once extra time has started
- If still drawn at end 5 minutes extra time, a further 5 minutes extra time is played. 2 players will be removed from each team leaving three each, one has to be goal keeper
- Teams must change ends, Golden Goal rule still applies
- Injured players may be replaced. If one of the three are sent off, the team can bring one other player on (to maintain a minimum of three players). However, the other team can ALSO bring on a player so its 3 vs 4 for either 2 minutes or until a team scores, whichever comes first
- If the game is drawn after the 2<sup>nd</sup> period of extra time, a penalty shootout is held with 5 shots each
- If the game is still drawn after each team has taken 5 penalty shots each takes an additional shot until the winner is determined by a team's successful goal being matched by the others failed penalty attempt.

Semi Finals in 6 & 7 year comps follow the above rules in case of a drawn match at full time. Grand Finals for the ages will play the first period of extra time (5 mins) with the Golden Goal rule. If the match remains drawn at the end of 5 minutes extra time, joint Premiers will be declared. The team higher on the Points Table at the end of the rounds will receive the Premiers trophies. New plates will be ordered for Finalist trophies.

### **Hot Weather Policy**

Being indoors, competitions run regardless of weather conditions. In the hot summer months we encourage participants to drink plenty of water & remain well hydrated. If deemed appropriate, we will extend the half time break. As usual, parents know their children & how they best cope in unusual weather conditions. Please use your discretion & monitor your child & their friend.

### **Official Futsal Rules**

The full rules of the game are found in the Football NSW Futsal website.