

THE CENTRE

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.
3. Do 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 directions given by an official or The Centre staff with respect to behaviour at a match, keeping the court and foyer area clear & endeavouring to assist officials in maintaining control of teammates & spectators.
5. Respect the rights, dignity and worth of all persons in The Centre and refrain from making verbal remarks or gestures that 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 The Centre Dural.

If The Centre staff, referee or umpire suspects a player is under the influence of drugs or alcohol they will be immediately ejected from the match.

If Poor team behaviour contributes towards physical altercations will 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

Overview:

All participants in The Centre Dural competitions are to abide by The Centre's, Official Code of Conduct, and current Futsal NSW Laws of the Game manual.

Competitions

Summer Competitions commence towards the beginning of September and run not later than the beginning of April.

Winter Competitions commence towards the end of April and run not later than the beginning of September.

Summer Competitions:

Senior: Opens Ladies, Opens Mixed, Men's Div 1, Men's Div 2, Youth League (16-19 years)

Junior: 6/7 years, 8/9 years, 10 yrs, 11 yrs, 12 yrs, 13 yrs, 14 yrs, 15 yrs.

Winter Competitions:

Seniors: Futsal Men's Opens, Futsal Mixed Opens, Futsal Ladies Open.

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 the 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 **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 goalkeepers 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. A 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.

Forfeits

If a team is unable to field the minimum player requirement, 2 minutes after the scheduled starting time, it will concede 1 goal. The 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 competition. 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 hours ' 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 is 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 adjust.

Competition Points Table

Competition points are awarded as follows:

Win = 3 points

Draw = 1 point

Loss = 0 points

Bye = 3 points

Win of Forfeit = 3 points

Loss of forfeit = 0 points

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

Competition Late Entry

Teams are prohibited from registering after the commencement of Round 6.

A team that enters a competition after the competition has already commenced will be allocated **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.

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

Unregistered "Fill Ins" must register with FNSW for their FFA registration number. Players can do so at the allocated "Play Football Corner" in the kiosk or ask The Centre staff for guidance.

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-ins "illegally" will result in an automatic forfeit of their game.

Staff will not permit unregistered 'fill-ins' to play.

ALL Fill-in players must sign in on the scoresheet with their name and number **before** taking the court. Players who are NOT recorded on sign-in sheets will be prohibited from taking the court during the final series.

Players who sign on under a name other than their own will result in **a deduction of 3 points.**

Futsal fill-ins who receive a yellow/ red card are prohibited to fill-in again unless they become a registered player to that team. This must be communicated with The Centre Management.

Youth League

Teams are allowed to have **one** registered player who is over the age bracket (16-19). This player cannot be a fill-in and must be permanently registered to the team meaning the senior player cannot be rotated or changed unless by the judgement of the Futsal Coordinator.

Pregnancy

Pregnant participants are allowed to decide for themselves, 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 2 minutes. 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) 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

c) 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 teams/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: 1st vs. 4th and 2nd vs. 3rd

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

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

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

Website

Our website www.thecentredural.org.au will be updated within 24 hours 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, and Goal Clearance. Failure to play the ball within 4 seconds will result in a turnover 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 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 crossbar.
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 touchline.
4. Failure to take the Kick-In correctly will result in the Kick-In being awarded to the other team.
5. The kicktaker shall have 4 seconds 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 teammate, in any circumstance, the goalkeeper may not **intentionally** receive the ball back from a teammate 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 teammate.

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:
 1. a) Kicks or attempts to kick an opponent
 2. b) Trips or attempts to trip an opponent
 3. c) Jumps at an opponent
 4. d) Charges an opponent, even with the shoulder
 5. e) Strikes or attempts to strike an opponent
 6. f) Pushes or holds an opponent
 7. g) Bites or spits at someone on the team sheet or match official
 8. h) Tackles an opponent
 9. i) **Deliberately** handles the ball with his hands or arms (except for the goalkeeper within his own penalty area)
 10. 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:
 1. a) Plays in a dangerous manner
 2. 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 a 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 premises & 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 gameplay & 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.

Red Cards

All Red Card Offences are submitted to the Appointments Officer whose judgement on the decision is final and endorsed by the Futsal Coordinator and Management. A player failing to uphold the decision and serve the correct length of the suspension will result in a further punishment which can lead to expulsion from the competition for player and/or team.

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 2nd 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.

NETBALL

Overview:

All participants in The Centre Dural competitions are to abide by The Centre's, Official Code of Conduct, and current INF Rules of Netball.

Competitions

Summer Competitions commence towards the beginning of September and run not later than the beginning of April.

Winter Competitions commence towards the end of April and run not later than the beginning of September.

Summer Competitions:

Senior: Ladies, Mixed, Dural 5's

Junior: 6/7 years, 8/9 years, 10 years, 11 years, 12/13 years, 14/15 years.

Winter Competitions:

Seniors: Ladies, Mixed, Dural 5's

Registration & Eligibility

Players can only be registered in one team in the same league.

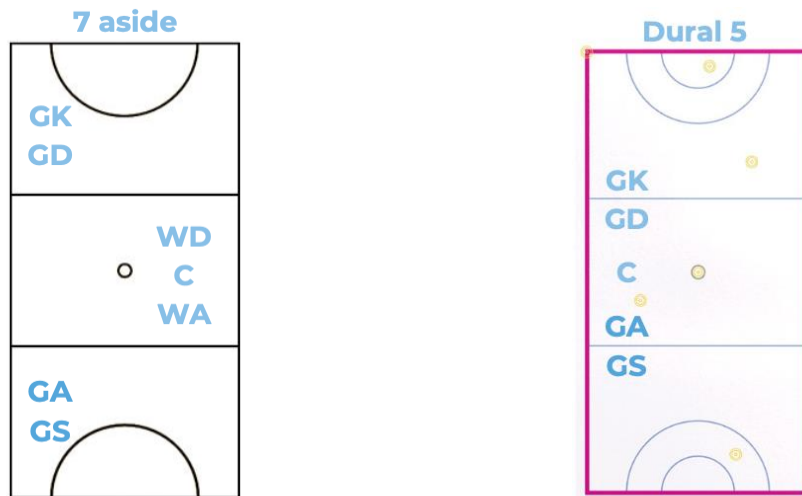
Players must be at least 14yrs of age to play in the senior competition unless previously agreed with the Sports Manager.

Players must be registered and have played a minimum of **three games** to be eligible for semis and finals. Finalists are awarded up to 9 prizes per team. Extra prizes can be purchased at cost price.

Mixed and Dural 5's

Mixed teams must field a minimum of 1 male and can only have **a maximum of 3 males** on court at a time. Males must play in positions that are spread across each third.

Dural 5's must field a minimum of 1 male and can only have a **maximum of 2 males** on court at a time. Males must play in positions that are spread across each third.



Game Fees

Team fees are due before talking to court before round of competition.

Failure to do so will result in teams being unable to take the court and will subsequently have to forfeit that game.

We accept online payments, cash, cheque & credit card.

Competition Points Table

Competition points are awarded as follows:

Win = 4 points

Draw = 2 points

Loss = 1 point

Bye = 4 points

Win of forfeit = 4 points

Loss of forfeit = 0 points

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

Notice of 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 staff are not able to promise that 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.

Team Grading

Registrations in social competition make initial grading a difficult process prior to commencing each season.

In the occurrence of grading competitions due to number of registered teams, grading is at the discretion of The Centre in consideration of all in the competition.

Each season is reviewed with the first quarters of the competition, and our point system taken into consideration when completing the grading process.

Requests towards re-grading is at the discretion of The Centre in consideration of all in the competition.

Netball Uniforms

We encourage teams to wear **tops of the same colour and style** as to provide a “uniform” appearance.

All jewellery must be removed although flat wedding bands can be taped. Nails to be cut short, however, gloves may be worn.

Forfeits

Teams must take the court within **3 minutes** of the starting time **with a minimum of 4 registered players** or else they will forfeit the match.

Fill-ins may be used if a team is short of players (see below) however, are NOT included as registered players.

Teams with at least 4 players deemed, by an umpire, to be delaying the start of the game will be penalised 1 goal/15 seconds, until they start play.

Forfeits are a part of any sporting competition. 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 hours’ notice before game time**.

The penalty for not adhering to this minimum requirement is a loss of **2 competition points**.

Byes

Due to the number of registered teams, byes can be unavoidable. Byes cannot be determined until registration is complete.

Teams are awarded 4 points for a bye.

Competition Late Entry

Teams are prohibited from registering after the commencement of Round 6.

A team that enters a competition after the competition has already commenced will be allocated **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.

Borrowing / Fill In's

Ladies, Mixed and Junior Competitions:

Provided teams satisfy the "minimum number of 5 players on court" rule, this **includes 5 registered players of the team and 2 fill ins.**

Dural 5's Competitions:

Provided teams satisfy the "minimum number of 4 players on court" rule, this **includes 4 registered players of the team and 2 fill ins.**

All Competitions:

Registered Fill In's may be borrowed players from the same grade/ age or lower within The Centre.

Unregistered players are legible to fill in. Playing a minimum of 3 games, considers them as a registered player.

ALL Fill-in players registered or not **must** sign in on the scoresheet before taking the court. Players who are NOT recorded on sign in sheets will be prohibited from taking the court during final series.

Players who sign on under a name other than their own will result in a **deduction of 4 points.**

Hot Weather

In the event of extreme heat, The Centre staff may make the decision to implement additional breaks during play. If this is to occur, umpires will let players know prior to game commencing. A 30 seconds drink break will be implemented at the goal closest to 10 minutes during each half.

Pregnancy

Pregnant participants are given the opportunity to decide for herself, in consultation with medical advisers, whether or not to participate in netball whilst pregnant and for how long. The pregnant woman is encouraged to have regular antenatal reviews with her doctor, including ongoing review of her netball 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.

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. Be registered and 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, e.g. correct age, appropriate uniform
4. To have played for the team as a regular or stand in minimum of 3 games in the competition

Stage 1

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

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.

Extra Time – Finals series

Umpires are required to advise each teams that in event that scores are tied at full time, extra time will be played to determine the winner.

Extra time will consist of:

1st Half – 4mins

Half time break – 1min

2nd Half - 4mins

In an event of a tie remaining at the end of extra, a visual signal is placed to indicate that play will continue until one team leads by two goals

Scorers

Both teams should provide a scorer. Scorers must be over 10 years of age and be able to sit together, courtside. We use both paper and a digital scorer in order to score games.

Injuries

Stoppage for an injury must be resolved within 30 seconds. If possible, the injured player should be removed from the court within this time. Teams unable to resume play are deemed to have forfeited. Captains must ensure all injuries for their players are noted on the Incident Log at the front desk. Please note, that whilst The Centre has Public Liability Insurance, 'Player Insurance' is not provided and players participate at their own risk

Rules

Where possible, game play is umpired according to the official Rules of Netball Australia. Disputes should be referred, during a break, to the Coordinator, whose interpretation and/or decision will be final.

In extreme circumstances Management reserves the right to make an exemption in the interest in fair play and anomaly

