

# Futsal Competition



[easternindoor.com.au](http://easternindoor.com.au)

9763 5589

# EASTERN INDOOR SPORTS CENTRE FUTSAL COMPETITION RULES

## TEAM REGISTRATION

The registration fee is: **\$100 per team**

- Registration payment is due prior to Round 2.
- Teams who have not paid the registration fee prior to Round 2 will lose match points until it is paid

## PLAYER REGISTRATION

All players are required to be registered prior to participating in the competition. All player registration is done in person by filling out a form before the game.

- There is no limit on the number of players that can be registered for your team
- Players may be added at any time during the season
- Playing of unregistered players is not permitted and may result in loss of match points

## INSURANCE COVERAGE

All players, by participating are agreeing that they are playing at their own risk. Eastern Indoor will not be liable for any injury sustained during participation in our competitions.

## MATCHDAY PROCESS

Prior to your match commencing all teams must have:

- Completed Match Card with player names
- Paid game fee and had Match Card stamped
- Handed the Match Card to the referee

Please Note: Goal penalties apply for lateness, refer to the table in the competition rules.

## COMPETITION RULES

### 1. Knowledge of the Rules

- 1.1 The rules of Eastern Indoor Futsal are based on that of FIFA Futsal Laws
- 1.2 Under Eastern Indoor rules, slide tackling is not permitted.
- 1.3 The rules of Eastern Indoor take precedence in the event of any discrepancy
- 1.4 It is the responsibility of each player to be familiar with these Rules

### 2. Team Registration

- 2.1 Team Registration Fee: \$100 per team / per season
- 2.2 Team Bond: \$75
- 2.3 All players' details must be registered with Eastern Indoor prior to the match
- 2.4 Playing of unregistered players is not permitted and may result in loss of match points
- 2.5 Teams who have not paid the registration fee prior to Round 2 will lose match points until it is paid

### 3. Match Format

- 3.1 Men's & Mixed senior games shall consist of two 18 minute halves. Teams will change ends at half time
- 3.2 There will be a one-minute break at half time
- 3.3 A game is started and finished by the referee's whistle

#### 4. Match Cards

- 4.1 Teams must complete a match card prior to commencement of game
- 4.2 Match cards must include names of all players
- 4.3 Match payment must be made prior to the game
- 4.4 The referee must receive the teams match card before they can commence playing

#### 5. Time of Game

- 5.1 Teams are to be on court at the scheduled game time
- 5.2 The referee will start the clock at the scheduled game time to ensure that all teams have a full match
- 5.3 The clock will not be stopped, except in the case of injury
- 5.4 Teams who have members running late must take to the court when they have a minimum of 3 players
- 5.5 The following table outlines the penalties for lateness:

#### Lateness

	<b>Total Penalty</b>
1 – 3 Mins	1 Goal
3 – 5 Mins	2 Goals
5 - 8 Mins	3 Goals
8 - 12 Mins	5 Goals
12+ Mins	Forfeit

- 5.6 A forfeit will result in a 5-0 win awarded to the opposition and charged the forfeit fee to be paid prior to commencement of the next game.
- 5.7 A forfeit without notification may result in removal from competition
- 5.8 Forfeit penalties must be paid prior to the next fixtured game

#### 6. Teams

- 6.1 No more than five players will be allowed on court at any time
- 6.2 Senior Mixed teams may only have a maximum of 3 males on the court at any one time
- 6.3 Team contact must notify the referee of any player names as requested
- 6.4 A team may only field one player who plays in a higher division at the venue
- 6.5 Teams found to be playing ineligible players, relating to rule 6.4, may lose match points

#### 7. Team Strips

- 7.1 All team shirts must be the same colour
- 7.2 The goal keeper must wear a different coloured top to that of their team
- 7.3 All players must wear sport/soccer shorts
- 7.4 Shin guards are recommended for all players; in FFV sanctioned competition they are mandatory.
- 7.5 All players must remove or tape over any items of jewellery

## **8. Interchange**

**8.1** Players may interchange after a goal, at halftime, at any other stoppage where their team has control of the ball or where a substitution is being made by both teams. They must first notify the referee who will then signal for a substitution.

Players must remain off court and outside the net until such a time.

**8.2** There is no limit on the amount of interchanges a team is permitted to make during a game.

**8.3** In the case of a player being sent off; an interchange player may replace the player 2 minutes after the offence has occurred or at the next goal.

**8.4** No interchange can be made in the last 3 minutes of each half

## **9. Injuries**

**9.1** In the case of an injury occurring, the clock will be stopped up to a maximum of 5 minutes

**9.2** An injured player must leave the court as soon as reasonably possible so that play may continue

**9.3** Once an injured player leaves the court his or her position may be filled by another player

**9.4** If a player is bleeding he or she must vacate the court immediately and cannot return until the bleeding has stopped

**9.5** An injury that causes a stoppage of over 15 minutes will result in the abandonment of the game and a 5-5 result being recorded

**9.6** Any injury that might require further medical treatment must be reported to the venue co-ordinator.

## **10. Points system**

**10.1** Teams shall be awarded 3 points for a win

**10.2** Teams shall be awarded 1 point for a draw

**10.3** In the case of a forfeit, a team shall receive 3 points for a win and a 5-0 result

**10.4** In the case of a game being abandoned, the result of the game will be decided on a fault basis. The following table outlines the possible outcomes:

	<b>Fault</b>
<b>Result</b>	
One team at fault	Opposition awarded a 5-0 win
Both teams at fault	No Result - No points awarded

## **11. Finals**

**11.1** All finals fixtures will be advised to participating team captains and where possible published on the Eastern Indoor web site.

**11.2** Finals teams must ensure they are available for all fixtured game times.

**11.3** Finals structure will be advised 6 weeks out from the end of the season, this will be dependent on the make-up of the divisions. In general the top four teams of a division will play off in a 1v2 qualifying final and 3v4 elimination final format. With the remainder of the division, where four teams or more, to play off for a separate title.

**11.4** Final ladder positions are determined by total match points. In the case of teams having equal points, higher goal difference will take precedence. If still equal, higher goals for will take precedence.

**11.5a** In the case of a team being unable to play a finals match, the next highest ranked team will qualify

**11.5b** In the case of divisions with uneven bye allocation; a fixture bye will be awarded 3 pts

**11.6** If teams are tied at full-time of a finals match, extra time will consist of 2 x 3 minute halves. Golden Goal will apply. Tied games after extra time will go to a penalty shoot-out

**11.7** Players must have played a minimum of 3 games in the regular season to be eligible to play in finals matches. For teams that enter the competition mid-season, this may be reduced on a pro-rata basis.

## **12. Referees**

**12.1** There will be one referee assigned to each court

**12.2** The match referee is responsible for all events on and surrounding a court between the end of one game and the start of another

**12.3** The referee's decision is final

## **DISCIPLINE POLICY**

### **CODE OF CONDUCT**

The Eastern Indoor Code of Conduct is in place to ensure that all participants are able to be involved in an enjoyable and safe environment. As a condition of participation, all teams must agree to the following standards:

- All players demonstrate respect for Referees, other players, Eastern Indoor Staff and Venue Staff
- Team contact is responsible for the actions of their team
- Team contact is responsible for communicating all matters regarding participation
- All players must be registered and listed on the Match Card prior to playing

Any breach of the above standards will result in an official warning or immediate dismissal from the competition.

- Anti-social behaviour, both on and off court, will not be tolerated.
- Banned players are not permitted to play for any team or enter the stadium during competition.

Two or more players from any one team involved in a breach of the Code of Conduct will result in the team and all individual players facing expulsion from the competition.

Eastern Indoor has the right to take any action deemed necessary in the best interests of all participants.

### **SUSPENSION OF PLAYERS**

**1)** When a player is given a Red Card they will automatically receive a one week suspension.

**2)** The Competition Manager will confirm suspension including additional weeks if necessary with the team contact prior to the next round of the competition.

**3)** All penalties will be issued in accordance with the following table:

<b>Level</b>	<b>Offence</b>	<b>Penalty</b>
--------------	----------------	----------------

1	<ul style="list-style-type: none"> <li>• Tripping or attempting to trip</li> <li>• Moderate rough conduct</li> <li>• Moderate offensive language</li> <li>• Second yellow card</li> <li>• Any other red card offence</li> </ul>	1 Match
2	<ul style="list-style-type: none"> <li>• Serious rough conduct</li> <li>• Serious offensive language</li> </ul>	2 Matches
3	<ul style="list-style-type: none"> <li>• Spitting</li> <li>• Striking</li> <li>• Violent Conduct</li> </ul>	Minimum 3 Matches
4	<ul style="list-style-type: none"> <li>• Assaulting a player, official or spectator</li> <li>• Racist comments made towards players, officials or spectators</li> </ul>	Removal from competition