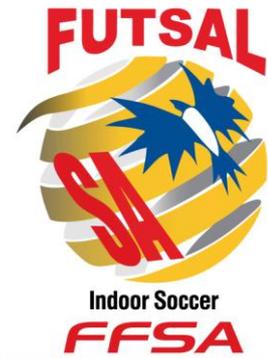


# FUTSAL SA



# LOCAL COMPETITION RULES 2018

These rules apply to ALL centres including the All year round Wednesday and Sunday competitions at The ARC Campbelltown.  
Does not apply to the "Summer" - September to December competition.

# **INDEX**

- **GLOSSARY**
- **COMPULSORY EQUIPMENT + OTHER ITEMS**
- **ELIGIBILITY**
- **COMPETITIONS**
- **REGISTRATIONS**
- **FEES**
- **CONDUCT OF GAMES**
- **CONDUCT OF FINALS SERIES GAMES**
- **REFEREES**
- **DISPUTES, DISCIPLINE, PROTESTS & APPEALS**
- **YELLOW AND RED CARDS**
- **SCHEDULE 1: FINES + PENALTIES**

# GLOSSARY

## 1. Definitions

"**Committee**" the Committee of Futsal SA.

"**Team**" any registered team participating in junior or senior competitions in Futsal SA competitions in South Australia and surrounding regions.

"**Delegate**" the official representative for a team.

"**FFA**" Football Federation Australia.

"**Player**" any registered participant, unless the contrary intention appears.

"**Home team**" the first team mentioned on the draw.

"**Away team**" the second team mentioned on the draw.

"**Junior competition**" open to any player under 16 years of age (refer age criteria).

"**Youth competitions**" open to any player 14-19 years of age.

"**Senior or open age competitions**" open to any player 15 or older.

"**Masters**" the Men's Over 35's and Women's Over 35's Leagues.

"**FCM**" is the Futsal Competition Manager.

"**FMC**" is the Futsal Management Committee.

"**Extenuating circumstances**" any circumstance beyond reasonable the control of Futsal SA.

# COMPULSORY EQUIPMENT + OTHER ITEMS

## 2. Basic Uniform

**2.1** All players in each team are required to present themselves in conforming uniforms with numbers for each match. A team shall not alter its nominated team colours or uniform during the course of a season without the approval of Futsal SA.

**2.2** Three weeks grace will be allowed from the commencement of a season, or the first game of the new team, for players to procure conforming team uniforms. After this period teams will be penalized 1 point on result of game for a player not in correct uniform (e.g. no number on back, incorrect colour, except as outlined in By-Law 2.3 & 2.4). New players joining after this 3 week grace period will not be exempt from this rule.

**2.3** Any team replacing another team at any time during the season in progress shall be allowed three weeks grace to procure conforming team uniforms.

**2.4** Conforming team uniforms shall be determined as follows: -

- For safety reasons, all players must wear shin guards.
- In all cases, the nominated colour of the team uniform and numbers must be identical and consistent throughout the team (reasonable allowance will be made for fading of original colour).
- Variation in trim (e.g. stripes, monograms etc.) will be allowed provided that such trim does not become the dominant colour of the uniform.
- Variations in style of team uniform will be allowed provided that the colour of the uniform top and bottom is identical throughout the team.
- Players will wear t-shirts & sports shorts.
- No article of clothing shall contain pockets, buckles, loops or other objects that may cause a risk to the safety of other players.
- Only non-marking sporting footwear is allowed on courts.
- Each uniform must display an indefinable numbers which must be properly attached (stitched, screen printed or iron on adhesive) to the back of the uniform top. Duplication of numbers is not allowed within the same team.
- Track pants and track tops not permitted. Goal keeper is exempt.

- Bike pants, leggings or sports skins may be worn underneath the uniform provided they match the colour of the uniform shorts.

**2.5** Medic alert bracelets may be worn provided that they are securely taped to the wrist so that they do not cause a risk to the safety of other players.

**2.6** No rings of any kind or any other jewellery may be worn.

**2.7** No other items of personal jewellery may be worn, including body piercing.

**2.8** Bandages, band-aids, sports tape or any other materials are not to be worn to cover up any form of jewellery .

**2.9** If prescription glasses are worn by a player he/she will not be able to participate until the player obtains sport safe approved glasses.

**2.10** Any request for exemption of uniforms must be presented in writing to the Manager outlining the reasons for exemption each case will be dealt with on an individual basis.

### **3. Match Balls**

**3.1** Match balls must bear the official logo 'FIFA approved' or 'FIFA inspected' logos.

**3.2** Size 3 match balls are to be used for all age groups up to and including under 12's. Size 4 match balls are to be used for all other age groups including open age.

### **4. ID cards**

**4.1** Upon request of court supervisor, players must provide valid photo identification. Where a player is unable to produce proof of identification, the matter will be reported to the FCM who will subsequently take the appropriate disciplinary action against the player and team involved.

### **5. Jewellery**

**5.1** As per Law 4 of the "FIFA Laws of the Game" the wearing of jewellery is not permitted.

**5.2** Official Medic Alert bracelets and necklaces are the only jewellery approved to be worn. All Medic Alert bracelets and necklaces must be securely taped to the body and the referees are to be informed of them being worn prior to the game.

## **6. Trophies**

**6.1** All perpetual trophies must be returned to the FCM four (4) weeks prior to the completion of the season. Failure to return trophies by the due date will render the team liable to a fine as set out in Schedule 1 (Rule 41.8).

**6.2** All perpetual trophies remain the property of the Futsal SA and cannot be won outright. Trophies must be returned in good condition or the holders of the trophy shall be liable for the full value of the damage to any trophy.

## **ELIGIBILITY**

### **7. Age Based competitions**

**7.1** No player may play for any team unless he/she is correctly registered with Futsal SA in line with registration guidelines. (Rule 11.1 – 11.2)

**7.2** For the purpose of defining player's age for competitions, it is deemed that a player's age is based on their actual age as of 31 December 2018.

**7.3** Minimum age for players to play in any age based Futsal SA competition is five (5) years of age (as per Rule 9.1).

**7.4** Male players are not permitted to play in female competitions.

### **8. Skills based or divisional competitions**

**8.1** No player may play for any team unless he/she is correctly registered with Futsal SA in line with registration guidelines (Rule 11.1 – 11.2).

## **COMPETITIONS**

**9. Competitions** - Junior and senior competitions are covered under these guidelines.

**9.1** Junior competitions are open to players aged 5-15 years.

**9.2** Senior competitions are open to players 16 years and older.

**9.3** Masters competitions are open to players aged 35 and over.

**9.4** All junior competitions will be run on an age based criteria (see Rule 7.1 – 7.5).

**9.5** All Junior competitions up to under 10's will be deemed non competitive and therefore results will not be recorded. Tournaments are an exception to this Rule.

**9.6** All teams must have at least one person(s) over the age of 18 as a registered team official.

# REGISTRATIONS

## 11. Players must be registered

**11.1** No player may play for any team unless he/she is correctly registered with the Futsal SA in accordance with the FFA National Registration Regulations.

**11.2** Registrations shall be;

**11.2.1** Completed using the My Football Club website.

**11.2.2** In accordance with the official form provided.

**11.2.3** In accordance with FFA registration parameters.

**11.2.4** Accompanied by the appropriate fees and Tax Invoice form.

**11.2.5** Accompanied by appropriate documentation for the purpose of verifying player's age (age based competitions).

**11.3** The organising committee reserves the right to refuse an individual or team nomination. Registrations may be refused as a result of –

**11.3.1** Incomplete lodgement of registration forms and/or payments.

**11.3.2** Lodging of fraudulent registration details.

**11.3.3** A teams or individuals negative financial status with Futsal SA.

**11.3.4** An individual or team's playing status –(outstanding suspensions etc.)

## 12. Invalid registrations due to false statement

**12.1** If it is deemed that a players registration has been accepted as a result of false statement by the player or by the team through which they are registered, without which the registration would not have been approved, the player will be considered an unregistered player and the team liable to such penalties as outlined in the schedule of penalties and fines.

## 13. Registration periods

**13.1** Team registrations will only be accepted during the official registration period.

**13.2** Any team or individual registrations submitted outside the official registration period will incur an additional late entry fee as outlined in the schedule of penalties and fines, and cannot be guaranteed entry into the competition.

**13.3** Seniors - Individual registrations will be accepted from the start of the registration period until no later than four weeks prior to the first scheduled final within the respective division.

#### **14. Late applications**

**14.1** The Futsal SA (as per Rule 13.2) may accept late applications for entry into the respective competitions provided that;

**14.1.1** The finalisation of the draws will not be delayed; or

**14.1.2** The resultant competition is not disadvantaged by the entry of one additional team;

**AND**

**14.1.3** The team being entered late can be placed in an age group or division commensurate with the ability of the team.

**14.2** A late team nomination that could be placed instead of a bye may be accepted provided courts are available.

## **FEES**

#### **15. Registration fees**

**15.1** The rate of seasonal registration fees will be determined by Futsal SA.

**15.2** Registration fees will be charged to all players as part of the overall fee structure.

#### **16. Competition fees**

**16.1** Competition fees make up the remainder of the fees charged on registering to play Futsal.

**16.2** Competition fees entail fees to cover court hire, referees, venue manager costs and equipment.

**16.3** Competition fees in junior competitions may vary depending on the length of games (see Rule 17.1-17.3) and the length of competition.

# CONDUCT OF GAMES

## 17. Game duration

**17.1** Game duration for competitions may vary due to court availability at the discretion of Futsal SA.

**17.2** Game duration for all senior competitions will consist of 2 X 20 minute halves, run off the clock, with a 2 minute half time break.

**17.3** Game duration for junior competitions will consist of 2 equal length halves of between 15 minutes (Under 10) and 15 minutes (Under 12-16), with a 2 minute half time break.

## 18. Courts

**18.1** Standard size courts will be used for all junior and senior competitions

## 19. Points allocation

**19.1** Points will not be allocated to non competitive games (see Rule 9.2).

**19.2** Points will only be allocated to competitive games.

**19.3** Points will be allocated as follows;

**19.3.1** Three(3) points for a win.

**19.3.2** One(1) point for a draw.

**19.3.3** Nil(0) points for a loss.

## 20. Determination of Points Table

**20.1** At the completion of the league matches, the point's table placement of teams will be determined by the number of points accrued in playing those matches. The team with the highest number of points will be placed first. The remaining teams will be placed according to their point's accrual with the next highest number being placed second and so on.

**20.2** In the event that two teams are equal on points then the following elimination process shall apply to determine the respective placements:

**20.2.1** The team with the higher goal difference would be placed as the higher of the two. If there remains a tied outcome then;

**20.2.2** The team with the highest goals for would be the higher of the two. If there remains a tied outcome then;

**20.2.3** A coin is tossed to determine the position.

**20.2.4** Where more than two teams finish equal on points, the ranking of teams is first determined by Goal Difference and if still equal Goals For will be considered.

## **21. Match sheets**

**21.1** It is the responsibility of the respective teams to ensure that match sheets are correct and include all player's names and shirt numbers prior to the start of the game.

**21.2** Only players correctly listed on the match sheet at the start of play will be permitted to participate. Names of players may only be added to the match sheet in accordance with (30.1-11).

**21.3** Should a player take the court that is not listed on the match card prior to the commencement of the game will result in a fine and penalty as per the schedule of fines and penalties.

**21.4** The referee may refuse to let a team take the court until it's part of the match sheet has been presented to him or her.

**21.5** A team's match sheet must be shown to the captain or manager of the opposing team at his or her request.

**21.6** All players listed on the match sheet must have in their possession some legitimate form of photographic identification which must be produced at the request of the Venue Manager, FCM or opposition team manager. Legitimate forms of photographic identification may include a Driver's Licence, Proof of Age Card a School/University Issued ID Card or passport.

**21.7** The detection of a breach against a status or registration rule after viewing the opposing teams identification record may be the subject of a protest by that team but will not be cause for the game not to be played or to be abandoned. Such protests will only be considered if they are forwarded in writing to the FCM within forty-eight hours of the event.

**21.8** At the conclusion of the game, representatives of both teams are required to sign the match sheet to verify the score and note any injuries that may have

occurred during the match. Managers may also record any comments relating to purported breaches of these rules.

**21.9** Match sheet must be signed by a representative of each team at the end of a game.

**21.10** Any player under suspension from the Futsal SA will have their name noted on the match sheet and will not be permitted to play.

## **22. Late start**

**22.1** Teams not ready to kick off at the scheduled time as signalled by the referees will immediately be penalised one goal, and a further goal for every two (2) minutes that they are late.

**22.2** If a team is not ready to kick off after five (5) minutes past the scheduled kick off time as signalled by the referees, the team will be considered to have forfeited the game and penalised as per Rule 24.3.

## **23. Rescheduling of matches**

**23.1** Rescheduling of matches by teams will not be permitted.

**23.2** Rescheduling of matches by Futsal SA will only occur due to extenuating circumstances.

**23.3** In the event of a match being rescheduled due to extenuating circumstances, both teams must agree to the proposed date and time for the match to be played.

**23.4** If a match cannot be rescheduled for whatever reason, the result will be recorded as a forfeit against the team which could not make the original date and time.

## **24. Forfeiture of games**

**24.1** Teams must notify Futsal SA at least 48 hours prior to their game of their intention to forfeit.

**24.2** Notification of a forfeiture must be in writing and by phone to FCM.

**24.3** Forfeiture of games will result in a score line of 5-0 being recorded against the forfeiting team.

**24.4** Failure to provide 48 hours notice of forfeiture may result in the incurrance of a fine as outlined in the schedule of penalties and fines.

**24.5** Failure to pay any fine resulting from forfeiture of games will result in the forfeiting team receiving no points from further games until the fine is paid in full.

## **25. Abandonment of games**

**25.1** An abandoned game as a result of player, spectator, or team official's conduct will result in the awarding of a 5-0 result being recorded against the offending team.

**25.2** Games may be abandoned by the appointed referee on the grounds of;

**25.2.1** Threatening behaviour or conduct by player, team, spectator or team officials.

**25.2.2** Insufficient players left on the court.

**25.2.3** Physical violence against an appointed referee, player, spectator or team officials.

**25.3** Teams or individuals found responsible for the abandonment of games may also be subject to fines or suspensions as per the National Disciplinary Rules of 2009 or Schedule of Penalties and Fines found in this document.

**25.4** Games may also be abandoned due to circumstances beyond the control of the appointed referee such as;

**25.4.1** Unsafe court conditions.

**25.4.2** Power failure.

**25.4.3** Insufficient lighting.

**25.4.4** Fire, flood or bomb threat.

**25.4.5** Any other conditions that may endanger the players' safety causing the abandonment of games.

**25.5** In circumstances described by Rule 25.4, neither team will be penalised as a result of the abandonment, and the game will recommence once conditions are deemed satisfactory for play to recommence.

**25.6** Games will recommence from the point of abandonment and scores will remain unchanged from those recorded at the time of abandonment.

**25.7** If games are unable to recommence on the day of the abandonment due to time constrictions games will be rescheduled at the discretion of Futsal SA.

**25.8** Where a game under Rule 25.2 has no bearing on the result of the competition, it may be cancelled by the Futsal SA with the consent of both Teams.

**25.9** In the event of a walk-off by a team before the end of a game, that team will be considered to have forfeited the game. In the event that the score line against the offending team is greater than 0 – 5, the match will be abandoned and the score will be recorded as it was prior to the walk-off.

## **26. Minimum number of players**

**26.1** Any team that has less than three players on the court either before or during the match will be considered to have forfeited the game. In the event that the score line is greater than a 0 – 5 deficit, the score will be recorded as it was.

**26.2** A minimum of 3 players are required on court to start a game.

## **27. Unregistered players**

**27.1** Any player playing with a team in any competition who is not correctly registered in line with these rules shall be deemed an unregistered player.

**27.2** The playing of unregistered players is not permitted under any circumstances and will result in the offending team forfeiting the game and fines will be issued in line with the schedule of penalties and fines.

**27.3** Any players deemed to have played in competitions as unregistered players will also be required to pay the appropriate match and registration fees as per the schedule of penalties and fines.

**27.4** Failure to pay any fees or fines resulting from playing an unregistered player will result in the forfeiting team receiving no points from any games until the fine is paid in full.

## **28. Withdrawal of teams**

**28.1** In the instance of a team withdrawing from competition all fees paid are non refundable. Extenuating circumstances may be considered at the discretion of the Futsal SA. Administration fees will still apply in line with the penalty and fines schedule.

**28.2** In the instance of a team forfeiting two games in a season, Futsal SA reserves the right, after reasonable investigation, to withdraw the team from the competition.

**28.3** In the instance of a team withdrawing from the competition prior to the completion of the season, all points received in games against that team may be disregarded in the competition table for that league, and a forfeit recorded for all games involving the withdrawn team.

## **29. Borrowing of players(use of fill-ins)**

**29.1** Only fully registered Futsal players are permitted to be used as borrowed players.

**29.5** A team who is borrowing players must have a minimum of three (3), and a maximum of five, of their own registered players playing in the match.

**29.6** Teams borrowing players may only play with a maximum of five (5) players, including the borrowed players, in that match. Hence, if a team has three of its own players, it may borrow up to two players for the match, but if it has five of its own players, it has a full team therefore no fill-ins are to be used.

**29.2** A team is not permitted to borrow players if all of their registered players are playing in the match.

**29.8** A player may be borrowed up to three (3) times throughout the season.

**29.9** If a player is borrowed more than three (3) times during any season that player will be required to pay another set of match fees as per the schedule of penalties and fines before being permitted to play in any other games.

**29.10** Borrowed players are not permitted to be used during finals series matches.

**29.11** Seniors – the amount of times a team can borrow players will depend on the number of players registered in the team at the registration cut-off date, as set out below:

**29.11.1** Teams registering five (5) or six (6) players for the season can only borrow players for a maximum of five (5) games.

**29.11.2** Teams registering seven (7) players for the season can only borrow players for a maximum of six (6) games.

**29.11.3** Teams registering eight (8) or more players for the season can only borrow players for a maximum of seven (7) games.

**29.12** Seniors - Any team that uses borrowed players for more than the maximum number of games will be charged match fees for one extra person (as per the

Schedule of Penalties and Fines). Teams will not be able to play in any further games until this fee is paid in full.

**29.13** Breaches of the above 'Borrowing of Players' rules will result in a forfeit being awarded to the non-offending team and subsequent fine as per the Schedule of Penalties and Fines.

### **30. Spectators**

**30.1** Each Team must keep its members and spectators in check, preventing any disturbance amongst its spectators and generally assist Futsal SA in the preservation of law order and good discipline at the match. Any team that is found guilty of a breach of the Rule will be liable to a fine or penalty to be determined by the FMC and may be liable to lose competition points.

## **CONDUCT OF FINALS SERIES GAMES**

### **31. Game duration**

**31.1** At the completion of time in a Quarter or Semi Final the team with the highest number of goals moves to the next phase in the competition, or in the case of a Final, is declared the winner of the competition.

**31.2** In the event that the match result is a draw at the completion of full time, the following shall occur:

**31.2.1** Extra time of five (5) minutes each way will be played. The team scoring the most goals in the extra time period is deemed the winner and in the case of a Quarter or Semi Final advances to the next phase in the competition, or in the case of the Grand Final, is declared the winner of the Competition.

**31.2.2** Where no goals are scored or each team scores the same number of goals, then penalties shall be taken in accordance with the FIFA Futsal Laws of the Game. The winner in the case of a Quarter or Semi Final advances to the next phase of the competition, or in the case of the Grand Final, is declared the winner of the Competition.

## **REFEREES**

### **32. Appointments**

**32.1** Unless otherwise decided by the Referee's Standing Committee, the appointment of referees will be made by the Futsal Referee's Appointments Officer.

### **33. Persons not to approach referee**

**33.1** With the exemption of team managers/captains carrying out the requirements of Rule 22 (Match Sheets) no person may approach the referee at the end of a game for any purpose whatsoever without his or her consent.

### **34. Referee unable to complete game**

**34.1** If the senior referee has to leave the court before the end of a game, the second referee will assume the responsibility of refereeing the game alone.

**34.2** If the match is refereed by one referee and he/she has to leave the court before the end of a game, a substitute referee may be supplied. If a substitute is unavailable the game will be postponed and may be rescheduled.

### **35. Action against referees**

**35.1** Referees who fail to attend matches for which they are appointed or whose performance fails to meet the standard set by the Laws of the Game, will be subject to disciplinary action by the Referees Standing Committee as determined by their Rules and Regulations.

### **36. Reporting**

**36.1** If a player is cautioned or sent from the court, the referee must send a written report to Futsal SA, FCM and Referee's Administrator by email, fax, post or hand within forty-eight hours of the end of the game or they may face disciplinary action as per Rule 35.

**36.2** If a referee exercises his or her discretionary powers to suspend or end a game because of weather, interference by spectators, failure of a team to appear or any other cause, he or she must submit a report to Futsal SA the FCM and Referee Administrator within forty-eight hours of the stoppage of the game or they may face disciplinary action as per Rule 35.

## **DISPUTES, DISCIPLINE, PROTESTS and APPEALS**

**37.** Please refer to the National Disciplinary Regulations and Futsal SA Rules and Regulations for complete details on all matters relating to disputes, discipline, protests and appeals. The National Disciplinary Regulations, Futsal SA Rules and Regulations and Futsal SA Competition Rules apply in addition to any other penalty that may be applied / imposed under these Rules.

# **YELLOW and RED CARDS and SUSPENSIONS**

## **38. Yellow Cards**

**38.1** If a player accrues four (4) yellow cards in a season, that player shall serve an automatic one (1) match ban in the next scheduled match.

**38.2** If a player accrues a further three (3) yellow cards, that player must serve an automatic two (2) match ban.

**38.3** Yellow cards do not carry over between centres or competitions.

## **39. Red Cards**

**39.1** Any player who receives a red card in a match must serve an automatic one (1) match ban in the next scheduled match. Further sanction may be imposed for serious offences as outlined under the National Disciplinary Regulations and Futsal SA's Disputes and Disciplinary regulations.

## **40. Suspensions**

**40.1** Any player who receives a suspension must serve that suspension in the next scheduled match for that player until the suspension is served completely.

**40.2** If a player is suspended and his/her team forfeits the next match, that player is deemed not to have served the suspension in the forfeited match. However, if the opposition forfeits the match the player is deemed to have served the suspension.

**40.3** Any member receiving a suspension for any form of misconduct, will not be permitted to partake in any competitions, continue coaching activities, continue in the capacity as a match official or enter any of the Centres or their grounds for the period of the suspension.

**40.4** The only exception to this rule is when a player/official receives two (2) Yellow Cards in a game, therefore one (1) Red Card, the suspension remains at one (1) week. The player/official can enter all facilities while suspended for that week.

# **SCHEDULE 1 - SCHEDULE OF FINES AND PENALTIES**

## **41.0**

### **41.1**

**41.1.1** \$200.00 or forfeiture of bond

**41.2** Forfeiture of game

**41.2.1** \$90 per team

**41.3** Late player/ team registration fee

**41.3.1** \$70.00

**41.4** Playing an unregistered player

**41.4.1** Forfeiture of game

**41.4.2** \$15.00

**41.5** Match fees

**41.5.1** Minimum of \$80 per team of up to 8 players then \$10 per player.

**41.6** Borrowing an ineligible player

**41.6.1** Forfeiture of game

**41.6.2** \$20.00

### **41.7**

**41.7.1** Forfeiture of game

**41.7.2** First offence - \$25.00. Second and subsequent offence - \$50.00

**41.8** Failure to return the perpetual trophy four (4) weeks prior to end of season

**41.8.1**