



# FUTSAL SUPER 5s

## COMPETITION RULES & LEAGUE INFORMATION

### 1. INTRODUCTION

The following document outlines the basic rulings of Futsal (FIFA International Rules) that are implemented in Futsal Super 5s competitions, accompanied with a number of by-laws. *For further information we kindly request that all players and teams access our FAQ page at [www.super5s.org](http://www.super5s.org).*

Please note: The onus is on the Team Captain or Delegate to ensure that all team members know and understand these rulings. In simple terms, it is the responsibility of each player to be familiar with the Rules of Competition.

### 2. THE TEAM

Each team shall consist of 5 (five) players being 4 on-court players and 1 goal keeper.

The minimum number of players required in order to start a game is 3, as per the revised FIFA requirements in 2010.

In a Mixed League, a minimum of 2 females and 2 males are required to be on the court at all times (unless a team is genuinely short on players – please see dot-points below):

- MIXED LEAGUE: If a team only has 3 players available, a match may commence with just 1 female and 2 males (or vice versa);
- MIXED LEAGUE: If a team only has 4 players available, a match may commence with just 1 female and 3 males (or vice versa).

Substitute players: A maximum of 5 substitution players are permitted.

Please note: No player may play for more than one team if the player is already registered with another team in a respective competition. (Exception: A player has been approved to fill-in for another team that is genuinely short on players. I.e. the team only has 3 or 4 players available on court at kick-off time).

*For example, if 'Falcao', as a registered player, plays in Division A at Vermont South on a Sunday night for his team, 'Falcao' CANNOT play for another team in Division A on the same competition night unless the team is genuinely short on players as per the above rule.*

Further to the above, if you are participating as a fourth or fifth player (fill-in) for a team and you are registered with another in the same league (or competition night) you are expected to participate in the respective team's match for the entire duration. Note: Unless you are injured whilst participating or just assisting until a latecomer arrives you must complete the match. Common sense should prevail at all times and if in doubt please speak to the Competition Administrator. Nonetheless, we ask that all participants keep the values of sportsmanship in mind.

### 3. USE OF FILL-IN / EMERGENCY PLAYERS

Teams are most certainly permitted to bring in friends (or other players from a separate league) to fill-in for their team should they know in advance they will be low on numbers for a particular match. However, player(s) will NOT be considered a 'fill-in/emergency' player should he or she participate in regular matches (more than 2 matches) for a particular team during a competition season. The member would essentially become a regular player for the respective team. If in doubt, please write to our Management Team at [info@super5s.org](mailto:info@super5s.org).

Once again, players that are not officially registered, i.e. haven't had their team captain/delegate provide their details to Futsal Super 5s via the official Registration/Insurance documentation at the start of the season or at the time of entry, are not covered by our insurance policy through Sportscover.

However, you're most welcome to add a player to your registration playing-list after you've submitted a form you must notify us in writing asap (via email only) with the following:

- Players' full name;
- Players' contact number - mobile preferable;
- Players' email address;
- Players' postal address;
- Players' date of birth.

Once the above details are provided to Futsal Super 5s the player(s) in question will be added to the designated team's registration form for the current season. It's that easy!

We certainly don't discourage fill-in players, in fact, fill-in/emergency players ensure games go ahead in many instances whereby a team was originally likely to forfeit, however we must ensure each team captain/delegate is aware of their responsibility to inform us of the fill-in/emergency players' participation in our leagues, particularly for insurance purposes.

### 4. COMPETITION FEES

- WEEKLY MATCH FEE PER TEAM (venue/location fees vary, please see below):
- \$60.00 per team per match - Carlton Baths, Camberwell, Collingwood, Endeavour Hills, Footscray, Hawthorn (Sunday nights only), Parkville, Preston and Templestowe;
- \$65.00 per team per match – Box Hill, Burwood, Carlton North, Caulfield, Hawthorn (Thursday nights only) and Vermont South.
- SPORTSCOVER REGISTRATION/INSURANCE per team, per season is up to \$110.00 - maximum (approximately \$12-\$14 per player per season), depending on the season length, which is normally 18-22 rounds. The registration/insurance fee is to be paid by ROUND 2 of a season (or by your team's second match in your respective competition if your team is a late entry). NOTE: If your team is entered after round 2 of a season the fee will be discounted / pro-rated.
- SEASON (LAST-GAME) BOND PAYMENT is a match payment in advance per team. It's simply a 'game fee paid in advance as a deposit' and is redeemable as long as your team doesn't forfeit a match or fail to pay a match fee – subject to conditions). Note: A team will NOT be permitted to use the bond fee should the team be returning for a following season, instead the bond will roll-over into the upcoming

new season the team will be joining. Further details regarding the bond fee and forfeits can be found below.

## 5. GENERAL COMPETITION DETAILS

**5.1 MATCH DURATION:** Matches consist of 2 x 18 minute halves and teams change ends at half time. Furthermore, there is a one-minute break at half-time.

**5.2 SEASON LENGTH:** In most competitions a season has a duration of 18-20 weeks plus a 2-week Finals Series, played over 2 competition nights.

**5.3 GAME SHEET/ MATCH RECORD:** On arrival to each competition venue the team captain or delegate **MUST** complete the game sheet with full details of all players for the match, including shirt number, first name and surname. This must be completed before play can commence.

**5.4 PAYMENT OF MATCH FEES:** Payment of match fees is to be made **PRIOR** to the commencement of the game. If this cannot occur, please have the courtesy to notify the League Administrator, however failing to pay before kick-off is a breach of competition rules and will be reported by the competition administrator.

**5.5 LEAGUE FIXTURES:** Fixtures will be sent to each team captain and available for viewing online on the Futsal Super 5s website (username and password access required). It is the captain's responsibility to ensure an active email address is provided to Futsal Super 5s at all times.

**5.6 MATCH TIMES:** Match times are set and cannot be altered in order to suit team's preferences. Please note: misreading the fixture will not be considered an acceptable excuse for failing to attend a scheduled match and forfeit fees will apply (i.e. the competition bond will be used). In fairness to all teams, we always look to have an even spread. However, teams can request certain time slots (e.g. only games between 6:00pm-8:00pm) however we cannot guarantee all requests will be granted and it will depend on several circumstances. Providing a reason for requiring early or late match times improves your chances!

Not all teams like playing the earliest/latest games of the night however we do our best to accommodate all team's requests. Any requests **MUST** be submitted via email no less than 2 weeks before a new season commences.

**5.7 COMPETITION POINTS:** In all league fixtures, match points will be awarded as follows:

WIN	3 POINTS
LOSS	0 POINTS
DRAW	1 POINT
BYE	1 POINT
WIN ON FORFEIT	3 POINTS + 5-0 WIN
LOSS ON FORFEIT	0 POINTS + 5-0 LOSS

Notes:

1. BYEs and FORFEITS count as matches played.
2. 5-0 win/loss effective as of new season's commencing between August - December 2011.

**5.8 TEAM COMMUNICATION:** All registered teams (form submitted and funds paid) will have log-in access to our Website in which Fixtures, Results and Ladders and further competition information are on display. It is your team's responsibility to regularly view updates on our website. Teams are also required to have a Captain

who will act as a delegate with an active email address along with a current contact phone number. If there is ever a change in contact-person we request that you email our Management Team ([info@super5s.org](mailto:info@super5s.org)) asap. Emails are sent to teams throughout each competition season and we certainly like to keep all participants informed of any news or league information.

**5.9 ILLEGAL DRUGS/ALCOHOL:** No individual will be permitted to participate in a match if it is suspected that he/she is under the influence of illegal drugs or alcohol (a report will be made to the Management Team). Spectators and players are also prohibited from bringing and/or consuming alcohol or drugs at a Futsal Super 5s venue. Don't risk it, offending players / teams will face consequences, most likely team or player de-registration from the league.

## **6. REDEEMABLE BOND FEE & FORFEITS**

**6.1 REDEEMABLE BOND FEE:** A bond fee payment (redeemable) applies to all leagues. The bond can be redeemed on the last game of the season or Final should your team not be competing in the following season. If your team will be competing in the season following, the bond will be transferred into the New Season – the bond is not to be used on your team's final scheduled match in this instance.

Please note, the bond fee will be used should your team forfeit a match. Additional information can be found below.

**6.2 FORFEIT LOSS:** A forfeit loss will apply to the team creating the forfeit. Arrangement for fill-in players must be made if a team cannot participate in a match. Please do not consider forfeiting an easy option when not being able to play. We appreciate captain's doing their best to field a team and ensure there are enough members for each round of competition. Please make your team members aware that upon signing up for the team, they are committing themselves to being available for the duration of the season. Regardless, teams that forfeit a match will use their REDEEMABLE BOND and it will need to be re-paid in the following round of competition. This is to ensure a team has an opponent each round.

Forfeits not only disrupt the running of the competitions, but also disappoint other teams that look forward to their weekly game of futsal. If a team forfeits twice in the same competition, they may be withdrawn from the remainder of that season.

**6.3 FORFEITING THE BOND:** Should a team forfeit a match, the bond fee will be used and the team will have to re-pay the bond in order to compete in the next round of competition. The bond fee must be replaced in the following round otherwise 3 points will be deducted from each week until the fee is paid.

**6.4 FORFEITS AND FRIENDLY/SCRATCH MATCHES:** If a friendly/scratch match is played (by a team affected by a forfeit), the game fee APPLIES regardless and must be paid by the opposition team affected by the friendly - a Forfeit Win will apply. Note: If a friendly/scratch match cannot be organised (i.e. at least 3 players cannot be organised to create an opposition), no game fee will be applicable to the team affected by the forfeit. Please be advised that a score of 5-0 will be awarded to the team affected by the forfeit – EFFECTIVE AS OF NEW SEASON'S COMMENCING BETWEEN AUGUST AND DECEMBER 2011.

**6.5 FORFEITING:** If your team is forced to forfeit given low numbers and no friends/fill-in players available you should promptly contact Futsal Super 5s on 0433 000 444 or email us at [info@super5s.org](mailto:info@super5s.org) with the following information:

Full name;

Your team name;  
Your scheduled match time;  
Your contact number;  
Competition night;  
Competition venue.

Forfeit fees do apply, i.e. the bond fee is used and will need to be re-paid in the following round of competition.

6.6 LATENESS: Teams running late will incur a 1 goal penalty for every 2 minutes late. The clock will begin at the fixtured time and an Automatic Forfeit will apply if a team cannot supply 3 team members after 12 minutes has elapsed in the first-half. Forfeit Fees will apply to the team creating the forfeit and the result will be awarded as 5-0 to the team affected by the forfeit - EFFECTIVE AS OF NEW SEASON'S COMMENCING BETWEEN AUGUST AND DECEMBER 2011.

## 7. TEAM UNIFORMS

All team members must wear the SAME coloured shirts except for the goal keeper. All shirts must be numbered and must have sleeves (NO SINGLETS), however, there are to be no duplicate numbers. Exception to the shirt colour rule: A fill-in player is provided by the centre, or another team (only if a team is genuinely short of players – as per section's 2 and 3 in the Rules of Competition).

All players must also wear shin guards as they are COMPULSORY.

All caps, non-religious / non-medical headwear and jewellery must also be removed before going on court.

## 8. RULES OF COMPETITION

Rules will be kept in accordance with FIFA International Rulings plus our own by-laws.

BASIC RULINGS:

1. At kick-off the ball must be played forward.
2. Kick-offs are in-direct and a goal cannot be scored directly from the kick-off unless the ball has been touched by another player on route to goal.
3. There is a 4 second time limit on kick-ins, corner kicks, free kicks and goal-keeper clearance.
4. At the kick-in point, the opposing team must stand at least three metres away from the ball. Failure to do so will result in a Yellow Card to the offending player/players (at the referee's discretion).
5. Players cannot play the ball whilst on the ground. If this happens, it will result in a free kick awarded to the opposition.
6. NO SLIDING TACKLES, the goal keeper is the only player who may slide for the ball as long as he or she does not use excessive force and they commence their slide inside their 'D'. *Nonetheless, if a sliding tackle is careless, reckless, or carried out with excessive force, it is a direct free kick (and a disciplinary sanction where appropriate). Any tackle that endangers the safety of an opponent should be sanctioned as serious foul play.*
7. There is no off-side. Players can enter the goal-keeper's 'D' area and can score from any part of the court.
8. Goals can be scored directly from a corner.

9. Goal-keeper cannot leave his/her 'D' with the ball in his/her hands. If this happens it will result in a free kick to the opposition.
10. Goal-keeper may leave the 'D' in order to save the ball as long as:
  - A. He/she does not touch the ball with his/her hands
  - B. He/she starts his/her slide within the 'D' area.
  - C. He/she keeps possession of the ball within a 4-second time limit.
11. Goal-keeper can throw the ball over the half way line on the full. A 'goalkeeper's ball' must be thrown in to play. Exception: if the ball has been a caught save, it can be drop-kicked back into play.
12. Players may not use their elbows in order to shove the opposition from the ball. A warning will be given and a Free Kick awarded to the opposition.

13. *The following 'back pass' rule only applies to a selection of competitions.*

The goal-keeper can only touch the ball once in general play. Once he/she releases the ball to his/her own players in their defensive half of the court, the goalkeeper cannot receive the ball back. (Unless the ball is touched by the opposing team or the ball has gone over the half way line). A warning will be given and a Free Kick to the opposition.

14. Goals cannot be scored directly from a side kick-in, it must be touched by another player on route to goal to be counted. The ball must also be stationary upon kick-in.

15. Dropped ball: If, while the ball is still in play, the referees are required to stop play temporarily for any reason not mentioned elsewhere in the Futsal Laws of the Game, the match is restarted with a dropped ball.

*ACCUMULATED FOULS: (Please note: Until further notice, only Men's leagues will apply a foul-count, so please speak to your local League Administrator for information).*

- Once a Team has accumulated five (5) fouls (in a half) a direct free kick will be awarded. A Goal can be scored directly from this free kick.
- The free kick awarded for five (5) fouls can be defended by a wall of players. (At least a five (5) metre distance from the free kick position).
- When a sixth (6th) foul (in a Half) has been accumulated, a free kick is to be taken from the 10 metre line in the offending team's half. In this instance, a wall is no longer permitted in defence of the free (direct) kick.
- The player taking the free kick shall kick with the intention of scoring a goal and shall not pass the ball to another player.
- Once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper or has rebounded from the goal post or cross-bar.

**PENALTY KICK & DIRECT FREE-KICK ON THE SIREN:** A penalty kick awarded on the siren (marking the end of the half or the game) must be played. A direct free-kick awarded on the siren (marking the end of the half or the game) must also be played.

## 9. YELLOW & RED CARDS

### RED CARD:

- Any player given a Red Card is to leave the court for the rest of the game with a minimum suspension of one (1) week, possibly more, depending upon the severity of the offence.
- It is at the referee's discretion as to whether a player can be replaced after 2 minutes or when the opposition score.
- After a player has been red-carded, he/she is NOT PERMITTED to sit on the substitution bench or be in the technical playing area. (Note: The appointed referee also has the right to request the offending member(s) vacate the facility – depending on the offence).

As per above, red cards impose an automatic one (1) match suspension, in addition to any other suspension imposed by Futsal Super 5's whereby a harsher penalty may be considered, depending on the offence. Any such suspension and any additional match suspension shall apply to the next/subsequent match involving the player's team.

The imposition of the mandatory one (1) match suspension is immediate and effective regardless of whether or not a disciplinary notice from Futsal Super 5s was received by a team captain/delegate. Therefore, if a player receives a red card in any given fixture, the player must miss the next official fixture that their team is participating in.

*Note: Futsal Super 5's reserves the right to review or confirm any suspensions.*

### YELLOW CARD:

- Any player given a Yellow Card is given a warning.
- Two (2) Yellow Cards in one match is equivalent to a Red Card.
- Frequent yellow cards in a competition to an individual may also result in disciplinary action.

The following will not be tolerated at Futsal Super 5s competitions (not limited to the list below):

1. Slide tackles - intentional or not (at the referee's discretion);
2. Kicking, pushing in the back and/or front;
3. Intentional tripping of an opponent;
4. Foul language;
5. Racial vilification;
6. Unduly rough play;
7. Intentional hand-ball;
8. Any foul, intimidating or abusive language directed towards a player or referee/officials on or off the court;
9. Shirt pulling;
10. Deliberate obstruction;
11. Body charging;
12. Time wasting;
13. Persistently infringing the Rules of Competition;
14. Unsporting behaviour;
15. Provocation of players / officials / spectators;
16. Serious foul play;
17. Violent conduct;
18. Use of discriminatory, religious, ethnic or sexist remarks;

19. Deliberate contact with a referee or league official;
20. Displaying conduct that brings the game or Futsal Super 5s into disrepute.

Serious disciplinary action will be taken against offending teams that are disruptive at Futsal Super 5s competition venues.

## 10. PLAYER & TEAM CONDUCT

As part of a player's and/or team's membership and registration with Futsal Super 5s, all members are expected to adhere to the Rules of Competition and conduct themselves in a civil manner at all times.

All players are to demonstrate respect for referees, opposition players, stadiums and facilities, Futsal Super 5s staff and Venue Managers. Any breach in behavioural standards will result in an official warning or immediate expulsion from a league.

As per registration conditions, at no stage is Futsal Super 5's under any obligation to accept, maintain or re-new team applications (or allow offending players to return to a competition) and past behaviour may be taken into account when an application to register or re-register is received.

We can also refuse entry to teams and/or individual players through our relationships with various Futsal organisation's within Melbourne.

Futsal Super 5s do not intend to suppress passion or commitment whilst you're on-court playing for your team, but rather, ensure that all participants understand that there is a line which divides passion and offensive behaviour.

**FUTSAL SUPER 5s MANAGEMENT RESERVES THE RIGHT TO REMOVE OR BAN PLAYERS AND/OR TEAMS FROM A COMPETITION LEAGUE FOR BEHAVIOURAL AND/OR FINANCIAL MISCONDUCT AT ANY TIME.**

## 11. LEAGUE REFEREES AND YOUR TEAM'S BEHAVIOUR

All Futsal Super 5's matches are covered by qualified referees with each referee having successfully completed courses through Football Federation Victoria (or through the Victorian Futsal Association in the 1990s).

Additionally, we have developed our own infrastructure for training and qualifying referees as well as being responsible for their on-going education regarding the Laws of the Game.

Futsal is such a passionate sport and it is not always the referee's fault a team loses. Respect the fact, human error does occur but they always give a fair decision the way they see it (not necessarily the way you might see it). Also, issues that do occur are usually a result of players not knowing the Rules of Competition.

Teams and players are kindly reminded that we all make mistakes. Whilst we all try to be perfect, there isn't a player in this world that can get through an entire match without making a mistake - it's part of the game. Referees are no different. Our referees try their best to be accurate with all of their decisions, but reality is that during the course of each competition they will make mistakes. Please accept it in the same manner that you accept mistakes from yourself and your team mates. The referees are not to be abused in any way whatsoever and above all, respect the referees as THEIR DECISION IS FINAL.

Nonetheless, if you have any feedback regarding the standard of refereeing at your competition please feel free to email the Management Team (info@super5s.org) and objectively provide your feedback.

## 12. INJURIES, BLOOD RULE & LEAGUE INSURANCE

12.1 INJURIES: The scoreboard clock will not stop for injury time, the injured player must vacate the court as quickly as possible. The player may re-take the court once he/she has been attended to. (Subject to the referees discretion, if a player is seriously injured).

12.2 BLOOD RULE: If a player is bleeding, they must vacate the court immediately to seek treatment. The player may return to the court once he/she has been attended to. All wounds that are open and exposed, whether bleeding or not, need to be covered with appropriate bandaging before a participant can return to the playing area.

12.3 COMPETITION INSURANCE – SPORTSCOVER: Futsal Super 5s carries sports injury insurance with Sportscover Insurance Ltd for registered members.

To be a registered/insured member in a Futsal Super 5s competition a participant must be included in a completed and validly lodged registration form with Futsal Super 5s.

In respect to the Personal Accident coverage the schedule of benefits should be considered as basic and entry level. Futsal Super 5s encourage all players and others covered by this policy to take out private health insurance. (Please see our Contact Us page at [www.super5s.org](http://www.super5s.org) for more information).

It is most important all are aware of the coverage provided and the procedure to follow in the event of a claim prior to an incident arising. Failure to be aware of the extent of coverage and procedures to follow often leads to unnecessary delays and in some cases, disappointment.

Note: As per section 3 of this document, you are permitted to add players to your registration/insurance list during a competition season. Please refer to section 3 for more details.

12.4 MAKING AN INSURANCE CLAIM: Steps are outlined below:

STEP 1: At the time of injury, or where practicable, a Futsal Super 5s Injury Report form MUST be completed by a League Administrator with all details regarding the injury. You will be provided with a copy once you contact us with your intention to make a claim. Without this form, a claim WILL NOT be processed. (Note: You must inform us within 10 days of the injury occurring should you wish to make a claim).

STEP 2: Email [info@super5s.org](mailto:info@super5s.org) and request a claim form OR register your claim with Sportscover on 1300 134 956 and ask for a claim form to be sent to you OR complete an online claim form request [http://www.sportscover.com/claim\\_request.asp](http://www.sportscover.com/claim_request.asp) - If you have questions regarding completing the form please contact Sportscover;

STEP 3: Don't wait for receipts or invoices to build-up before sending back your claim form. The quicker you get it in, the quicker the claim may be approved.

STEP 4: If you have queries regarding the claim ring Sportscover as Futsal Super 5s have no involvement in the official claim process;

STEP 5: Your local League Administrator can sign the Official Report form as a representative of Futsal Super 5s.

### **13. VENUE-SPECIFIC CONDITIONS**

All participants and spectators must adhere to the conditions or rules of the venue in which your competition is held (i.e. no smoking, no marking shoes, no alcohol, adhering to car park speed limits). Any breach of conditions and/or anti-social behaviour will be dealt with accordingly by venue management and may result in expulsion from the respective Futsal Super 5s competition(s).

### **14. FINALS & TROPHY ALLOCATIONS**

FINALS: A minimum of five (5) season games must be played by each player in order to compete in the Finals Series.

If a team is on equal points at the end of the season's draw, the position on the ladder will be determined by the following means and order:

- The team with the greatest goal difference will finish higher;
- If goal difference is the same, then the team that has scored most goals FOR, will be deemed to have finished higher;
- If goals FOR is the same, then the team who has conceded less goals will be deemed to have finished higher;
- If goal difference, goals scored, and goals conceded are all the same, then the teams will be deemed to have tied and appropriate action will be taken by Futsal Super 5s.

In finals, if there is a draw at full-time, teams will play an extra 3 minutes each way, with the Golden Goal rule to apply. (Golden goal: First team to score wins). After this time, if the scores are still level, a penalty shoot-out will be played.

TROPHIES: Teams are allocated 7 trophies per team for the Finals Series (Winners and Runners-Up: Division A/Division B where applicable). Teams participating in a 'Third Place Final' or 'Wooden Spoon Final' are allocated a single trophy/shield.

### **15. MATTERS NOT COVERED IN COMPETITION RULES**

Any matter not appropriately covered within the Futsal Super 5s Rules of Competition shall be at the discretion of Futsal Super 5s.

### **16. COMPETITION MANAGEMENT**

Futsal Super 5s conducts 5-a-side futsal competitions across Melbourne, catering for all abilities. The competitions offered by Futsal Super 5s have a strong emphasis on enjoyment, fitness and fun, whilst providing social leagues with a competitive edge.

Rules exist in order to keep the game fair and in control, hence they are to be adhered to very closely.

Team spectators wishing to support their team must act in a civil manner at all times. They must not interfere or be distracting towards referees/officials and/or players. Persons offending will be asked to vacate a venue and there will be consequences against the team(s) participating given the conduct of a 'team associate' or 'team associates'. If a player(s) wishes to spoil it for the rest of their team and are found guilty of misconduct, the penalties will be harsher than expected.

We expect everyone to play the game in a sportsmanlike manner and to ensure that you emphasise enjoyment whilst participating.

If you ever have anything to say constructively about improving the competition, please email us at [info@super5s.org](mailto:info@super5s.org).

Futsal Super 5's Management Team

Website: [www.super5s.org](http://www.super5s.org)

Email: [info@super5s.org](mailto:info@super5s.org)

Phone: 0433 000 444