

FUTSAL SUPER 5's - RULES OF COMPETITION

SOCIAL COMPETITION RULES & INFORMATION

INTRODUCTION

The following document represents the basic rulings of Futsal (FIFA International Rules) that are implemented in our competitions, accompanied with a number of our own by-laws.

Please note: The Onus is on the Team Captain to ensure that team members know and understand these rulings. There will be no exceptions to these rules and by-laws as these rules must be read and adhered to.

THE TEAM

Each team shall consist of five players (4 on-court players and 1 goal keeper). The minimum number of players required in order to start a game is 4, as per FIFA requirements. In a Mixed League, a minimum of 2 ladies and 2 gentlemen are required to be on the court at all times. 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. (Exception: A player has been approved to fill-in for another team that is genuinely short on players).

MATCH DURATION

Matches consist of 2 x 18 minute halves

SEASON LENGTH

A season lasts 16-20 weeks duration plus 2 weeks Finals

THE COST

- WEEKLY MATCH FEE is \$60.00 per team per game - paid BEFORE each game (\$60.00 match fee applies at ALL venues except Prahran and Endeavour Hills)*.

**WEEKLY MATCH FEE at Prahran (Melbourne) is \$70.00 per team per game, whilst at Endeavour Hills the WEEKLY MATCH FEE is \$50.00 per team per game.*

- REGISTRATION/INSURANCE per team, per season is up to \$110.00 (approximately \$12-\$14 per player per season), depending on the season length. The registration/insurance fee is to be paid by ROUND 2 of a season.

- SEASON (LAST-GAME) BOND PAYMENT is \$60.00 per team (\$70.00 at Prahran and \$50.00 at Endeavour Hills). (Bond fee is 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 can be found below.

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GAME SHEET

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.

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.

BOND FEE

A bond payment 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 season following. 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.

FIXTURES

Fixtures will be sent to each team captain and available for viewing online on the Futsal Super 5's website. It is the captain's responsibility to ensure an active email address is provided to Futsal Super 5's. Match times are set, and cannot be altered in order to suit team's preferences. Please note: mis-reading the fixture will not be considered an acceptable excuse for not attending a scheduled match. Forfeit fees will apply. Access to our log-in section will be provided once registration/insurance payments are finalised.

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 4 team members after 12 minutes has elapsed in the first-half. Forfeit Fees will apply to the team creating the forfeit.

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 front a game. 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 be charged a forfeit fee/forfeit the bond that 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.

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FORFEITING THE BOND

Should a team not show to 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.

FORFEITS AND FRIENDLY/SCRATCH MATCHES

If a friendly/scratch match is played (by a team affected by a forfeit), the game fee of \$60.00 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 4 players cannot be organised to create an opposition), no game fee will be applicable to the team affected by the forfeit.

COMPETITION POINTS

In all league fixtures, match points will be awarded as follows:

WIN = 3 POINTS

DRAW = 1 POINT

LOSS = 0 POINTS

BYE = 1 POINT

LOF = Loss On Forfeit

WOF = Win On Forfeit + Plus 3 Points

Please note: Byes and WOF (Wins On Forfeit) count as games played.

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.

UNIFORMS

All teams' members must wear the SAME coloured shirts except for the goalkeeper. All shirts must be numbered and must have sleeves (NO SINGLETS), however, there are to be no duplicate numbers. All players must also wear shin guards - they are COMPULSORY. All caps and jewellery must also be removed before going on court. The opposition will be awarded 1-goal per infringement.

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). The uniform penalty does not apply in these instances. However, shin guards must be worn by all players on the court – again COMPULSORY.

SUBSTITUTIONS

Teams can substitute players any time during the duration of the game.

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However, the referee needs to be notified of a goalkeeper substitution. Only when the ball is out of play, and in your team's possession is where the game can be stopped.

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. A single kick forward is allowed. Failure to do so will result in a Free Kick to the Opposition.
2. There is a 4 second time limit on kick-ins, corner kicks, Free Kicks and Goalkeeper clearance.
3. 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.
4. Players cannot play the ball whilst on the ground. If this happens, it will result in a free kick awarded to the opposition.
5. There is no off-side. Players can enter the Goalkeeper's 'D' area and can score from any part of the court. Goals can be scored directly from a corner.
6. The Goalkeeper 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.
7. The Goalkeeper 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.
Note: The goalkeeper is the only player who may slide in order to save the ball (providing he/she does not use excessive force). There is strictly no slide tackling, shoulder charges or rough play.
8. 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.
9. The goalkeeper 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.
10. The following 'back pass' rule only applies to a selection of competitions. The goalkeeper can only touch the ball once in general play. Once he/she

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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.

11. Goals cannot be scored directly from a side kick-in, it must be touched by another player on route to goal to be counted.

FOULS

(Please note: Only a selection of competitions will apply a foul-count, so please speak to your local League Administrator for information).

1. 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.

2. 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).

3. 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.

4. The player taking the free Kick shall kick with the intention of scoring a goal and shall not pass the ball to another player.

5. 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.

CARDS

1. **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), dependent upon the severity of the offence.
- It is up to 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.

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

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Super 5's 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.

2. 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.

BY-LAWS

The following will not be tolerated:

1. SLIDE TACKLING - intentional or not (at the referee's discretion)
2. Kicking, pushing in the back and/or front
3. Intentional tripping of an opponent
4. Swearing (intentional or not)
5. Abusive or racial language
6. Unduly rough play
7. Intentional hand-ball
8. Any foul or abusive language directed towards a player or referee/officials on or off the court

A Yellow Card and a Free Kick will be given for the following:

1. Intentional hand-ball
2. Time wasting
3. Shirt pulling
4. Roughly kicking the ball through an opponent's legs from behind or from the front
5. Obstruction
6. Charging the goalkeeper

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7. If the goalkeeper handles a back-pass from his or her own player
8. If a substituting player enters the field from an incorrect position or before the player coming off has entirely left the field
9. Persistently infringing the laws of the game

PENALTY KICK ON THE SIREN

A Penalty kick awarded on the siren (marking the end of the half or the game) must be played.

INJURIES

The scoreboard clock will not stop for injury time. The injured player must vacate the court immediately. 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).

BLOOD RULE

If a player is bleeding, they must vacate the court immediately to seek treatment. The Player may take 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.

COMPETITION INSURANCE - SPORTSCOVER

Futsal Super 5's carries sports injury insurance with Sportscover Insurance Ltd for registered members. To be a registered/insured member in a Futsal Super 5's competition a participant must be included in a completed and valid lodged registration form with Futsal Super 5's.

In respect to the Personal Accident coverage the schedule of benefits should be considered as basic and entry level. Futsal Super 5's encourage all players and others covered by this policy to take out private health insurance. (Please see our Contact Us section 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.

MAKING AN INSURANCE CLAIM

1. At the time of injury, or where practicable, a Futsal Super 5's 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).
2. Register your claim with Sportscover on 1300 134 956 and ask for a claim form to be sent out, or contact us via info@super5s.org for a copy of the claim form, or complete an online claim form request http://www.sportscover.com/claim_request.asp

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3. If you have questions regarding completing the form please contact Sportscover;
4. 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.
5. If you have queries regarding the claim ring Sportscover as Futsal Super 5's have no involvement in the official claim process;
6. Your local League Administrator can sign the Official Report form as a representative of Futsal Super 5's.

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. Spectators and players are also prohibited from bringing and/or consuming alcohol at a Futsal Super 5's venue.

FINALS

A minimum of five (5) 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 5's.

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 Play-off' or 'Wooden Spoon Final' are allocated a single trophy/shield.

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

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conditions and/or anti-social behaviour will be dealt with accordingly by venue management and may result in expulsion from Futsal Super 5's competitions.

PLAYER/TEAM CONDUCT

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

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 5's 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 5's MANAGEMENT RESERVES THE RIGHT TO REMOVE OR BAN PLAYERS AND/OR TEAMS FROM A COMPETITION LEAGUE FOR BEHAVIOURAL OR FINANCIAL MISCONDUCT.

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 1990's). 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 Competition Rulings.

Teams and players are 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 referee's 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.

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MATTERS NOT COVERED IN COMPETITION RULES

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

MANAGEMENT

Remember, the competition's offered by Futsal Super 5's have a strong emphasis on 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. There will be no excuse for any inappropriate behaviour or swearing. This will NOT be tolerated whatsoever.

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 suggest if players and their fellow spectators cannot abide by the Rules and By-Laws of the game, they should not play or attend matches at all.

We expect everyone to play the game in a sportsmanlike manner and to ensure that each of you emphasise enjoyment whilst participating. If you have anything to say constructively about improving the competition, we would be more than happy to listen.

Futsal Super 5's Management Team