

Futsal Rules and Code of Conduct

Rules

1. The game of Futsal is played on an indoor basketball court, all games run for two 17-minute halves with a 1-minute half time break
2. From a kick off, the ball must be played forward. A goal **cannot** be scored directly from a kick off.
3. A team consists of 5 players for seniors and 7 players for junior competitions, 4 court players and 1 goalkeeper; the maximum number of players in a team is 12, to start game there must be a minimum of 3 players for seniors and 5 players for juniors
4. No tackling from behind or dangerous slide tackling is allowed.
5. Dangerous play is not allowed.
6. All players **must be registered** on GameDay using the correct registration link.
7. **Shin pads are desirable.**
8. **Long socks covering the shin pads are compulsory.**
9. Players are not permitted to use objects that might endanger them or others, including any kind of accessories, jewellery and/or glasses. (no taping, no gloves accepted)
10. Unlimited 'flying' substitutions. Players can re-enter the game as many times without notifying the referee, this also includes the Goalkeeper (games will not be stopped for substitutions). Substitutions must be made in the substitution area. A substitute player can only enter after the player they are substituting has exited the court, or an indirect kick will be applied.
11. There is no offside in Futsal, and players can score from anywhere in the court of play.
12. When the ball goes out over the sideline, it is then placed on the sideline; it must be stationary and kicked into the court to another player. All opposing players must be at least 3 metres from the ball, the foot not kicking the ball must be out of the court or part of the foot touching the side line.
13. A goal cannot be scored directly from a side line **kick-in**, but you can from a corner **kick-in**.
14. The goalkeeper cannot throw the ball over the 2/3 line on a small court, or over ½ way line on an International size court, once the Goalkeeper uses their hands to handle the ball, they must throw the ball back into play, however if the goalkeeper



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does not handle the ball with their hands, they are free to kick the ball any length and even score.

15. The Goalkeeper is not allowed to drop-kick the ball at any time.
16. Goal Clearance or Goalkeepers throw, the goalkeeper throws the ball from the marked goal area to restart play after the ball has gone over the goal line, last being touched by an attacking player.
17. The goalkeeper has 5 seconds time limit to control the ball and release it from their possession in their own half of the pitch.
18. Goalkeepers are not allowed to pick up the ball with their hands from a deliberate back pass from any of their team mates.
19. The game has a 5 second time limit at all kick-ins, corner kicks and free kicks.
20. Free Kicks, the opposition must be back 3mtrs from the taking of any free kicks, unless the team awarded the free kick decides to take a quick free kick.
21. Hand ball is when a ball touches a player from the shoulder down (not including the shoulder). A deliberate hand ball will be awarded with a direct free kick/penalty to the opposition. An accidental hand ball will be awarded an indirect free kick to the opposition; unless the opposing team gains advantage (advantage rule); this decision is up to the referee's discretion. Female players are allowed to protect their chest area and male players are allowed to protect their groin area with their hands and arms, as long as there is no movement of the hands and arms towards the ball.
22. Each team has 5 team fouls per half, any fouls after the 5th will be penalised with a ten-meter penalty shot by the opposition.
23. During the game, a referee has the option of using 2 cards, Yellow and Red, if you receive 2 yellow cards within the season you will have a one match suspension, the consecutive week.
24. Referees have the right to warn, ask to leave or eject from the Stadium, any spectator or player whom they feel is bringing the game into disrepute.

In the case of 2 x Divisions:

1. Players must only be registered with one team
2. Players registered to a Division 1 or A team are not permitted to play in lower grades, however lower grade players may play in higher division during competition time only, not for finals

1. PLAYER AND TEAM INFRINGEMENTS

1.1 Serious Foul Play

The following offences will receive either a yellow or red card depending on the severity of the infringement (referees' discretion):

- Stopping an obvious goal scoring opportunity by tripping, holding, impeding, and handball
- Deliberate kicking an opponent
- Deliberate elbowing an opponent
- Violent tackle from behind
- Over the ball tackle

1.2 Serious Violent Conduct

The following offences are red card/suspension, which results in immediate game removal, plus a suitable suspension deemed necessary by management. In addition, Disciplinary Action may result in ejection or removal from all sports competitions and a ban from attending City of Mandurah Recreation Centres.

- Striking an official or player
- Spitting at an official or player
- Threaten an official or player with physical violence
- Attempting to strike an official or player with ball or another object
- Pushing an official with open hand, shoulder or hip

1.3 Use of Foul and Abusive Language:

The following are caution offences with a yellow or red card depending on the severity of the infringement (referees' discretion)

- Making obscene gestures
- Offensive insults or abusive language
- Should a player be sent from the court for a red card offence, the referee will record the players name and ID number and fill out the "send off incident form".

1.4 Disciplinary Actions

Disciplinary action may be taken if a player / team behaves in a manner not consistent with the Codes of Conduct. Disciplinary action may take the following forms:

- Official report

- Ejection and or removal from all competitions, including a ban from attending City of Mandurah Recreation Centres

Please note:

After a player or team has been ejected or removed from a competition, re-entering the competition after the ban period must be requested in writing and is subject to approval from Centre Management.

2. NOMINATION

2.1 The nomination form is to be completed online, through the GameDay registration link supplied on the MARC website. 2.2 This is an application to join one of the competitions at M.A.R.C and no guarantee is given that this application will be successful. Where teams cannot be included they will be notified. Late nominations will be accepted subject to availability within the competition.

2.3 Team names must not be deemed offensive or inappropriate. Centre Management reserves the right to enforce a name change.

2.4 Nominations for new seasons will not be accepted from teams with outstanding debts.

2.5 New players may be introduced during the season, provided that they comply with By-Law requirements and are registered using the correct GameDay link after playing 3 games.

3. REGISTRATION

3.1 Teams are to register all players as per 2.3 above. Failure to do so will result in team members not being notified of important competition information and may result in an ineligibility for finals matches.

3.2 New teams joining after the start of a season can be introduced into a competition but will only be eligible to play in the finals at the discretion of the Sports Team Leader. Fairness to all participating teams will be taken into account when making this decision.

4. ELIGIBILITY OF PLAYERS

4.1 With the exception of the City of Mandurah Noahs Ark team, registered players are NOT eligible to play in lower grades.

4.2 Registered players can play in higher grades in any position.

4.3 Same grade players are eligible to fill-in for another team.

4.4 Un-registered players can play in any grade, any position

4.5 The minimum age for a player to participate in the competition is 15 years of age.

4.6 All players must demonstrate to the officials that they possess a level of skill that is appropriate to the competition.

4.7 Fill-ins are not eligible for finals. Only registered players that have played a minimum of 3 games are eligible to play finals. Team Captain's must ensure players are properly registered during the season, using the link provided by the MARC.

4.8 Whilst we recognise the right to introduce new players during the season, we observe the right not to allow teams to increase their playing strength beyond the capability of the grade in which they play by the introduction of such players.

4.9 All registered players must take the court, if present, before utilising a substitute player, unless ill or injured.

4.91 A minimum of THREE registered players must be on the court at all times. In the event that a team does not have THREE registered players this will be deemed a forfeit and points will be awarded to the opposing team. Teams may take part in a scratch match if they wish.

5. TEAM RESPONSIBILITIES

5.1 A team shall be held responsible for the conduct of its members and spectators. Umpires have the capacity to penalise offending teams and teams from which offending spectators come from. Teams with spectators not abiding by this requirement may be penalised with a cancelled match.

5.2 Supporters of teams must be seated during game time. Spectators and Supporter's must abide by the Centre rules.

5.3 Any player deemed to be under the influence of alcohol* or drugs shall be denied entry to the playing area and will be subject to report by match officials (*determined if alcohol can be detected on player's breath, or behaving in an intoxicated manner).

5.4 Centre Management reserve the right to automatically exclude a team from any further fixtured games, if in their view, they have persisted with verbal abuse, threats or physical intimidation.

5.5 Players with children under the age of 12 who are attending games must ensure that the child/ren is accompanied by an adult at ALL times. This includes being seated on the sidelines. No child is to be left on their own. Failure to ensure a child is accompanied will result in the players removal of the game. If available, the Centre recommends utilising the on-site crèche facilities.

6. TEAM CAPTAIN RESPONSIBILITIES

6.1 It is the Captain's responsibility to collect monies and pay the applicable fees at front reception prior to the commencement of the season.

6.3 It is the Captains responsibility to ensure all registered players are aware of Centre Rules and Guidelines.

6.4 The team captain is required to ensure that players are present and ready to play.

7. UMPIRES

7.1 Two umpires will be provided per court / where possible

7.2 Responsibility of the umpires:

Prior to the match:

- (a) Performs toss with team captains
- (b) Inspects the condition of playing area, ball and equipment

7.3 During the match Umpires may:

- (a) Sanction misconduct and delays
- (b) Call all faults and infractions of play

7.4 After the match:

- (a) Collection of ball and equipment
- (b) Confirms game on iPad using umpire code.

7.5 The umpire's decision is final. He\She shall not permit any discussion about his/her decision during game time. However, at the request of the game captain, he\she will give an explanation on the application of interpretation of the rules he\she has based his\her decision on, at half or full-time.

8. TEAM UNIFORMS

8.1 All players, where possible are required to present themselves in conforming team uniforms (tops and bottoms) for each match.

8.2 Any jewellery, including hair combs and head bands are not permitted. TAPE is ACCEPTED for piercings, players choose to play at their own risk. Medic Alert Bracelets are to be taped.

9. ILLEGAL PLAYERS

9.1 The penalty for playing illegal players is the loss of all premiership points accrued for that season or automatic forfeit of the match or matches in which the offences occurred.

9.2 Illegal players are defined as follows: Failing to pay the appropriate fee; Playing under an assumed name; Playing whilst under suspension

11. PREMIERSHIP POINTS

11.1 Points shall be awarded on the following basis:

Win 2 points; Loss 0 points; Draw 1 point; Bye 2 points; Forfeit 0 points; Forfeit against 2 points.

12. FORFEITS

12.1 Any team forfeiting three times in any one season may be replaced without notice at the discretion of the Management of Mandurah Recreation Centres.

12.2 No refunds will be given for forfeits for or against a team

13. FINALS MATCHES

13.1 To qualify for finals matches all players must be registered on GameDay and have played a minimum of 3 games. The team captain is advised to check with the Sports and Activities staff regarding the eligibility of team players for finals.

13.2 Players must have played a minimum of 3 games to be eligible for finals.

13.3 It is the Captain's responsibility to add new players to their team using the correct online registration form, to enable player's qualification for final matches.

13.4 A player may only play finals matches for the team in which they are registered.

13.5 The team with the highest amount of points on the ladder at the end of the season will automatically be placed into the higher grade upon re-nomination for the next season.

14. ABANDONED MATCHES

14.1 In the event of misconduct by players, substitutes, team officials or spectators, the most senior match official has the authority to abandon matches. Any match abandoned due to misconduct will result in a forfeit against the offending team and a win recorded for the opposing team.

14.2 In the event of external circumstances (such as a power outage) which end a match before half time, the game will be deemed a washout. Should the game be abandoned after half time, the score will be recorded as it stands.

15. PAYMENTS

15.1 A team payment must be paid before the commencement of the season. Teams will not be permitted to take the court if payment is not up-to-date.

15.2 Late registrations will be accepted subject to availability within the competition and payment will be adjusted accordingly.

15.3 Team Payment is considered a season payment. This is inclusive of Byes and Forfeits (for and against). No refunds will be given for non-played matches.

16. COMPETITION ENQUIRIES

16.1 Competition Enquiries regarding new players or current competitions can be made to the Sports and Activities Team of the City Mandurah Recreation Centres by email: recreationcentressports@mandurah.wa.gov.au, or by visiting M.A.R.C or the website.

17. PREMIERSHIP POINTS

17.1 Trophies or similar shall be awarded to winning premiership teams and runners up to a maximum of 9 players.

17.2 The City of Mandurah Recreation Centres retains the right to decide the nature of prizes provided, which may include trophies, glasses, drink bottles, or other products deemed suitable.

17.3 Only players who play in the finals match are eligible for prizes.

18. TEAM WITHDRAWAL

18.1 Teams withdrawing from the competition prior to the end of the season will not be refunded, unless approved by management.

18.2 All requests to withdrawal from the competition are to be made in writing and directed to the Sports and Activities Supervisor.

19. TRANSFERS

19.1 A player may transfer from one team or club to another team once during the season provided that transfers are presented to Management in writing before the night/day that the player plays for the new club or team.

20. DURATION OF SPORTING FIXTURES

20.1 Evening Competitions – Will run year round, breaking during school holidays, Games will also be played on Australia Day, Labour Day and Queens Birthday public holidays, subject to centre discretion.

20.2 The City of Mandurah Recreation Centres reserve the right to change dates, sporting fixtures and grading systems at any time without notice.

21. MEDICAL CONDITIONS

21.1 Pregnancy, Injury or Illness

City of Mandurah Recreation Centres is committed to providing a safe and enjoyable environment for all its members, including Injured, Pregnant or Ill players. Please seek medical confirmation from your doctors before playing to eliminate yourself from any risk, if pregnant the City of Mandurah Recreation Centre advises the player to see the WA Futsal website in regards to pregnancy and playing Futsal.

22. INSURANCE

22.1 All players are responsible for their own insurance.

22.2 All players play at their own risk.

22.3 All participants authorise the Mandurah Aquatic & Recreation Centre to obtain medical/ambulance assistance for them in the case of an accident or emergency involving them, and agree to reimburse M.A.R.C on demand for all costs we incur in obtaining such assistance

Players Code of Behaviour

- Play by the rules
- Never argue with an official. If you disagree, have your captain, coach or manager approach the official during a break or after the match.
- Control your temper. Verbal abuse of officials and sledging other players, deliberately distracting or provoking an opponent are not acceptable or permitted behaviours in any sport.
- Work equally hard for yourself and/or your team. Your team's performance will benefit, so will you.
- Be a good sport. Applaud all good plays whether they are made by your team or the opposition.
- Treat all participants in your sport as you like to be treated. Do not bully or take unfair advantage of another competitor.
- Cooperate with your coach, team mates and opponents. Without them there would be no competition.
- Participate for your enjoyment and benefit, not just to please parents and coaches.
- Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

Coaches Code of Behaviour

- Remember that young people participate for pleasure and winning is only part of the fun.
- Never ridicule or yell at a young player for making a mistake or not coming first.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of the sport and teach your players to do the same.



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- Ensure that the time players spend with you is a positive experience. All young people are deserving of equal attention and opportunities.
- Avoid overplaying the talented player; the just average need and deserve equal time.
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrations, parents and spectators. Encourage your players to do the same.
- Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young people.
- Any physical contact with a young person should be appropriate to the situation.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.

Parents/Spectators Code of Behaviour:

- Remember that everyone participates in sport for their enjoyment not yours.
- Encourage all players to participate do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage players to always play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a player for making a mistake or losing a match.
- Remember that players learn best by example. Appreciate good performances and skilful plays by all participants.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect official's decisions.
- Show appreciation for volunteer coaches, without them your child could not participate.
- Respect the rights, dignity and worth of every person regardless of their gender, ability, cultural background or religion.
- Condemn the use of violence in any form, whether it is by spectators, coaches, officials or players.



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- Show respect for your team's opponents without them there would be no game.
- Do not use foul language, sledge or harass players, coaches or officials.
- Applaud good performance and efforts from all individuals and teams. Congratulate participants on their performance regardless of the game outcome.

Play for Fun, Friendship and Fairness