



COMPETITION RULES

1. Knowledge of the Rules

- 1.1 The rules of Play Futsal are based on that of FIFA (FIFA Futsal Laws are available on Play Futsal Website)
- 1.2 The rules of Play Futsal take precedence in the event of any discrepancy
- 1.3 It is the responsibility of each player to be familiar with these Rules

2. Player Registration

- 2.1 Junior Registration Fee: \$25 per player
- 2.2 Players are to have completed registration by Week 2 of the current competition
- 2.3 Playing of unregistered players is not permitted and may result in loss of match points
- 2.4 Teams without 5 registered players will lose match points from Week 3 onwards

3. Match Format

- 3.1 Junior games shall consist of two 16 minute halves. Teams will change ends at half time
- 3.2 There will be a two-minute break at half time
- 3.3 A game is started and finished by the referee's whistle
- 3.4 In all U/10 and U/12 matches, where a team leads by 5 goals or more, they are not permitted to score from inside their attacking "D".
- 3.5 In all junior games, the goalkeeper is not permitted to throw or kick the ball into their attacking 'third' on the full. This will result in a free kick being awarded to the opposition on the defensive third line.

4. Time of Game

4.1 Teams are to be on court at the scheduled game time

4.2 The referee will start the clock at the scheduled game time to ensure that all teams have a full match

4.3 The clock will not be stopped, except in the case of injury

4.4 Teams who have members running late must take to the court when they have a minimum of 3 players

4.5 The following table outlines the penalties for lateness:

<i>Lateness</i>	<i>Total Penalty</i>
0 - 2 Mins	No Penalty
2 - 5 Mins	1 Goal
5 - 8 Mins	3 Goals
8 - 12 Mins	5 Goals
12+ Mins	Forfeit

4.6 A forfeit will result in a financial penalty (\$50) and a 5-0 win awarded to the opposition

4.7 Forfeit penalties must be paid prior to the next fixtured game

5. Teams

5.1 No more than five players will be allowed on court at any time

5.2 A team may have up to five substitutes

5.3 Team contact must notify the referee of any player names as requested

5.4 Players are only permitted to play for one team in any particular division

5.5 Teams found to be playing ineligible players, relating to rule 5.4, may lose match points

6. Team Strips

6.1 All team shirts must be the same colour

6.2 The goal keeper must wear a different coloured top to that of their team

6.3 All players must wear sport/soccer shorts

6.4 Shinguards are compulsory for all players; teams will be penalised 1 goal for each player not wearing them

6.5 All players must remove or tape over any items of jewellery

7. Substitutions

7.1 Players may substitute at any time without notifying the referee

7.2 There is no limit on the amount of substitutions a team is permitted to make during a game

7.3 In the case of a player being sent off; a substitute may replace the player 2 minutes after the offence has occurred or at the next goal

8. Injuries

8.1 In the case of an injury occurring, the clock will be stopped up to a maximum of 5 minutes for the entire match

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

8.3 Once an injured player leaves the court his or her position may be filled with a substituted player

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

8.5 An injury that causes a stoppage of over 15 minutes will result in the abandonment of the game and a 3-3 result being recorded

8.6 Any injury that might require further medical treatment must be reported to the venue co-ordinator. Unreported injuries may not be eligible to be claimed under the insurance policy.

9. Age Groups

9.1 The cut off date to qualify for junior age groups is January 1st 2010. EG. U/14 Age group – A player who has turned 14 in the current calendar year (2010) will be eligible to play in the U/14 Age group

10. Points system

10.1 Teams shall be awarded 3 points for a win

10.2 Teams shall be awarded 1 point for a draw

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

10.4 In the case of a game being abandoned, the result of the game will be decided on a fault basis.

The following table outlines the possible outcomes:

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

11. Finals

11.1 All finals fixtures will be advised to participating teams and posted on the Play Futsal website.

11.2 Finals structure will be advised upon the commencement of the competition, this will be dependent on the make-up of the divisions

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

11.4 In the case of divisions with uneven bye allocation, points will be averaged to determine final ladder positions. Eg. Red Team with 10 points from 5 games will finish higher than a team who has 11 points from 6 games

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

11.6 Players must have played a minimum of 3 games in the regular season to be eligible to play in finals matches

12. Referees

12.1 There will be one qualified referee assigned to each court

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

12.3 The referee's decision is final