



PLAY
FUTSAL

2010

JUNIOR
HANDBOOK

www.playfutsal.com.au

1300 784 031



PLAY
FUTSAL

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REGISTRATION DETAILS

Play Futsal is covered by an extensive Public Liability and Player Accident Insurance Policy which provides insurance coverage for each individual registered player.

Play Futsal requires that all players are registered and pay the annual fee. This fee is a once off, that covers the player for the full year between 1st January 2010 and 31st December 2010, meaning that players playing in subsequent competitions will not be required to pay any additional fees.

The registration fee is: **\$25 per player**

- Player registration forms are to be completed and paid for prior to round 3 of competition.
- Players joining teams later in the competition is permitted provided they complete the Player Registration
- Fill-in players (2 games or less) are not required to register, however, they must complete a temporary registration form
- Playing of unregistered players is not permitted and may result in loss of match points



INSURANCE COVERAGE DETAILS

Play Futsal, through its insurance policy is able to provide player accident coverage to every registered player. The coverage includes a level of reimbursement of Non-Medicare expenses and Loss of Income.

To ensure that all claims can be processed correctly, please report all injuries that might require further medical attention to the venue co-ordinator after the game.

TO MAKE A CLAIM:

Step 1 – Access the claim form from the 'Downloads' section of the Play Futsal website

Step 2 – Complete all relevant sections of the form

Step 3 – Send your completed claim form to: *Play Futsal, PO Box 321, Mitcham, 3132*

Step 4 – Play Futsal will confirm receipt of your claim or make contact with you should we require more information

If you have any questions regarding this information please call us on 1300 784 031





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 the 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 Round 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 Round 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>
1 - 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 5-0 win awarded to the opposition and one of the following financial penalties:

\$40 – Notified 2 days or more prior to scheduled game time.

\$55 – Notified prior to scheduled game time

4.7 A forfeit without notification may result in removal from competition

4.8 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; players without shinguards will not be permitted to play
- 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 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



DISCIPLINE POLICY

CODE OF CONDUCT

The Play Futsal Code of Conduct is in place to ensure that all participants are able to be involved in an enjoyable and safe environment. As a condition of participation, all teams must agree to the following standards:

- All players demonstrate respect for Referees, other players, Play Futsal Staff and Venue Staff
- Team contact responsible for all matters associated with the team
- All players must be registered and listed on the Match Card prior to playing

Any breach of the above standards will result in an official warning or immediate dismissal from the competition.

- Anti-social behaviour, both on and off court, will not be tolerated
- Banned players are not permitted to play for any team or enter the stadium during competition

Two or more players from any one team involved in a breach of the Code of Conduct will result in the team and all individual players facing expulsion from the competition.

Play Futsal has the right to take any action deemed necessary in the best interests of all participants.

YELLOW & RED CARD OFFENCES

YELLOW CARD OFFENCES

A player is cautioned and shown a **yellow card** if he commits any of the following offences:

- Unsporting behaviour
- Dissent by word or action
- Persistent infringement of the Laws of the game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance
- Entering or re-entering the court before a player has left the field of play

RED CARD OFFENCES

A player is sent off and shown a **red card** if he commits any of the following offences:

- Serious foul play;
- Violent conduct;
- Spitting at an opponent or any other person;
- Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (with the exception of a goalkeeper within his own penalty area);
- Denying an opponent moving towards the player's goal an obvious goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick;
- Using offensive, insulting or abusive language;
- Receiving a second caution in the same match.

SUSPENSION OF PLAYERS

(a) When a player is cautioned or sent-off during a match, the Referee will make a note of the incident on the Match Card, and in another Report, notify the *Play Futsal* Competition Manager of the circumstances of the incident. A player who is sent off must leave the vicinity of play.

(b) The *Play Futsal* Competition Manager will advise the player and team contact of the penalty imposed on the offender before the following week's competition.

(c) *Play Futsal* management have the authority to moderate or to increase suspension penalties in the interest of players, teams, and the competition.

(d) All penalties will be issued in accordance with the following table:

<i>Level</i>	<i>Offence</i>	<i>Penalty</i>
<i>4</i>	<ul style="list-style-type: none">• Assaulting a player, official or spectator• Racist comments made towards players, officials or spectators	<i>Competition Discretion</i>
<i>3</i>	<ul style="list-style-type: none">• Spitting• Striking• Violent Conduct	<i>Minimum 3 Matches</i>
<i>2</i>	<ul style="list-style-type: none">• Serious rough conduct• Serious offensive language	<i>2 Matches</i>
<i>1</i>	<ul style="list-style-type: none">• Tripping or attempting to trip• Moderate rough conduct• Moderate offensive language• Second yellow card• Any other red card offence	<i>1 Match</i>