



**PLAY**  
**FUTSAL**

**2011**

***SENIOR***  
***HANDBOOK***

**[www.playfutsal.com.au](http://www.playfutsal.com.au)**

**1300 784 031**



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**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 that the team registration fee is paid prior to each competition. This fee provides Player Accident Coverage for all players participating in the team for the duration of the competition.

The registration fee is: **\$75 per team**

- Registration payment and completion of forms is due prior to round 2.
- Teams who have not paid the registration fee prior to Round 2 will lose match points until it is paid
- Players joining teams later in the competition is permitted provided they complete the Player registration
- Playing of unregistered players is not permitted and may result in loss of match points



## TEAM BOND FEE

### **TEAM BOND**

The Team Bond is 1 match fee (\$65) in advance and is due prior to Round 2 of the competition. It has been introduced to reduce the number of forfeits occurring. We are obligated to pay venue court hire and our referees and venue staff regardless of whether games go ahead. The Team Bond is refundable at the end of the season if you are not continuing or can be carried on for as long as you play with us.

### **FORFEIT LOSS**

A forfeit loss will apply to the team creating the forfeit. Arrangement for fill-in players must be made if at all possible, please do not forfeit as 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. 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 If a team forfeits twice in the same competition, they may be withdrawn from the remainder of that season.

### **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.



## 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** – Email [info@playfutsal.com.au](mailto:info@playfutsal.com.au) to notify of your injury and your intention to make a claim. This must be done within 21 Days of the incident.

**Step 2** – Access the claim form from the 'Downloads' section of the Play Futsal website

**Step 3** – Complete all relevant sections of the form

**Step 4** – Send your completed claim form to: *Play Futsal, PO Box 321, Mitcham, 3132*

**Step 5** – 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*





## MATCH INFORMATION

### Match Card and Payment

Prior to the game commencing all teams must have:

- Completed Match Card with full player names
- Paid game fee and had Match Card stamped
- Handed the Match Card to the referee

*Matches will not commence until these tasks have been completed.*

### Shinguards

All players must have shinguards. Players without shingaurds will not be permitted to play.

### Team Lateness

Match clock will be started at the scheduled start time.

The following penalties apply for lateness:

<b>Lateness</b>	<b>Total Penalty</b>
1 – 3 Mins	1 Goal
3 – 5 Mins	2 Goals
5 - 8 Mins	3 Goals
8 - 12 Mins	5 Goals
12+ Mins	Forfeit

***Penalties will be applied prior to game commencing***



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## 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 Under Play Futsal rules, slide tackling is not permitted.
- 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. Team Registration

- 2.1 Team Registration Fee: \$75 per team
- 2.2 All players must have completed a registration form prior to playing
- 2.3 Playing of unregistered players is not permitted and may result in loss of match points
- 2.4 Teams who have not paid the registration fee prior to Round 2 will lose match points until it is paid

### 3. Match Format

- 3.1 Men's & Mixed senior games shall consist of two 18 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

### 4. Match Cards

- 4.1 Teams must complete a match card prior to commencement of game
- 4.2 Match cards must include full names of all players
- 4.3 Match payment must be made prior to the game
- 4.4 The referee must receive the teams match card before they can commence playing

## 5. Time of Game

**5.1** Teams are to be on court at the scheduled game time

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

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

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

**5.5** The following table outlines the penalties for lateness:

<b>Lateness</b>	<b>Total Penalty</b>
1 – 3 Mins	1 Goal
3 – 5 Mins	2 Goals
5 - 8 Mins	3 Goals
8 - 12 Mins	5 Goals
12+ Mins	Forfeit

**5.6** A forfeit will result in a 5-0 win awarded to the opposition and one of the following financial penalties:

\$50 – Notified 2 days or more prior to scheduled game time.

\$65 – Notified prior to scheduled game time

**5.7** A forfeit without notification may result in removal from competition

**5.8** Forfeit penalties must be paid prior to the next fixtured game

## 6. Teams

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

**6.2** A team may have up to five substitutes

**6.3** Senior Mixed teams may only have a maximum of 3 males on the court at any one time

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

**6.5** Players are only permitted to play for one team per night at any particular venue

**6.6** Teams found to be playing ineligible players, relating to rule 6.5, may lose match points

## **7. Team Strips**

**7.1** All team shirts must be the same colour

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

**7.3** All players must wear sport/soccer shorts

**7.4** Shinguards are compulsory for all players; players without shinguards will not be permitted to play

**7.5** All players must remove or tape over any items of jewellery

## **8. Substitutions**

**8.1** Players may substitute at any time without notifying the referee

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

**8.3** 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

## **9. Injuries**

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

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

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

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

**9.5** 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

**9.6** 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.

## 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:

<b>Fault</b>	<b>Result</b>
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 teams must ensure they are available for all possible fixtured game times.

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

**11.4** 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.

**11.5** In the case of a team being unable to play a finals match, the next highest ranked team will qualify

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

**11.6** 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

**11.7** 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 next round of 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:

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