

Bellbird Park Indoor Centre

Futsal

By Laws



Effective Aug 2019

Welcome to the Bellbird Park Indoor Centre Futsal competition. Please ensure you and your team have read and understand the following content prior to the start of the competition.

Content

1. Rules Governing Competition Matches
2. Competition Specific Rules
3. Team Registration/Fill In Players
4. Insurance & Registration Fees
5. Scoresheets
6. Uniforms/Equipment
7. Forfeit
8. Injuries
9. Draw
10. Finals
11. Misconduct/penalties
12. Stadium Rules

1. Rules Governing Competition Matches.

- Bellbird Park Indoor Centre shall arrange and control all competition games within the centre. Games will be played on Friday nights from 6:00pm onwards.
- All players must be aged at least 15 years or older, unless permission from a parent or guardian is provided.
- Matches shall comprise of two 20-minute halves. There is a 2-minute break at half time.
- Three premiership points will be awarded for a win, two points for a draw and one for a loss, in the event of a forfeit, the forfeiting team will receive zero premiership points whilst the opposing team will receive three points.
- The Football Federation Victoria Association shall define the playing rules. Unless otherwise specified by the Bellbird Park Indoor Centre by-Laws.

2. Competition Specific Rules

- Goals cannot be scored from a sideline kick directly; the ball must touch a player to count.
- The goalkeeper can throw the ball over half way.
- The ball must go forward from a kick-off. You cannot score directly from the kick off.
- Any time the ball hits the roof it is an immediate side ball from half way.



- A goal will be awarded to the opposing team for every 2 (two) minutes that the game is delayed due to late arrives. Game times will begin as scheduled so we recommend that you arrive 10 minutes early.

Penalties

-The following are how penalty kicks are to be taken in regards to various infringements; The ball must be stationary for all free kicks and defensive player to be at least two (2) metres away.

-General penalties or free kicks are to be taken by placing the ball on the ground where the infringement has occurred. Defending players are to be at least two (2) metres from where the kick is taking place.

-Penalties or free kicks which occur against the defensive team inside the yellow semi-circle line (penalty area) will incur a penalty kick.

-Penalty kicks which occur from a free kick being awarded in the penalty area. The penalty shot is to be taken by placing the ball on the basketball foul line (free throw line). The elected kicker (not necessarily the player the penalty occurred on) has a restricted run up of one step; with them not being allowed to approach from outside the basketball three point line. The keeper must stay on the goal line. All other players are to be outside of the basketball three point line where the kick is taking place. If the ball is deflected into play, off the keeper or goal frame (posts) it is play on.

-Indirect free kicks which occur due to the ball hitting the roof will be taken from half way either side of the court.

- All free kicks in your defensive half are considered indirect no matter the offence.

-If the ball is kicked or lands out of bounds, the team that is last to touch the ball will forfeit possession and the opposing team will be awarded a kick in from the point where the ball became out of bounds.

Tackles

-Slide tackles, tackles from behind and reckless tackles are not permitted. Any player that has been assessed by the referee to have committed a slide tackle or tackle from behind will forfeit possession and the opposing team will be awarded a free kick (**indirect if it's a tackle from behind**) from the area that the offence occurred in.



Fouls

- A player who commits any of the following offences according to the referee:
- Kicks or attempts to kick an opponent
- Trips an opponent, i.e. throwing or attempting to throw him by using the legs or by stepping in front of or behind him
- Jumps at an opponent
- Charges an opponent in a violent or dangerous manner
- Strikes or attempts to strike an opponent or spits at him
- Holds an opponent
- Pushes an opponent
- Charges an opponent with the shoulder
- Verbally abuses an opponent
- Slides in an attempt to play the ball, when it is being played or attempted to be played by an opponent (sliding tackle);
- Handles the ball, i.e. carries, strikes or propels the ball with his hand or arm (this does not apply to the goalkeeper within his own penalty area); shall be penalised by the award of a free kick to be taken by the opposing team from the place where the infringement occurred.

Yellow & Red Cards

- The following are the penalties if a card is issued to a player, where seen as the appropriate penalty for a player's actions/behaviour. If a player is to accumulate 5 yellow cards in one season they will be suspended for one week, this is a repeated process.
- Two Yellow Cards: Results in the offender being ejected from the game and be subject to a one (1) game suspension.
- Red Card: Results in the player being ejected from the game and suspended for the following scheduled game but depending on the severity of the offence the suspension may be longer. A red card will also mean an automatic disqualification from the Best & Fairest this also includes 5 yellow cards.



Substitutions

- Substitutions can be made at any time during the game, however the interchanging players must swap places at half court on the sideline. The referee must be informed of any substitutions.
- Goalkeeper substitutions can only happen after you inform the referee(s).

3. Team Entries/Fill In Players

- All team registration forms must be fully completed and returned by the dates specified on the season information sheet.
- In the event of any team withdrawing from the competition, that team shall not be entitled to a refund of fees.
- All players' details must be entered onto the team's registration form, as required by Futsal Australia in order to process the teams insurance.
- Any change in details must be passed on to the centre staff.
- No fill-ins are to take to court unless they are insured with Australian Futsal.
- If a team is adding a new player they must be registered with Australian Futsal and their details must be added to the registration form supplied by Bellbird Park.
- Teams may have players who are registered to another team fill in up to the 5th player. Teams may not have a registered player fill in and come off the bench.
- A registered player filling in for another team may only fill in for one game per week.

4. Insurance & Registration Fees.

- Registration fees are set by Bellbird Park Indoor Centre in association with the Baw Baw Shire Council & Australian Futsal.
- Insurance and registration fees are to be paid prior to the commencement of the competition.
- Insurance fees are set by Futsal Australia; these fees may change from season to season.
- No player may take to the court unless they are insured with Australian Futsal.



5. Scoresheets

- Scoresheets will be printed with the players' names that have been registered with Australian Futsal.
- The team captain is responsible for crossing off any absent players each week.
- The team captain is responsible for completing the fill in player section if required.
- Scoresheets must be paid for prior to the start of the game; matches will begin on time regardless of whether both teams have paid.
- If upon checking by an umpire that a team has not crossed out any absent players, none of the player's games will be counted towards finals eligibility.
- The score recorded on the official score sheet is the score that is registered, not the score on the score board.
- When both captains are satisfied that the information on the score sheet is correct, the score sheet is to be signed by the two captains and by the referee(s).
- Before the players take the court the team captain is responsible for completing the score sheet with the correct names of participating players at the reception. Therefore, it is recommended that teams arrive at least 10 minutes prior to commencement of their match. **Failure to do so will result in a complete team absence in attendance which will effect qualifications for finals, despite number of games played. Team sheet must be finalized before half-time. One (1) goal will also be awarded for an incomplete team sheet at the end of the game.**

6. Uniforms/Equipment

- Teams are to wear matching or similar coloured tops, any coloured shorts are acceptable.
- Bibs will be provided for any clashes, Match balls will be provided by Bellbird Park Indoor Centre.
- Appropriate non-marking shoes are to be worn throughout the competition.
- Jewellery and necklaces are not to be worn during gameplay; **Body piercings must be removed or taped up.**
- Fingernails are to be cut short and smooth.



- Shin guards are to be worn at all times whilst a person is playing. **A 1-goal penalty is awarded to the opposing team per player not wearing shin guards.** Players may play without shin guards at their own risk, however they can purchase them from the kiosk.

7. Forfeit

- Teams can play with a minimum of 3 players, in which one must be a goalkeeper.
- If a team is forfeiting they must notify Bellbird Park Indoor Centre 24 hours or more prior to the matches start time, or will have to pay a forfeit fee equivalent to the team sheet.
- Forfeit fees must be paid prior to the following weeks game.
- Teams who have had a forfeit against are not required to pay that weeks team sheet.
- Teams who have had a forfeit against will have the entire teams game count towards finals eligibility. The team who forfeited gets no attendance.
- In the event of a forfeit Bellbird Park is responsible for contacting the opposing team's captain only.

8. Injuries

- Bellbird Park is responsible for supplying first aid.
- Players seeking first aid must adhere to YMCA policy and assist in completing relevant first aid forms.
- Upon request an incident summary can be provided to players looking to lodge an insurance claim. However an incident report from the night will need to be provided as evidence for any claim.
- If an injured player leaves the facility without seeking first aid a report will not be provided after the fact.
- There is no injury time throughout the game, the clock will continue to run. Injured may substitute off if applicable. But no additional time will be added.
- Blood Policy: The bleeding player must leave the court immediately and receive first aid attention. When the bleeding has stopped the player may return to the court with the permission of the umpire.



9. Draw/Results

- Bellbird Park is responsible for the draw, any errors or issues are to be reported to staff.
- Teams will be notified of their first game time, after that they are responsible for checking themselves.
- The draw can be found on the "Sports Fix" Mobile App, or the Bellbird Park website.
- Results will be uploaded prior to the end of week of the current games
- If the draw is altered Bellbird Park is responsible for letting team captains know only.

10. Finals

- Finals matches will begin the week following seasons end.
- Finals will consist of ladder positions 1-4. (Season dependant)
- Players must play 6 games in order to qualify for finals.
- Teams cannot have fill in players play during finals.
- In the event of a draw in any finals match, after a break of two minutes, teams shall play for a further five minutes each end.
- If teams are still drawn after this, a two minute break will be given, and teams will complete a penalty shootout, with a best of 5 then elimination format.
- No changes can be made to positions through extra time.
- Each team must provide a scorer to all finals matches.
- After the regular season has finished the finals teams will be notified of their game time.

11. Misconduct/Penalties

- Foul language or demeanour directed towards umpires or players will result in the player being immediately sent off for the remainder of the quarter or game (umpire discretion).
- Teams who show continual bad sportsmanship will be contacted and given a warning. Failure to improve behaviour will result in the team being asked to leave the competition.
- Any physical threats towards any person will result in an immediate one month ban.



- Any physical contact with the intent to cause harm will result in the immediate expulsion from the competition and facility, depending on the severity of the matter the incident may be referred to the police
 - Provoking players is not tolerated and will be up to the umpire's discretion as to how to handle the matter.
 - The umpire's word is final, failure to abide by the umpires ruling will result in suspensions or expulsion from the competition.
 - Players are not to approach the umpire before or after the game, any concerns are to be expressed by the team captain only.
 - The umpires and staff of Bellbird Park have the right to penalize the disputing player/team/coach/spectator with whatever action is appropriate under the rules of the game.
 - Any disciplinary action will be in line with FIFA's disciplinary code of conduct.
- The following needs to be signed and dated by the Team Captain and Umpires at the time of registration.



Team Captain and Team Name

Idate.....

I date.....

I date.....

I date.....

I date.....

I date.....

I date.....

I date.....

I date.....

I date.....

I date.....

Certify that I, and my team have read and understood the Futsal By Laws for the Bellbird Park YMCA competition. I agree that my team and I we will abide by these guidelines and understand that failure to comply will result in appropriate action.

