



COMPETITION / LEAGUE RULES

The Team

- A team is permitted 5 players on the court (one of whom must be the goal keeper) and a maximum of 4 interchange players.
- Teams may take the court with a minimum of 3 players (one being the goal keeper)
- Only registered players may enter the court. Player's friends or family are not permitted to enter the playing courts at any time.

The Game

- Playing half's consist of two 15 minute halves with a short break at half time.
- Each team will be allowed one time out per half, the captain can only call a time out after a goal is scored.

Points Allocation

- 3 points per win
- 1 points per draw

Tackles

- Tackling from the front, sides and back will be permitted.
- Tackling from behind, the side or is allowed only where contact with the ball is made.
- You cannot kick the ball if you are on the ground or reserve tackle.
- Body contact is to be kept to a safe minimum.

Fees

- All game fees must be paid in full before the game can begin, no exceptions or excuses.
- Registration fees must be paid before the start of each season for your team to be guaranteed a spot in the following season, this includes re-registration form completed with members written on form on who will be playing on the team.
- Futbol HQ & Futsal Technique Australia takes no responsibility if your team has not paid any registration and has not completed a re-registration form, your team will not be included in the competition.

- All registration fees are non-refundable and non-transferable regardless if team member has played no games for the team, so choose wisely when registering players. Any players introduced to a team late in season must pay registration fee no later than their second game, The registration fee will need to be paid prior to the game commencing in order for a player to take the court. (players need five games to qualify for finals)

Team Penalties

- A penalty will apply if a team starts the game late, 2 goals for the first 5 minutes and 2 goals every 3 minutes there after.
- The game will be declared a forfeit once the half time buzzer has sounded if no play has taken place.
- If any game is abandoned and a team is unable to complete the entire game due to multiple red cards or other circumstances, the opposing team shall be awarded 2 goals for the last 5 minutes and an extra 2 goals every 3 minutes if the time remaining is over 5 minutes.
- A team will be penalised 1 goal per player for each incorrect top.

Team Uniform

- All players must wear either a soccer top, T-shirt, polo neck T-shirt or jumper. No singlets, tracksuit tops or sleeveless tops will be permitted.
- The top must be of identical colour & Design.
- Each top must have a different number of the same size, colour and placed in the same position on the top. All numbers must be sewn, printed or ironed on. No tape, paint, pen, text, staples or pins are to be used to hold the numbers in place.
- The goal keeper may wear a top of different colour or design. The goal keeper must start in the semi-circle if on the court at the start of the game. If the goal keeper starts on the interchange area he/she must start in the semi-circle once he/she enters the court. The team is only allowed one goal keeper top.
- Long and short sleeved tops will be permitted providing the tops are identical.
- All players must wear either shorts or tracksuit pants. No jeans, jean shorts, three quarter, cargo pants, clothing with metal objects or any sort of clothing will be permitted on the court. Any type of runner sneaker or indoor soccer shoes may be worn. Any other type of footwear is not permitted, this includes socks or bare feet. Watches, caps, beanies, bandannas or any other type of head wear is not permitted. Head bands may worn upon approval of centre management
- By 3rd week of the competition all players are to be in uniform
- One goal will be deducted from the teams score at half time for each player that is not in correct uniform. Goals will be deducted based upon the condition of the uniform at half time regardless of whether the uniform was correct at the start of the match

The Following Attire Will Not Be Permitted

- Similar colours, faded tops, slightly off colour tops, faded coloured numbers, ripped or half hanging numbers, different or different coloured sponsorship logos on the front or back or tops, different size numbers on tops, different coloured collars, sleeves or pockets. Tops with individual names on the back will be permitted providing that they are a part of set.

Game Cancellations

- Games may be cancelled at the discretion of the officiating referee should the game be deemed by them as unplayable depending on the circumstances points will be awarded accordingly.
- Management will review the game to see if teams are worthy of participating in competition.

Forfeits

- If a team forfeits a game, they will lose six points and will have to pay a new bond fee three days prior to their next game to eligible to continue participating in the competition. No team member will be credited as having played if your team forfeits. Forfeits are no included in a players suspension.
- If a team forfeits against your team, you receive 6 points, this rule does not apply if a catch up game has been organized to replace the forfeiting team.
- Centre management will endeavor to schedule a game where possible at all times.
- Any player registered as part of a team with outstanding debts will not be permitted to play at this centre until debts are paid.

Late Season Entry

- Should a team enter the season after the first round, the centre will organise a catch up games as to satisfy the full quota of games that season, however due to the number of teams in the competition, management does not guarantee that the full quota of games will be completed.

General Rules Of Play

- You cannot kick the ball if you are on the ground or reverse tackle.
- Body contact must be kept to a minimum.
- All teams must be ready 10 minutes prior to the scheduled time of game, this means, game fee paid, team sheet filled out correctly with corresponding numbers matching uniforms with names.
- The ball is always in play until the referee blows his whistle or goes out for touch.
- No player is allowed to push off, propel, kick or grab the cage, doing so will result in a free kick to the opposition team. Blatant abuse of the cage shall result in a yellow or red card.
- No player other than the goal keeper may touch the ball with any part of their hand or arm, doing so will result in a free kick being awarded to the opposition team.

- After a goal is scored, the ball is returned to the centre and must be put back into play by kicking the ball backwards, away from the scoring goal. It is not two touches, opposition may intercept pass after kick off.
- Any player who has not taken the court during the first half must take the court at the start of the second half in order to play the remainder of the game and be credited for that game. Any player that does not do this is considered a spectator and be erased from the team sheet accordingly.
- When taking a free kick, the defending player must be at least 2 metres away from the ball. If the defender does not move back the required distance, the referee will only ask the player once to move back. A yellow card will result in any further requests by the referee to move back.
- Obstructing, shepherding and opposition player is not permitted.
- You cannot raise your feet higher than chest height if an opposing player is within 2 metres.
- Any player registered as part of a team with outstanding debts will not be permitted to play until debts are paid.
- Players who are disqualified from playing in this centre is for life.
- Only players who participate in the grand final will receive a trophy. If a player is suspended he/she will not receive a trophy.

Goal Keepers Rules

- The goal keeper is allowed outside the semi-circle.
- The goal keeper may throw or roll the ball into play with an over arm or under arm action. Only the goal keeper may use his/her hands to stop or catch the ball.
- The goalkeeper once outside the semi-circle will treated as a player.

Substitutions

- Players and goal keepers can substitute after either side has scored a goal. You must in from the referee of the Sub.
- No subs will be permitted in the last 3 minutes of the game.
- The referee must be notified if the goal keeper is substituted.
- Players may substitute at any time. The player subbing off must cross the sideline before the substitute comes on.
- Substitutions must be made between the substitution lines in front of their own bench.

Penalty Kicks

- If a foul is committed which results in a penalty kick, any player who is on the court may take the kick. All players must be behind the ball and at least 2 metres away from the player taking the penalty.
- The goal keeper must be on the goal line until the player taking the penalty strikes the ball. The goal keeper may move side to side but not forward off the line, the penalty will be re-taken if this is done.
- If an opposition player distracts the penalty taker by shouting, the penalty will be re-taken and the offending player will receive a yellow card.
- The penalty taker is not allowed to fake or dummy any part of their shot

- No restrictions apply for run ups for any penalties.

Dead Ball

- When the ball cannot or is not being advanced by either team and is not in full control by either team, the referee may elect to declare a dead ball, resulting in a drop ball. This applies when any player fails to advance the ball intentionally for over 5 seconds

Drop Ball

- The drop ball will take place within one metre of the resulting dead ball situation
- Prior to the drop ball, both opposing players should be facing each other and at least one metre apart.
- Only one player from each team may contest a drop ball.
- A free kick shall be awarded against the offending player if they kick the ball before it hits the ground when the referee drops the ball.

'Last Player" Rule

- When a player has broken through and has only the goal keeper to beat, they are deemed to be the last player. Any type of foul or interference committed on this player will result in a penalty kick, with the offending player receiving an automatic yellow card.

Injuries

- The referee may stop play at any time if a player is injured. The referee will then give the player the option to leave the court and be replaced by another team member. The player coming off the court with an injury cannot return to the game for the rest of the half he/she has come off on regardless if your team has a sub or not.

Blood Rule

- All players must leave the court immediately once directed by the referee. the player can be replaced with another team member. All cuts and wounds must be cleaned and covered before re-entering the court. A player must wait until a goal has been scored to re-enter the court.
- If another team member due to the blood rule replaces a player in the last 5 minutes of the game, that player cannot re-enter the court for the remainder of the game. If a player leaves the court due to the blood rule in the last 5 minutes of the game and is not replaced by another team member, they may re-enter the court either team has scored a goal.

Please Note:

- The centre only supplies basic first aid. We are not permitted to administer disinfectant or pain relievers of any kind.
- Any player suffering from any medical condition may call a sub at any time. The referee must be informed of this Sub.

Yellow Cards & Red Cards

- The referee may at his discretion, invoke the use of the yellow and red card system for the following on field offences:
 - 1.Unduly rough play
 - 2.Abusive language (be it at another player, referee or at yourself)
 - 3.Intentional hand ball
 - 4.Abuse of equipment
 - 5.Spitting on the court
 - 6.Shouting to distract or intimidate opposition players
 - 7.Any other offences deemed by the referee to be unsporting
- With any of the above circumstances, the referee will show the offending players a yellow for the first offence and a red card for the second offence.
- The above will apply in all instances expect when the referee deems the offence too severe, in which case he may immediately show the offending players the red card.

Yellow Cards

- If a player receives a yellow card, the referee shall award a free kick to the opposing team regardless of which team initially awarded the free kick. If two or more players from the opposing team receive a yellow card, then the referee shall declare a dead ball resulting in a drop ball between opposing players. A free kick shall not be awarded to the opposing team if a player receives a yellow card for an off the ball incident.
- Any offence by the goal keeper shall result in a penalty awarded to the opposing team.

Red Cards

- A red card will result in the removal of the player from the court for the remainder of the game. A 2 goal penalty will be deducted from their team score at the time of the offence.
- Players that are sent off will automatically miss the next game that there teams plays. This suspension does not include a forfeited game.
- Centre management will suspend a player for more than one game if the offence is of a serious nature. The captain will receive a message in regards to the suspension.

- If any one player receives 2 red cards in one season, they will be suspended for the remainder of that season.
- A red card may be issued all the while a player is within the centre.
- If a team receives multiple red cards during any one game to the point where there is no longer enough players for that game to continue, the game will be cancelled.
- Management will suspend any individual for any altercations that are committed behind play. The captain will be informed.

Misconduct

- Any player deemed to be under the influence of alcohol, drugs or any other substance that may impair their judgement will be directed to leave the court and take no further part in the game.
- It is the captain's responsibility to notice and take appropriate action if team members are in no condition to play if they are under the influence of any drugs, alcohol that may interfere with their judgement and place both themselves and others in any danger.

Junior Competition

Eligibility Requirements:

- A player must be age specified or under at the start of the season to be eligible to play. Any player that exceeds the age limit during the season will be allowed to play for the remainder of the season.
- All players in the junior competition will only be permitted to play for the one team in the season grade or league.
- Players may play in older age groups
- Any breaches of these rules will result in the offending team automatically receiving 0 points
- All rules stated also apply to the junior competition

Other Rules

- No pets, blades, soccer balls or anything deemed dangerous by centre staff are permitted in the centre.
- Any player registered as part of a team with outstanding debts will not be permitted to play at this centre until all debts are paid.
- In an effort to promote sportsmanship, competitiveness and the skill level of indoor soccer, we have set these high standards of rules and regulations to be strictly adhered to. We hope that this will allow all players to fully enjoy this beautiful game.
- All infants must be under adult supervision at all times within the centre.