



GLEN EIRA SPORTS AND AQUATIC CENTRE

FUTSAL COMPETITION

RULES



Introduction

The FIFA Futsal Laws of the Game (“FIFA Laws”) (located at <https://digitalhub.fifa.com/m/2db4520788a5dd8/original/Futsal-Laws-of-the-Game-2022-2023-EN.pdf>) apply to all participants (“players”) of Futsal at Glen Eira Sports and Aquatic Centre (“GESAC”), unless a GESAC Futsal Competition Rule listed below provides otherwise. In the event of any inconsistency between the FIFA Laws and GESAC Competition Rules, the GESAC Competition Rules will take precedence over the FIFA Laws.

It is the responsibility of each player to be familiar with GESAC Futsal Competition Rules and FIFA Laws.

All players are subject to GESAC’s Centre Rules and GESAC’s Conditions of Entry and Use, copies of which are available online at https://www.geleisure.com.au/media/4463/glen_eira_leisure_gesac_conditions_of_entry_and_use_2017.pdf.

Competition and Match Duration

- 1.1 A game shall consist of two 18 minute halves for adults and two 14 minute halves for juniors. Teams will change ends at half time. A maximum one minute break is allowed at half-time.
- 1.2 Grading of teams will happen in the first 4 rounds of the competition. This is determined by Glen Eira Leisure management and referees to ensure a social and competitive competition.
- 1.3 GESAC reserves the right to set the duration of a competition, which will be available (online at https://www.geleisure.com.au/media/4474/gesac_futsal_competition_rules_2015.pdf) in the final week of the previous season. Finals will be played over a one or two week period, depending on the length of the season.

2. Registration

- 2.1 A team shall consist of a minimum of five players and a maximum of 12 players.
- 2.2 All players must be a minimum of 14 years old.
- 2.3 The online registration (located at <https://www.geleisure.com.au/sports/play-social-sport-futsal-indoor-soccer-glen-eira-leisure>) should be completed by the team captain and a registration fee is to be paid by the team before round one commences.
- 2.4 Teams will be automatically registered up to and including round three. Notwithstanding clause 2.2, if, after round three, a team has not paid its registration fee in full, GESAC’s competition management reserves the right to withdraw the team from the competition.
- 2.5 If a team withdraws from the competition for any reason after commencement of the competition and prior to the end of the competition, it will not be entitled to a refund of any part of its registration fee.
- 2.6 If GESAC’s competition management suspends or withdraws a team from the competition for any reason, no refund of the registration fee or upfront match fees will be refunded. Extenuating circumstances may be considered at the discretion of GESAC’s competition management.
- 2.7 If a player is unable to register online, he or she can provide their details on the reverse side of the scoresheet on the night of play. Details provided must include the player’s full name, postal address, date-of-birth and email address. GESAC will only use, disclose or deal with personal information in accordance with its privacy policy available at <https://www.geleisure.com.au/media/12128/privacy-policy-060318.pdf>.
- 2.8 On the night of play each team must mark its participating players on the scoresheet before each match. Scoresheets which are not completed correctly by the commencement of each match will result in the loss of one premiership point to the team. If a team is late to court for any reason, the match will not commence until the scoresheet is completed. A late start will be treated in accordance with Clause 5.
- 2.9 If a player is not registered up to and including round three, this will result in the loss of one premiership point to the team for each match that the unregistered individual participates in.
- 2.10 Any additions or changes to teams must be advised to GESAC competition management and hand-written on the scoresheet, with full details, so the team registration sheet can be updated.

3. Insurance

- 3.2 All players must be registered in accordance with Clause 2.
- 3.3 If a player wishes to make an insurance claim, they must complete a Personal Injury Claim Form (which is available upon request from GESAC's competition management) and follow the instructions on the "How to Make a Claim" page.

4. Match Times

- 4.1 GESAC will determine the times at which games are played, and if varied, teams will be notified.
- 4.2 Teams must have a minimum of three players on court at the fixtured start time. The clock will be started at the fixtured time to ensure that all teams have their full match period. Failure to be on court at the fixtured time will result in a one goal penalty for every two minutes of delay after the fixtured time.
- 4.3 If unforeseen circumstances prevent 75 per cent of a match from being played (under normal and safe conditions) the match shall be considered not played and where possible, shall be replayed as the fixture permits.
- 4.4 If such a match is unable to be replayed after reasonable attempts to do so before commencement of the finals, the match will be recorded as a nil-nil draw.

5. Forfeit

- 5.1 An automatic forfeit will apply if a team is not on court within 10 minutes of the fixtured start time. A team that wins by the forfeit of its opponent will receive no goals and four premiership points. The forfeiting team will not receive any goals or premiership points. Once play has started, there must be a minimum of three players on the court for the duration of the game, otherwise a forfeit will apply.
- 5.2 A player is prohibited from playing in two teams or divisions. However, a player can approach GESAC's competition management for special circumstances to be considered.
- 5.3 Where a team forfeits regardless of when notice is given, the forfeiting team must pay a forfeit fee. Please refer to Forfeit and Refund policy.
- 5.4 Where a team forfeits without sufficient notification of at least 24 hours', GESAC's competition management reserves the right to remove the team from the competition.
- 5.5 Where a team fails to pay the forfeited match fee before the start of the next fixtured game, the team will be suspended from the competition until the fee is paid.
- 5.6 Teams will receive 1 warning for any 9:50pm game that they forfeit. Teams may accumulate two warnings per season before a team suspension is applied.

6. Finals

- 6.1 The format of semi-finals is 1v4 and 2v3 in all competitions of four or more teams.
- 6.2 All finals dates will be posted on GESAC's sporting pulse website, www.gleneirafutsal.sportingpulse.net
- 6.3 A player must play at least four games during the season to qualify for a place in the finals matches (a maximum of two wins by forfeit not including byes, will count as games played).
- 6.4 Ladder positions for a final are determined by the total points and then percentages obtained after all preliminary matches are completed (including wins and forfeits).
- 6.5 In semi-finals and grand final matches, the kick-off shall be decided by a coin toss.
- 6.6 In all finals, if there is a draw at full time, senior teams will play an extra three minutes and junior teams will play an extra two minutes each way where a golden goal applies. The first team to score wins. If no team scores in extra time, a penalty shoot-out will occur.
- 6.7 Teams are allotted seven prizes per team (premiers) for the grand final. GESAC will provide extra prizes at cost, if notified by the team.

7. Mixed teams

- 7.1 Mixed teams must have between two and three females on the court.

8. Injuries

- 8.1 There will be no added time for injuries. If required, an injured player may be helped from the court.
- 8.2 If a player is bleeding, he or she must vacate the court immediately. Once the bleeding has stopped, has been

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covered appropriately, and the player has been checked by the referee, at the discretion of the referee, the player may rejoin the game.

8.3 Details of any injuries sustained by a player during the match must be reported to the courts supervisor and GESAC's duty manager. A GESAC First Aid Report and Incident Report Form should be completed.

8.4 Eye safety: for players with vision corrections — in accordance with FIFA Laws, a player is forbidden to wear equipment that is dangerous to himself or another player. Any player wearing spectacles must either:

- 8.4.1 have them secured by means of a sports band or adjustable strap;
- 8.4.2 have properly and firmly fitting curled ends of the arms of the glasses;
- 8.4.3 wear protective sports glasses that are constructed of plastic with rubber cushioning and no metallic parts; or
- 7.4.4 wear contact lenses.

9. Uniforms

- 9.1 Other than the goalkeeper, who must wear a different colour shirt (or a bib) to define his/her position, the players of each team must wear the same colour shirts (which must be individually numbered). Shorts must not have outside pockets. For each incorrect uniform item (including shirts without numbers), the opposition of the offending team shall be awarded one goal (up to the maximum of three goals per game). Teams will be given three weeks from, and inclusive of, round one to organise their uniform before uniform penalties apply.
- 9.2 Players filling in must also have the same coloured shirt, unless the fill-in player has been arranged by GESAC management.
- 9.3 Goalkeepers, who become general field players by substitution, are to change into the team's uniform.
- 9.4 Unless agreed by prior written arrangement with GESAC's competition management, only the goalkeeper is allowed to wear tracksuit pants.
- 9.5 All players must wear non-marking sport-shoes.
- 9.6 All players must wear shin guards and socks must cover the whole of the shin guard.
- 9.7 To minimise the risk of injury to other players all adornment must be removed. Adornment includes but is not limited to rings, watches, necklaces, body piercings, peaked hats and caps.

10. Fill Ins

- 10.1 Teams are able to use external fill-in players or players from the same and/or lower division on the same night of a competition to bring the team up to five players (no substitutes are permitted if fill-in players are used). Fill-in players may play a maximum of three games per team.
- 10.2 Once a fill-in player has played four games for any team, they will automatically be registered for the higher division team and will no longer be able to play for their original registered team.
- 10.3 A player may approach GESAC's competition management for special circumstances to be considered if they wish to register, and play for, one team in multiple divisions during the same season.
- 10.4 If special circumstances (in accordance with Clause 9.3) have been considered by GESAC's competition management, a player that plays in multiple divisions in the same season may play in the finals for all of the teams they are registered to.
- 10.5 If a captain allows a fill-in player to play in a match where that player is not entitled to be a fill-in player, the team will lose six premiership points and the captain will be suspended for two games.
- 10.6 Uniform penalties will apply to fill-in players who are not in their team's colours. Penalties will not apply to fill-in players arranged by GESAC's competition management.
- 10.7 A fill-in player provided by GESAC's competition management is defined as a player who is asked on the night of competition to temporarily substitute for another team.

11. Misconduct

- 11.1 Use of offensive, insulting, abusive or intimidating language and/or gestures or behaviour (personally directed or not) including but not limited to use of discriminatory, racist, religious, ethnic or sexist remarks and/or gestures toward or against a match official(s), GESAC staff member(s), spectators or other players by players during or after a match is unacceptable and will be treated as red card offences.
- 11.2 In the event of any conduct set out in Clause 10.1 by players or other persons, the person(s) engaged in such conduct will be asked to leave the facility immediately and further action may be taken by GESAC's competition management at its discretion. This may include, without limitation, red card offences being implemented when not previously implemented under Clause 10.1, or players or teams being withdrawn from the competition.
- 11.3 The referee will ask spectators who use unacceptable language or behaviour to leave the court area. Failure to do so will result in the game being abandoned and the offending team deemed to have lost on forfeit.

12. Points

- 12.1 A team will receive three premiership points for a win, one point each for a draw and no points for a loss.
- 12.2 A team will receive zero premiership points for a loss (including by forfeit).
- 12.3 A team will receive three premiership points for a win by forfeit.

13. GESAC Court Ruling

- 13.1 If the ball hits the ceiling or any fixture above the court area whilst in play, the game will be restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick is taken from the side line, below the nearest point to where the ball hit the ceiling.
- 13.2 An on-court player may be substituted at any time, provided the substitution occurs at the team's designated position ie. in front of team bench. The substituting player may not enter the court until the on-court player is over the sideline.
- 13.3 When the ball goes out of play, a player may play the ball back into the field of play from the point where it left the court, the player must ensure that the ball is directly placed on the sideline.
- 13.4 No goal can be scored directly from a side ball.
- 13.5 A player has four seconds to play the ball back into the court. Failure to do so will result in a turnover as opposed to a free kick to the opposition.
- 13.6 Any penalty or sixth accumulated foul (10 metre penalty) awarded prior to or on the siren must be played.
- 13.7 In a mixed game where the goalkeeper is female, only a female player may take a penalty shot.
- 13.8 Each team may have unlimited substitutions. Substitution must take place at the defensive half of each team. The player being replaced must be completely off the court before the replacement enters the court from the same location.

14. Red Card

- 14.1 A player who receives two yellow cards in one match will be classed as having received a red card.
- 14.2 If a player receives a red card, he or she must vacate the court area immediately and will be suspended from playing for a minimum of one week. If a player is suspended for more than one week, an email will be sent to the team captain. He or she can only be replaced after two minutes or when a goal is scored by the opposition, whichever comes first.
- 14.3 Three yellow cards to any player in a season, will result in the player being suspended for one match.
- 14.4 If a captain allows a suspended player to play in a match where that player is suspended, the team will lose six premiership points and the captain will be suspended for two games.
- 14.5 Any player who receives a red card will be automatically suspended from winning any 'Player of the Final' award.

15. Referees

- 15.1 The referee's decision is final.
- 15.2 Should a fight occur between teams during a game, the referee will automatically stop play. There will be no appeal and both teams may be asked to leave the competition.
- 15.3 Any queries that players may have about rules and their interpretation are only to be asked of the referee by the team captain at half or full-time. The court supervisor is also available for queries at any time.
- 15.4 There shall be one referee per match except for grand finals, where two referees shall be appointed.
- 15.5 The referee may stop the game and/or clock at their discretion.

16. Kick-off

- 16.1 At the kick-off the ball can be played both forwards and backwards.
- 16.2 A goal cannot be scored directly from kick-off.
- 16.3 A defending player must stand back three metres from the ball when play is restarted from a kick-off.

17. Goalkeeper

- 17.1 In order for the goalkeeper to handle the ball, the ball and the goalkeeper must be inside the goalkeeper's

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penalty area.

17.2 The goalkeeper has four seconds to clear the ball from the penalty area. Failure to do so will result in an indirect free kick outside the penalty area.

18. Fouls

- 18.1 A defending player must stand back five metres from the ball when it is brought into play from a kick-in, a kick-off, a corner kick or a free kick. Infringing players will receive a warning and then a yellow card. If a quick free kick is taken and the defender is not five metres from the ball, no offence has occurred.
- 18.2 Red cards will be shown for:
 - 18.2.1 guilty of serious foul play;
 - 18.2.2 guilty of violent conduct;
 - 18.2.3 spits at an opponent or any other person;
 - 18.2.4 denies an obvious goal scoring opportunity to an opponent;
 - 18.2.5 uses offensive or insulting or abusive language and/or gestures;
 - 18.2.6 receives a second caution in the same match; and
 - 18.2.7 other misconduct.
- 18.3 Yellow cards will be shown for:
 - 18.3.1 guilty of unsporting behaviour;
 - 18.3.2 shows dissent by word or action;
 - 18.3.3 persistently infringes the laws of the game;
 - 18.3.4 delays the restart of play;
 - 18.3.5 fails to respect the required distance when play is restarted with a corner kick, free kick or side ball;
 - 18.3.6 enters or re-enters the field of play without the match official's permission;
 - 18.3.7 deliberately leaves the field of play without the match official's permission; and
 - 18.3.8 minor breach of the laws of the game or other misconduct not defined above.

19. Accumulate Fouls

- 19.1 Teams may only accumulate five fouls per full game. After and including the sixth foul, and any further fouls from this point onward, will result in a direct free penalty kick outside the penalty area with no wall allowed from the 10 metre penalty spot. If the offence occurs within the goalkeeper's D, the free kick penalty shall be awarded. If it occurs between the penalty area and the 10 metre spot, the kick is taken at the team captain's discretion (can be placed where the infringement occurred or at the 10 metre penalty spot).
- 19.2 Fouls accumulated in the second half shall carry over into both periods of any extra time played during finals.

20. Time Wasting

- 20.1 Kicking the ball away from the designated play position after the whistle has gone is time wasting.
- 20.2 Time wasting will be determined by the referee and will result in a yellow card.

21. Equipment

- 21.1 Players or spectators that cause deliberate damage to equipment or property through vandalism or other reckless or negligent behaviour will be held accountable for the cost of repair or replacement. Where such damage has not been paid for by the individual following a request, the team associated with that player or spectator will be unable to play in the competition until the damage has been paid for.

22. Extreme Weather Policy

- 22.1 In the event of extreme heat, GESAC will operate in accordance with the guidelines set out by Sports Medicine Australia (available online at <https://sma.org.au/sma-site-content/uploads/2021/02/SMA-Extreme-Heat-Policy-2021-Final.pdf>).
- 22.2 In such cases where the stadium temperature reaches 31 to 35 degrees, games may be limited to shorter quarters and there may be enforced drink breaks. This will be at the discretion of the supervisor and the umpires at the time of play.
- 22.3 In such cases where the stadium temperature reaches more than 36 degrees, some games may need to be cancelled. The game will be recorded as a washout and the fixtures will continue as

per the fixtures of the following week. Match fees will be credited to the teams for games being cancelled in accordance with this clause.

22.4 If a game has to be cancelled due to extreme weather, the team captain will be notified by phone and/or email at least two hours prior to the game time scheduled.

23. Miscellaneous

23.1 No pets (except guide dogs) are allowed at GESAC. No bicycles or rollerblades are allowed on court.

23.2 There is strictly no smoking and no alcohol allowed at GESAC.

23.3 Teams are to provide a contact with home, work and mobile telephone numbers and an email address. GESAC will only use, disclose or deal with personal information in accordance with its privacy policy available at <https://www.geleisure.com.au/media/12128/privacy-policy-060318.pdf>. A copy can also be obtained by emailing stadium@gesac.com.au or by writing to PO Box 42, Caulfield South VIC 3162.

23.4 Players play at their own risk. GESAC is not liable for any injury that a player receives in the course of a game, except to the extent that there is negligence on the part of GESAC's employees or agents.

23.5 Persons who have been asked to leave GESAC or the court and who do not do so immediately will be treated as trespassers and evicted from GESAC. GESAC reserves the right to call the police in such circumstances and ban such persons from further entry for a period at its discretion.

23.6 The adult competition will play with an adult match ball and the junior competition will play with a junior match ball provided by GESAC.

23.7 A game will not be stopped for a player to do up his or her shoelaces.

23.8 The opposite gender may not play in a competition which has the gender of the competition already deemed ie. a woman cannot play in a men's competition and vice-versa.

23.9 FIFA Futsal Laws of the Game (available online at Fifa Futsal Rules: <https://digitalhub.fifa.com/m/2db4520788a5dd8/original/Futsal-Laws-of-the-Game-2022-2023-EN.pdf>) are administered and interpreted by the appointed competition referee. The referee's decisions on the field of play are uncontested and endorsed by GESAC's competition management. A suspended player or associate (such as a coach or spectator) can be sent from the venue if the referee so instructs. At all times the game is deemed to be under the control of the referee.