



GLEN EIRA SPORTS AND AQUATIC CENTRE

JUNIOR FUTSAL COMPETITION RULES



Introduction

All players, parents and coaches 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

The FIFA Futsal Law of the Game ("FIFA Laws") (located at <https://www.fifa.com/development/education-and-technical/referees/laws-of-the-game.html>) 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 Glen Eira Leisure Competition Rules, the Glen Eira Leisure Competition Rules will take precedence over the FIFA Laws.

It is the responsibility of each player and coach to be familiar with the Glen Eira Leisure Futsal Competition rules.

Competition and match duration

- 1.1 A game shall consist two 14-minute halves, Under 16s play two 15-minute halves. 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 Glen Eira Leisure reserves the right to set the duration of a competition, which will be available (online at <https://www.geleisure.com.au/sports/junior-futsal-indoor-soccer>)
- 1.4 Finals will be played over a one-week or two-week period. Medal presentations are only for grand final matches.
- 1.5 Any team that isn't in the Grand Final games will still participate in a "friendly" match organised by Glen Eira Leisure staff and receive competition certificates.

Registration

- 2.1 A team shall consist of a minimum of 5 players (4 on court, 1 goalkeeper) and a maximum of 12 players registered to 1 team.
- 2.2 The online registration system (located at <https://www.geleisure.com.au/sports/junior-futsal-indoor-soccer>) should be completed by the team captain. Individual players will then need to register to their team via their team code and pay the competition entry fee (which includes registration, match fees and insurance).
- 2.3 Teams will automatically be registered up to and including round 3. Notwithstanding clause 2.2, if after round three and a team have not registered a minimum of 5 players, Glen Eira Leisure management reserves the right to withdraw the team from the competition.
- 2.4 If a team or player withdraws from the competition for any reason after commencement of the competition and prior to the end of the competition, they will not be entitled to a refund unless approved by Glen Eira Leisure competition management.
- 2.5 If Glen Eira Leisure competition management suspends or withdraws a team from the competition for any reason, no refund of the players' registration fee will be refunded. Extenuating circumstances may be considered at the discretion of Glen Eira Leisure's competition management.

- 2.6 If a player is unable to register online, he/she can provide details to Glen Eira Leisure's competition management and a manual registration can be processed. This needs to be done prior to a match to ensure the player is covered by insurance. Details provided must include the player's full name, postal address, parent/garden contact information, date of birth and email address.
- 2.7 Prior to each game, each team must mark off on the scoresheet its participating players. If a player is missing off the scoresheet they are not registered under your team, please check with Glen Eira Leisure's competition management to get this fixed.
- 2.8 Any additions or changes to teams must be advised to Glen Eira Leisure competition management.

Photography

- 3.1 Any spectator who wishes to take photos or film in the stadium area will need to obtain a photography wristband from reception beforehand. They are free of charge and must be worn on the wrist at all times.
- 3.2 Cameras or mobile phones are not permitted to be used in change rooms. Permission must be sought for the use of cameras within the centre from management. Any spectator who wishes to take photos in the stadium area will need to obtain a photography wristband from Glen Eira Leisure reception beforehand and must be visible whilst taking photos.
https://www.geleisure.com.au/media/4463/glen_eira_leisure_gesac_conditions_of_entry_and_use_2017.pdf

Spectators

- 4.1 As this is a junior social program, we expect that spectators always conduct themselves in a sportsmanlike and respectful manner. We have a zero-tolerance policy for misconduct at Glen Eira Leisure.
- 4.2 Management reserves the right to ask any patron to leave the facility if they do not follow staff directions. If the patron chooses not to comply, the police may become involved and they may be barred from attending future games.
- 4.3 Spectators are not allowed to approach referees at any time during or after the game. All communication must go through a team captain in the form of a rule clarification only. This must be in a respectful manner and the interaction concluded at the discretion of the referees. If players or spectators wish to query a call or result, formal communication should be lodged in the form of an email to stadium@geleisure.com.au or a call to 9575 7134.
- 4.4 There are to be no spectators on the narrow sideline of the courts at any time during games.

Insurance

- 5.1 All players must be registered in accordance with clause 2.
- 5.2 If a player wishes to make an insurance claim, they must complete a Personal Injury Claim Form which is available upon request from Glen Eira Leisure's competition management via email to stadium@geleisure.com.au or in person. All players registered to a current Glen Eira Leisure competition are covered by insurance.

Match Times

- 6.1 Glen Eira Leisure will determine the times at which games are played, and if varied, teams will be notified.
- 6.2 The fixture is sent out via email 5 days prior to each game. Any fixture done in advance online is subject to change up until the final fixture is sent out 5 days prior. Once the fixture is sent, teams are unable to request any changes.
- 6.3 A request for game time may be considered if spoken to with Glen Eira Leisure competition management with a minimum of 1 weeks' notice. There is no guarantee that Glen Eira Leisure management will be able to accommodate for match request.
- 6.4 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.
- 6.5 If unforeseen circumstances prevent 75 percent 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 normal fixture permits.

Forfeit

- 7.1 An automatic forfeit will apply if a team is not on the court within 7 minutes of the fixtured start time. A team that wins by forfeit of its opponent will; receive five goals and three premiership points. The forfeiting team will receive no goals or premiership points.
- 7.2 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.
- 7.3 If a team continuously forfeits without sufficient notification (at least 24 hours prior to the time of the fixture), Glen Eira Leisure's competition management reserves the right to remove the team from the competition.
- 7.4 If a team forfeits, no refunds are given as all payments are considered part of the competition fees.

Finals

- 8.1 All finals' dates will be posted on Glen Eira Leisure's sporting pulse website.
- 8.2 A player must play at least four games during the season to qualify for a place in the finals matches.
- 8.3 Ladder positions for a grand-final are determined by the total points and then percentages obtained after all preliminary matches are completed (including wins and forfeits).
- 8.4 In grand-final matches, the kick-off shall be determined by a coin toss.
- 8.5 In all finals, if there is a draw at full-time, 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.
- 8.6 Teams are allotted seven prizes per team (premiers and runners-up) for the grand-final. GESAC will provide extra prizes at cost, if requested by the team.

Injuries

- 9.1 There will be no added time for injuries. If required, an injured player may be helped from the court by 1 parent/guardian. Glen Eira Leisure staff will be present for first aid assistance.
- 9.2 If a player is bleeding, he or she must vacate the court immediately. Once the bleeding has stopped, has been covered appropriately, and the player has been checked by the referee, at the discretion of the referee, the player may re-join the game.
- 9.3 Details of any injuries sustained by a player during the match must be reported to the courts supervisor and Glen Eira Leisure's duty manager. A Glen Eira Leisure First Aid Report and Incident Report Form should be completed.

9.4 Eye safety: for players with vision corrections – in accordance with FIFA laws, a player is forbidden to wear equipment that is dangerous to themselves or another player. Any player wearing spectacles must either:

- 9.4.1 Have them secured by means of a sports band or adjustable strap;
- 9.4.2 Have properly and firmly fitting curled ends of the arms of the glasses;
- 9.4.3 Wear protective sports glasses that are constructed of plastic with rubber cushioning and no metallic parts; or
- 9.4.4 Wear contact lenses.

Uniforms

- 10.1 Other than the goalkeeper, who must wear a different colour shirt (or bib) to define his/her position, the players of each team must wear the same colour shirts.
- 10.2 Players filling in must also have the same coloured shirt, unless a fill-in player has been arranged by Glen Eira Leisure management.
- 10.3 Goalkeepers, who become general field players by substitution, are to change into the team's uniform.
- 10.4 Unless agreed by prior written arrangement with Glen Eira Leisure's competition management, only the goalkeeper is allowed to wear tracksuit pants.
- 10.5 All players must wear non-marking sport-shoes (runners or indoor futsal shoes).
- 10.6 All players must wear shin guards and socks must cover the whole of the shin guard.
- 10.7 To minimise the risk of injury to other players, all adornments must be removed. Adornment includes, but is not limited to, rings, watches, necklaces, body piercings, peaked hats or caps.

Fill-ins

- 11.1 Teams are able to use fill-in 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.
- 11.2 Players must be the same age or younger if the division is not specified.
- 11.3 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.
- 11.4 A player may approach Glen Eira Leisure'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.
- 11.5 If special circumstances (in accordance with clause 11.4) have been accepted by Glen Eira Leisure'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.
- 11.6 A fill-in player provided by Glen Eira Leisure's competition management is defined as a player who is asked on the night of competition to temporarily substitute for another team.

Misconduct

- 12.1 Use of offensive, insulting, abusive, or intimidating language and/or gestures or behaviour (personally directed to or not) including, but not limited to, the use of discriminatory, racist, religious, ethnic or sexist remarks and/or gestures toward or against a match official(s), Glen Eira Leisure staff member(s), spectators or other players by players during or after a match is unacceptable and will be treated as red card offences.
- 12.2 In the event of any conduct set out in Clause 12.1 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 Glen Eira Leisure's competition management at its discretion. This may include,

without limitation, red card offences being implemented when not previously implemented under clause 12.1, or players or teams being withdrawn from the competition.

- 12.3 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 by forfeit.
- 12.4 Any aggressive tone/language directed towards referees, spectators or staff may result in the offending patron being asked to leave the premises, and, in extreme cases, barred from using the stadium facilities indefinitely.
- 12.5 Under no circumstances should an adult engage in any aggressive conversation or conduct with a player from another team.

Points

- 13.1 A team will receive three premiership points for a win and one point each for a draw.
- 13.2 A team will receive zero premiership points for a loss (including by forfeit).
- 13.3 A team will receive three premiership points for a win by forfeit.

Glen Eira Leisure Court ruling

- 14.1 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 off 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.
- 14.2 An on-court payer may be substituted at any time, provided the substitution occurs at the team's designated position i.e. In front of the team bench. The substituting player may not enter the court until the on-court player is over the sideline.
- 14.3 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 or behind the side line at a distance no greater than 25 centimetres from that point.
- 14.4 No goal can be scored directly from a side ball.
- 14.5 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.
- 14.6 Any penalty or sixth accumulated foul (10 metre penalty) awarded prior to or on the siren must be played.
- 14.7 Tackling from behind is not allowed in the under 16s division.
- 14.8 During predetermined competitions where games cannot end in a draw, a sudden death penalty shootout will occur. Each team will be given a single penalty to determine a winner. If both teams miss or score, this will continue with the next player until one team scores and the other misses. During this phase, penalty takers must rotate after penalties, and the same player cannot take a second shot until all players on the said team have taken one. The goalkeeper for the penalties must remain unchanged at all times. The penalty is to be taken from the top of the goalkeeper's semi-circle (25m).

Red cards

- 15.1 A player, who receives two yellow cards in one match, will be classed as having received a red card.
- 15.2 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, email correspondence will be sent to the team captain and parent. He or she can only be replaced after two minutes or when a goal is scored by the opposition, whichever comes first.

- 15.3 Red cards are subject to be extended or can lead into a ban from the remainder of the competition and will be decided by Glen Eira Leisure's competition management. All players have the right to a tribunal hearing with Glen Eira Leisure management if they wish to dispute.
- 15.4 Three yellow cards to any player in a season will result in the player being suspended for one match.
- 15.5 If a captain allows a suspended player to play in a match where that player is suspended, the team will lose six premiership points.
- 15.6 Any player who receives a red card will be automatically suspended from winning any 'Player of the Final' award.

Referees

- 16.1 The referee's decision is final.
- 16.2 Should a fight occur between teams or a player during the game, the referee will automatically stop play. There will be no appeal and both teams and players may be asked to leave the competition. There are to be no parents/coaches on court and all disputes will be handled by the supervisor and Glen Eira Leisure management.
- 16.3 Any queries that players may have about rules and their interpretation are only to be asked of the referee at half or full time by the team captain.
- 16.4 There shall be one referee per match.
- 16.5 The referee may stop the game and/or clock at their discretion.

Kick-Off

- 17.1 At the kick-off the ball can go forwards or backwards.
- 17.2 A goal cannot be scored directly from kick-off.
- 17.3 A defending player must stand back three metres from the ball when play is restarted from a kick-off.

Goal Keeper

- 18.1 For the goalkeeper to handle the ball, the ball and the goalkeeper must be inside the goalkeeper's penalty area.
- 18.2 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.

Fouls

- 19.1 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 play 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.
- 19.2 Red cards will be shown for:
 - 19.2.1 Guilty of serious foul play;
 - 19.2.2 Guilty of violent conduct;
 - 19.2.3 Spits at an opponent or any other person;
 - 19.2.4 Denies an obvious goal scoring opportunity to an opponent;
 - 19.2.5 Uses offensive or insulting or abusive language and/or gestures;
 - 19.2.6 Receives a second caution in the same match;
 - 19.2.7 Unsportsmanlike behaviour; and
 - 19.2.8 Any other misconduct the referee calls.

Accumulate fouls

- 20.1 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 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 it can be placed where the infringement occurred or at the 10-metre penalty spot.
- 20.2 Fouls accumulated in the second half shall carry over into both periods of any extra time played during finals.

Time wasting (delaying)

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

Equipment

- 22.1 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.

Extreme Weather Policy

- 23.1 In the event of extreme heat, GESAC will operate in accordance with the guidelines set out by Sports Medicine Australia (available online at <https://www.geleisure.com.au/media/4464/sports-medicine-australia-hot-weather-guidelines.pdf>).
- 23.2 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.
- 23.3 In such cases where the stadium temperature reached 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 with this clause.
- 23.4 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.

Spectators

- 24.1 As this is a junior social program, we expect that spectators conduct themselves in a sportsmanlike and respectful manner at all times. We have a zero-tolerance policy for misconduct at GESAC.

- 24.2 Management reserves the right to ask any patron to leave the facility if they do not follow staff directions. If the patron chooses not to comply, the police may become involved and they may be barred from attending future games.
- 24.3 Spectators are not allowed to approach referees at any time during or after the game. All communication must go through a team captain in the form of a rule clarification only. This must be in a respectful manner and the interaction concluded at the discretion of the referees. If players or spectators wish to query a call or result, formal communication should be lodged in the form of an email to stadium@geleisure.com.au or a call to 9575 7134.

Miscellaneous

- 25.1 No pets (except guide dogs) are allowed at GESAC. No bicycles or rollerblades are allowed on court.
- 25.2 There is strictly no smoking and no alcohol allowed at GESAC.
- 25.3 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/about-us/forms-terms-and-conditions>. A copy can also be obtained by emailing stadium@gesac.com.au or by writing to PO Box 42, Caulfield South VIC 3162.
- 25.4 Player splay 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.
- 25.5 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 person from further entry for a period at its discretion.
- 25.6 The junior competition will play with a junior match ball provided by GESAC. Under 16's will play with a senior futsal match ball.
- 25.7 A game will not be stopped for a player to do up his or her shoelaces.
- 25.8 The opposite gender may not play in a competition which has the gender of the competition already deemed.
- 25.9 FIFA Futsal Laws of the Game (available online at <https://www.geleisure.com.au/about-us/forms-terms-and-conditions>) are administered and interpreted by the appointed competition referee. The referee's decision 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 a game is deemed to be under the control of the referee.