



Competition Rules Season 2024/2025

Version 1.2 (14/10/2024)



WAGGA FUTSAL COMPETITION RULES

2024 -2025

1. COMPETITIONS – Team requirements

Competitions are covered under these guidelines.

- 1.1 Junior competitions are open to players aged 5-16 years.
- 1.2 ALL teams must have a minimum of 7 registered players and a maximum of 10.
- 1.3 All teams must have at least one person(s) over the age of 18 as a registered team official.
- 1.4 ALL teams should have an appointed Official Coach or Manager who is with them while they are playing and is seated in the Technical Area to assist with substitutions, injuries and disciplinary matters.

2. Match Balls

2.1 Match balls will be Deploy Futsal Balls. Balls used for Finals Series must bear the official logo 'FIFA approved' or 'FIFA inspected'.

2.2 Size 3 match balls are to be used for all age groups up to and including under 12's. Size 4 match balls are to be used for all other age groups including open age.

2.3 Wagga Futsal shall supply all Match Balls.

3. Identification and Registration

3.1 ALL players must be registered with FFA and their requisite State Federation as a Futsal player for the 2023/2024 season in order to participate in the competition.

3.2 Upon request of match officials, players must provide valid photo identification. Where a player is unable to produce proof of identification, the matter will be reported to the Competition Coordinator who will subsequently take the appropriate decision against the player and team involved.

4. Compulsory equipment + other items

4.1 Basic Uniform

Playing Uniforms must be independent of any Football Wagga Wagga or Football Australia associated club. This includes Football New South Wales (FNSW) attire, Capital Football attire, Wagga City Wanderers attire and any attire that is associated with any club.

4.1.2 Playing shorts must be matching. Playing shorts may or may not be numbered. If undershorts are worn, they must be the same colour as the playing shorts.

4.1.3 Goal Keepers must wear uniforms that clearly contrast with the rest of the team, the opposing team and the referee.

4.1.4 All Playing shirts must be CLEARLY numbered on the back. No two shirts may display the same number. Numbers must be permanently fixed to the back of the shirt; use of tape is not permitted. No un-numbered bibs will be allowed.

4.1.5 Teams are not to have uniforms that clash with referee uniforms.

4.1.6 Matching long socks must be worn by all team members. Socks must cover the shin pads entirely.

4.1.7 Shin pads must be worn. Shin pads must comply with Law 4 of the FIFA Laws of the Game;

- made of rubber, plastic or a similar approved material
- provide a reasonable degree of protection, by covering the shins.

4.1.8 Non-marking shoes must be worn at all times.

4.1.9 In the opinion of the referee, where the colours of both teams are sufficiently similar it is the responsibility of the second listed team on the draw to change into an alternate coloured strip, with numbers, or use the numbered bibs provided by Wagga Futsal ONLY.

4.1.10 Other equipment

'Non-dangerous protective equipment - for example, headgear, facemasks and knee and arm protectors made of soft, lightweight padded material - is permitted, as are goalkeepers' caps and sports spectacles.'

Bibs: 'A bib must be worn over the shirt to identify the substitutes and players being replaced must put one on to complete the substitution procedure. The bib should be a different colour to both teams' shirts and the opposing team's bibs.'

Knee and arm protectors: 'Where knee and arm protectors are worn, they should be the same colour as the main colour of the shirt sleeve (arm protectors) if possible or the shorts/trousers (knee protectors), and cannot protrude excessively.'

4.2. Advertising on equipment

4.2.1 Basic compulsory equipment:

4.2.1.2 The basic compulsory equipment must not have any political, religious or personal slogans, images or statements. The team of a player whose basic compulsory equipment has political, religious or personal slogans, images or statements will be sanctioned by the competition organiser or by FIFA.

4.2.1.3 Undergarments Players must not reveal undergarments showing political, religious or personal slogans, images or statements, or any advertising other than the manufacturer's logo.

4.2.1.4 Players or teams revealing undergarments showing political, religious or personal slogans, images or statements or advertising other than the manufacturer's logo will be sanctioned by the competition organiser or by FIFA.

4.2.2 Sponsors Markings on Playing Kits

4.2.2.1 Advertising on shirts must not exceed the dimensions set out in Football New South Wales Competition Rules. Teams may only display advertising in accordance with the positioning and dimensions detailed in the diagrams below.



4.3. Jewellery

4.3.1 As per Law 4 of the 'FIFA Laws of the game' the wearing of jewellery is not permitted.

4.3.2 Official Medic Alert bracelets and necklaces are the only jewellery approved to be worn. All Medic Alert bracelets and necklaces must be securely taped to the body and the referees informed of them being worn prior to the game.

4.3.3 NO TAPING of piercings is permitted in any Wagga Futsal Competition.

4.3.4 In the event of any infringement of this Law:

- play will be stopped
- the player at fault is instructed by the referees to leave the pitch to correct his/her equipment when the ball next ceases to be in play, unless he/she has already corrected his/her equipment.
- any player required to leave the pitch to correct his/her equipment must not re-enter without the permission of the referees.
- the referees, either directly or through the timekeeper, check that the player's equipment is correct before allowing him/her to re-enter the pitch
- the player, if he/she has not been substituted, is only allowed to re-enter the pitch when the ball is out of play or under the supervision of the third referee when the ball is in play. A player having been required to leave the pitch because of an infringement of this Law and not having been substituted who re-enters the pitch without the permission of the referees or third referee will be cautioned.

5. Referees

During the Regular Wagga Futsal Season all league competition games will be refereed by 1(one) referee with the aid of a time keeper. ONLY in the finals series will 2(two) referees be appointed to officiate the games, along with a timekeeper.

5.1. Appointments

5.1.1 Unless otherwise decided, the appointment of referees will be made by the Wagga Futsal Competition Managers, namely Samuel Gray or Amanda Gray.

5.2. Persons not to approach referee

5.2.1 With the exemption of team manager/captains carrying out the requirements of Rule 12 (Match Sheets) no person may approach the referee at the end of a game for any purpose whatsoever without his or her consent.

5.3 Referee unable to complete game

5.3.1 If the senior referee has to leave the pitch before the end of a game, the second referee will assume the responsibility of refereeing the game alone.

5.3.2 If the match is refereed by one referee and he/she has to leave the pitch before the end of a game, a substitute referee will be supplied if possible.

5.2 Referees Powers and Duties

The referees:

- enforce the Futsal Laws of the Game
- control the match in cooperation with the assistant referees, where applicable
- ensure that any ball used meets the requirements of Wagga Futsal Law 2
- ensure that the players' equipment meets the requirements of Law 4
- keep a record of match incidents
- stop the match, at their discretion, for any infringements of the Futsal Laws of the Game
- stop the match because of outside interference of any kind
- stop the match if, in their opinion, a player is seriously injured and ensure that he/she is removed from the pitch. An injured player may only return to the pitch after the match has restarted
- allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured
- ensure that any player bleeding from a wound leaves the pitch. The player may only return on receiving a signal from the referees, who must be satisfied, either directly or through the third referee, that the bleeding has stopped
- allow play to continue when the team against which an offence has been committed stands to benefit from such an advantage and penalise the original offence if the anticipated advantage does not ensue at that time

- punish the more serious offence when a player commits more than one offence at the same time
- punish the more serious misconduct when a player commits more than one act of misconduct at the same time
- take disciplinary action against players guilty of cautionable and sending-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play
- take action against team officials who fail to conduct themselves in a responsible manner and warn them, caution them, or send them off from the pitch and its immediate surrounds, including the technical area. If the offender cannot be identified, the senior coach present in the technical area will receive the sanction. A medical team official who commits a sending-off offence may remain on the benches
- ensure that no unauthorised persons enter the pitch
- indicate the restart of the match after it has been stopped
- give the signals described in the section entitled “Referee and Assistant Referee Signals” in the FIFA Futsal Laws Of The Game, which is available on the Wagga Futsal website
- position themselves on the pitch as described in the sections entitled “Positioning with ball in play” and “Positioning in ball out of play situations”, which are part of the “Interpretation of the Futsal Laws of the Game and Guidelines for Referees” (Law 5 – The Referees), when they are required to do so
- provide the appropriate authorities with a match report, which includes information on any sanctions imposed on players and/or team officials and any other incidents that occurred before, during or after the match
- Referees' equipment - compulsory equipment

Other equipment

'Referees may be permitted to use:

- equipment for communicating with other match officials - headsets, etc.;
- EPTS or other fitness monitoring equipment.
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Referees are prohibited from wearing any other electronic equipment, including cameras.

5.3 The referee:

- acts as timekeeper and second referee in the event that the assistant referees are not present
- suspends or abandons the match, at his discretion, for any infringements of the Futsal Laws of the Game
- suspends or abandons the match because of outside interference of any kind

5.4 The second referee:

- replaces the referee in the event that he/she becomes injured or indisposed
- has the authority to deal with misdemeanours or disciplinary matters on the opposite side of the pitch from the first referee if the first referee is unsighted.

5.5 Decisions of the referees

The decisions of the referee(s) regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee(s) may only change a decision on realising that it is incorrect or, at their discretion, on the advice of an assistant referee (should they be present), provided that they have not restarted play or terminated the match.

The decisions of the referee prevail over those of the second referee if both signal an infringement and there is disagreement between them. In the event of undue interference or improper conduct, the referee will relieve the second referee or the assistant referees of their duties, arrange for them to be substituted and make a report to the appropriate authorities.

6. The authority of the assistant referees

Two assistant referees may be appointed (a second referee and a timekeeper) who must perform their duties in accordance with the Futsal Laws of the Game.

They are positioned off the pitch, level with the halfway line and on the same side as the substitution zones.

The timekeeper remains seated at the timekeeper's bench, while the second referee may perform his duties either seated or standing up.

The timekeeper and the second referee are equipped with a suitable chronometer and the necessary equipment to keep a record of accumulated fouls, which is supplied by Wagga Futsal.

They are provided with a timekeeper's bench in order to perform their duties correctly.

7. ELIGIBILITY

7. Age Based competitions

7.1 No player may play for any team unless he/she is correctly registered with the appropriate Federation in line with registration guidelines (Rule 3.1).

7.2 For the purpose of defining player's age the following table shall be applied.

Age Group	Minimum Age	Maximum Birth Date
Under 8s	5 Years	On or after 1 January 2015
Under 10s	8 years	On or after 1 January 2013
Under 12s	9 years	On or after 1 January 2011
Under 14s	11 years	On or after 1 January 2009
Under 16s	13 years	On or after 1 January 2007
Under 19s	16 years	On or after 1 January 2004

Players are NOT permitted to play in an age group lower than that in which they register, regardless of the fact that they may be eligible.

A player may only play in an age group higher than their registered age group, if they meet the minimum age requirement as detailed above AND if a consent form has been completed by their parent/guardian and submitted and approved by Wagga Futsal. NO EXCEPTIONS

If a team fails to adhere to the minimum and maximum age groups this may arise in the imposition of a points penalty for the games in which a player has played. The penalty is at the absolute sole discretion of Wagga Futsal.

7.3 Minimum age for players to play in any age-based futsal competition is five (5) years of age.

7.4 Male players are not permitted to play in female only competitions.

7.5 Female players playing in mixed or open competitions are permitted to play down one (1) age group below their defined age group with the approval of Wagga Futsal and/or Football New South Wales. Female players playing in female competitions must play in their respective age group.

Female players may not play across 2 age groups, where there is a gap between these age groups; for example, a player cannot play Under 14s and play back into Under 10s.

7.6 The following restrictions will be placed on representative players that participate in the Wagga Futsal junior domestic competitions in under 12, under 14, under 16 and under 19 age groups.

A nominated team may have a maximum of 3 players who have played at State Representative Level in the past 24 months, unless those players played with the nominated team in the previous season of Futsal, as approved by Football NSW. Registration details for all players needs to have been approved by Wagga Futsal prior to the commencement of the regular competition.

The intentions of these restrictions are to:

- a. better facilitate the participation of non-representative players into the competition
- b. Spread the representative players across more domestic teams
- c. Make the competition more even.

7.7 Any team with 4 (four) or more STATE representative players, who have played with the same team for at least two (2) seasons, may be asked to play up at least one (1) age group, the final decision remains with the competition organiser in the interests of providing a fair and equitable competition

7.7 Players are permitted to play up to two (2) chronological years above their respective age groups in their gender specific competitions should the above rules apply.. Players are not permitted to play in any age groups below their respective age group except for female players as outlined in Rule 7.5.

7.8 In all aged based competitions, the home team on the draw may be asked to provide a scorer and the away team on the draw must provide a scorer if requested.

8. Draws

8.1 Draws for the competition will be e-mailed to competing teams and published on the Wagga Futsal website and Game Day/Sports TG website and app.

8.2 Draws are subject to change at late notice for a variety of reasons. Wagga Futsal will endeavour to contact all teams affected by such changes, but may not always be able to do so.

8.3 Teams are responsible for checking the draw regularly prior to their matches to ensure that they are aware of any draw changes.

9. Registrations

9. Players must be registered

9.1 No player may play for any team unless he/she is correctly registered with the Federation in accordance with the FFA National Registration Regulations.

9.2 Registrations shall be;

9.2.1 Completed using the Play Football website.

9.2.2 In accordance with the official form provided.

9.2.3 In accordance with FFA registration parameters.

9.2.4 Accompanied by the appropriate fees.

9.2.5 Accompanied by appropriate documentation for the purpose of verifying players age (age based competitions).

9.3 The organising committee reserves the right to refuse an individual or team nomination. Registrations may be refused as a result of –

9.3.1 Incomplete lodgement of registration forms and/or payments.

9.3.2 Lodging of fraudulent registration details.

9.3.3 A team's or individual's un-financial status with the association.

9.3.4 A team's or individual's playing status – i.e. outstanding suspensions etc.

10. Conduct of games

10.1 Kick-off

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable.

10.1.1 Kick-off Procedure

- All players must be in their own half of the pitch
- The opponents of the team taking the kick-off are at least 3 m from the ball until it is in play
- The ball must be stationary on the centre mark and kick off is complete when the ball clearly moves.
- The referee gives a signal
- The ball is in play when it is kicked and moves forward or backwards. After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.
- A goal may be scored directly against the opponents from the kick-off, if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents

10.2 Ball out of play

The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referees
- it hits the ceiling whilst the ball is in play, this results in an indirect free kick to the team who did not strike the ball last

10.3.1 Ball in play

The ball is in play at all other times, including when:

- it rebounds off a goalpost or crossbar and remains on the pitch
- it rebounds off the referees when they are on the pitch.
- The minimum height of ceilings is 4m and shall be stipulated in the competition rules. If the ball hits the ceiling while in play, the game is restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling.

10.3.2 Restart of play after fouls and misconduct

'If the ball is out of play, play is restarted according to the previous decision.'

When the ball is in play:

'If an offence is committed off the pitch by a player against a player, substitute or team official of his/her own team, play is restarted with an indirect free kick on the boundary line closest to where the offence occurred.'

If a player makes contact with the ball with an object (a boot, shinguard, etc.) held in the hand, play is restarted with a direct free kick (or penalty kick).'

10.3.3 The Kick In

A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the floor or in the air, or when the ball hits the ceiling while in play.

A goal cannot be scored directly from a kick-in:

- If the ball enters the opponents' goal, a goal clearance is awarded .
- If the ball enters the kicker's goal, a corner kick is awarded.'

Procedure

At the moment of delivering the ball:

- the ball must be stationary on the touchline at the point where it left the pitch or the nearest point to where it touched the ceiling;
- all opponents must stand at least 3m from the point on the touchline where the kick-in is to be taken.

The ball is in play when it is kicked and clearly moves.

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.

If the kick-in is taken and then, after it has been in play, the ball goes off the pitch over the same touchline where it was taken without touching any other player, it is retaken by the opposing team from the same location where the original kick-in was taken.

If a player, while correctly taking a kick-in, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

The kicker must not touch the ball again until it has touched another player.

10.3.4 Accumulated Fouls

Are those sanction by a direct free kick

- The first five fouls sanctioned by a direct free kick, in each half as recorded
- For these first 5 fouls a defensive wall may be formed by the opposing team to defend the kick.
- Beginning with the sixth foul the players of the opposing team may not form a wall to defend the kick.
- The kick is taken from the second penalty mark unless the foul occurred beyond the mark when the non-offending team has the option to take the kick where the foul occurred or from the second penalty mark of 10 meters
- The player taking the kick must be identified and must kick with the intention of scoring.
- The ball cannot be passed to another player.
- The goalkeeper must remain in his penalty area and be 5 meters from the ball.
- All other players must remain behind an imaginary line level with the ball and parallel with the goal line.
- They must be five meters from the ball and may not obstruct the player taking the kick.

10.3.5 The Penalty Kick

When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, or in line with, the goal line.

The ball is in play when it is kicked forwards and clearly moves.'

An opponent who obstructs the kicker from moving towards the ball when a penalty kick is going to be taken must be cautioned, even if the offender was respecting the 5m minimum distance.

10.4. Tackling

10.4.1 In no circumstances are players allowed to tackle from behind. Even if the tackle is seen as a clean possession a direct free kick will be awarded to the opposition.

10.4.2 Under no circumstances are players allowed to slide tackle.

A slide tackle will result in an instant card (yellow or red) at the referee's discretion. The goalkeeper is allowed to slide along the ground, so long as the slide is within the goal area. They are however to do this in a safe manner e.g. not to slide feet first, slide from behind, or play in a dangerous manner. The referee will determine what is deemed as safe play.

10.4.3 A player may, if no opponents are nearby, slide to intercept or direct the ball. No foul results.

FIFA RULE NUMBER 12 states that if a player slides in an attempt to play the ball while an opponent is playing it or is about to play it (sliding tackle), except for the goalkeeper in his own penalty area, provided that he does not endanger the safety of an opponent, he commits a foul.

10.5 Goalkeepers

10.5.1 The goalkeeper CAN throw the ball to the halfway line on the pitch as long as they do so from their own goal area and within the four (4) seconds allotted for restarts. A restart will commence with the referee blowing their whistle.

If a goalkeeper throws the ball over halfway during a JUNIOR match then an indirect free kick shall be given to the opposition team at the point where the ball crossed the halfway line. This rule will not apply in Under 19s and Opens competitions.

10.5.1.2 The Goal Clearance Procedure

- The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.
- The ball is in play when it is thrown or released and clearly moves.
- The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play. Opponents must be outside the penalty area until the ball is in play.'

10.5.2. Goalkeepers may throw the ball from the marked goal area (D), to restart from a goal clearance. If they have saved the ball in general play at which time they can also drop or punt kick in accordance with rule 10.5.1 above.

10.5.3. The goalkeeper has a 4 second time limit to release the ball unless they are in the opposing half of the pitch, at which they have unlimited time.

10.5.4 Goalkeepers are NOT allowed to pick up a pass from any of their team mates (back pass).

10.5.5. Once a goalkeeper has released the ball from their possession, the ball CANNOT be played back to the keeper unless the ball has been touched by an opposing player. This will result in an indirect freekick from where the goalkeeper touched the ball the second time. (2 touch rule).

10.5.6 In Under 8 Futsal attackers must retreat behind the white line into the middle third of the pitch and must not enter their attacking third until the defending team has had a minimum of 4 touches inside the defensive third. Should the defending team play the ball out of the defensive third then that ball in effect is live and can be played by either team.

10.5.6 Handling the ball

Except for goalkeepers in their penalty area, it is an offence if a player:

- deliberately touches the ball with his/her hand or arm, including moving his/her hand or arm towards the ball;
- gains possession/control of the ball after it has touched his/her hand or arm and then:
 - scores in the opponents' goal;
 - creates a goalscoring opportunity.

Except for goalkeepers in their penalty area, it is usually an offence if a player:

- touches the ball with his/her hand or arm when:
 - the hand or arm has made his/her body unnaturally bigger;
 - the hand or arm is above or beyond his/her shoulder level (unless the player deliberately plays the ball with another part of the body and it then touches his/her hand or arm).

The above offences apply even if the ball touches a player's hand or arm directly from the head or body (including the foot) of another player who is close.

Except for the above offences, it is not usually an offence if the ball touches a player's hand or arm:

- directly from the player's own head or body (including the foot).
- directly from the head or body (including the foot) of another player who is close.
- if the hand or arm is close to the body and does not make the body unnaturally bigger.
- when a player falls and the hand or arm is between the body and the ground to support the body, but not extended laterally or vertically away from the body.

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside his/her penalty area when not permitted to do so, an indirect free kick is awarded but there is no disciplinary sanction.'

10.5.7 Denying a goal or an obvious goalscoring opportunity (DOGSO)

'Where a player denies the opposing team a goal or an obvious goalscoring opportunity by a handball offence, the player is sent off wherever the offence occurs.

Where a player commits an offence against an opponent within his/her own penalty area which denies the opponent an obvious goalscoring opportunity and the referees award a penalty kick, the offender is cautioned if the offence was an attempt to play the ball; in all other circumstances (e.g. holding, pulling, pushing, no possibility to play the ball, etc.), the offending player must be sent off.

A player, sent-off player, substitute or team official who enters the pitch without the required permission from one of the referees or in violation of the substitution procedure and interferes with play, committing an offence by denying the opposing team a goal or an obvious goalscoring opportunity, is guilty of a sending-off offence.

The following must be considered when determining whether it is a DOGSO situation:

- the distance between the offence and the goal
- the general direction of the play
- the likelihood of keeping or gaining control of the ball
- the location and number of defending outfield players, as well as the goalkeeper
- whether or not the goal is "unguarded"

If a goalkeeper is just in front of his/her own goal to guard it, it is considered that no DOGSO offence can be committed, even if the situation meets the other criteria for DOGSO.

If a goalkeeper commits an offence which denies the opposing team an obvious goalscoring opportunity or denies the opposing team a goal or an obvious goalscoring opportunity by handling the ball outside the penalty area when his/her goal is unguarded or only guarded by an outfield defending-team player behind the goalkeeper, the goalkeeper is considered guilty of a DOGSO offence.

If the number of attacking-team players is greater than the number of defending-team players (except the goalkeeper) guarding the goal, this is considered to be a DOGSO situation.'

10.6 Game duration

10.6.1 Game duration for junior competitions shall be as follows

Under 8/10/12 - will consist of 2 X 13-minute halves, run off the clock, with a 1-minute timed half time break.

Under 14/16 – will consist of 2 X 15-minute halves, run off the clock, with a 1-minute timed half time break.

THERE WILL BE NO TIME ADDED ON AT THE END OF EITHER HALF, UNLESS A SERIOUS INJURY OCCURS AND THIS IS AT THE DISCRETION OF THE REFEREE IN CHARGE.

10.6.1.2 Game Duration for all age groups from Under 19s upwards will consist of 2 X 20-minute halves, run off the clock, with a 3-minute half time break

10.6.2 Players are entitled to an interval at half-time. The half-time interval must not exceed 1 minute in Junior Competitions (under 16 down) and 3-minutes in all other competitions. Competition rules must state the duration of the half-time interval. The duration of the half-time interval may be altered only with the consent of the referee.

10.6.3 Time wasting as determined by the referee will result in a yellow card and a free kick will be given.

10.6.4 The timekeeper signals the end of each period (and the extra-time periods) with an acoustic signal.

- The period finishes when the acoustic signal sounds, even if the referees do not signal the end by blowing their whistle.
- If a direct free kick beginning with the sixth accumulated foul or a penalty kick is awarded when a period is about to end, the period will be considered to have ended once the direct free kick or penalty kick has been completed. Either kick is considered completed when, after the ball is in play, one of the following occurs:
 - the ball stops moving or goes out of play.
 - the ball is played by any player (including the kicker) other than the defending goalkeeper.
 - the referees stop play for an offence by the kicker or the kicker's team.
- A goal scored according to Law 10.1 but after the end of the period, as indicated by the timekeeper with the acoustic signal, will only be allowed in the above situations.

Periods of play will not be extended in any other case.

10.6.5 DRINKS BREAKS are at the discretion of the referee and will only be permitted when the ambient temperature is higher than 32 degrees indoors.

10.7. Pitches

10.7.1 Pitches shall be the indoor pitches at EQUEX Multi Purpose Sports Centre OR Bolton Park Stadium, Wagga Wagga OR at a nominated Wagga Futsal Venue.

10.8 Points allocation

10.8.1 Points will be allocated as follows;

3 points for a win.

1 point for a draw.

0 points for a loss.

0 points for a bye.

11. Points Table

11.1 At the completion of the competition round robin matches, the point's table placement of teams will be determined by the number of points accrued in playing those matches. The team with the highest number of points will be placed first. The remaining teams will be placed according to their point's accrual with the next highest number being placed second and so on.

11.2 In the event that two teams are equal on points then the following elimination process shall apply to determine the respective placements:

11.2.1 The team with the higher goal difference would be placed as the higher of the two. If there remains a tied outcome then;

11.2.2 The team with the highest goals for would be the higher of the two. If there remains a tied outcome, then;

11.2.3 The result of the match or aggregate result in the matches played would place the winner as the higher of the two. If their match was drawn or this was a tie, then;

11.2.4 A coin is tossed to determine the position.

12. Match sheets

All match sheets will be provided by Wagga Futsal

12.1 It is the responsibility of the respective teams to ensure that match sheets are correct and include all player's names and shirt numbers prior to the start of the game.

12.2 Only players correctly listed on the match sheet at the start of play will be permitted to participate. Names of players registered to their team may only be added to the match sheet with the permission of Wagga Futsal if there is an error.

12.3 Should a player take the pitch that is not listed on the match card prior to the commencement of the game will result in a loss of one goal to the opposition.

12.4 The referee may refuse to let a team take the pitch until its part of the match sheet has been checked by a team official to ensure correct names and numbers for that team.

12.5 A team's match sheet must be shown to the captain or manager of the opposing team at his or her request.

12.8 At the conclusion of the game representatives from both teams are required to sign the match sheet to verify the score and note any injuries that occurred during the match. Managers may also record any comments relating to purported breaches of these Rules.

12.9 Match sheet must be signed by a representative of each team at the conclusion of the game. If left unsigned this may result in a turnover of the result.

12.10 If a match sheet is unsigned then the team whose representative has failed to sign has no ability to question or challenge any published scores.

13. Late start

13.1 Teams not ready to kick off at the scheduled time as signalled by the referees will immediately be penalised one goal and a further goal for every 2 (two) minutes that they are late.

13.2 If a team is not ready to kick off after five minutes past the scheduled kick off time as signalled by the referees the team will be considered to have forfeited the game and penalised as per Rule 15

14. Rescheduling of matches

14.1 Rescheduling of matches by teams will not be permitted.

15. Forfeiture of games

15.1 Teams must notify Wagga Futsal at least 24 hours prior to their game of their intention to forfeit.

15.2 Notification of forfeiture must be in writing, either via e-mail or by hand.

15.3 Forfeiture of games will result in a score-line of 5-0 being recorded against the forfeiting team.

15.4 Teams forfeiting twice in a single season may be removed from the competition, with no refund of fees.

16. Abandonment of games

16.1 An abandoned game as a result of player, spectator, or team official's conduct will result in the awarding of a 5-0 result being recorded against the offending team.

16.2 Games may be abandoned by the appointed referee on the grounds of;

16.2.1 threatening behaviour or conduct by player, team, spectator, or team officials,

16.2.2 insufficient players left on the pitch in accordance with FIFA Futsal Rules (less than 3)

16.2.3 physical violence against an appointed referee, player, spectator or team officials

16.3 Teams or individuals found responsible for the abandonment of games will be excluded from further participation in the competition.

16.4 Games may also be abandoned due to circumstances beyond the control of the appointed referee such as;

16.4.1 unsafe pitch conditions

16.4.2 power failure causing insufficient lighting

16.4.4 fire, flood or bomb threat

16.4.5 or any other conditions that may endanger the players' safety causing the abandonment of games.

16.5 In circumstances described by Rule 16.4, neither team will be penalised as a result of the abandonment, and the game will recommence once conditions are deemed satisfactory for play to recommence within 30 minutes.

16.6 Games will recommence from the point of abandonment and scores will commence unchanged from those recorded at the time of abandonment.

16.7 If games are unable to recommence within 30 minutes of the abandonment due to time constrictions then games will be deemed as being a 1-1 draw.

16.8 Where a game under Rule 16.7 has no bearing on the result of the competition, it may be cancelled by Wagga Futsal with the consent of both Teams.

16.9 In the event of a walk-off by a team before the end of a game, that team will be considered to have forfeited the game. In the event that the score line against the offending team is greater than 0 – 5, the match will be abandoned and the score will be recorded as it was prior to the walk-off.

17. Minimum number of players

17.1 Any team that has less than three(3) players on the pitch either before or during the match will be considered to have forfeited the game. In the event that the score line is greater than a 0 – 5 deficit, the score will be recorded as it was.

17.2 A minimum of 3 players are required on pitch to commence a game.

18. Unregistered players

18.1 Any player playing with a team in any competition who is not correctly registered in line with these rules shall be deemed an unregistered player.

18.2 The playing of unregistered players is not permitted under any circumstances and will result in the offending team forfeiting the game.

18.3 Any players deemed to have played in competition as unregistered players will also be excluded from the remainder of the competition, unless they register as per 3.1 and 3.2

19. Technical Area

19.1 Only currently registered and eligible Players, Coaches and Team Officials are allowed in the Technical Area during Matches.

19.2 All Players in the Technical Area, must wear a training bib.

(Rule 19.2 is currently not in use due to Covid precautions)

19.3 All Team Officials in the Technical Area are asked to wear clothing that contrasts with the kit of the Players and the Match Officials. Should their clothing clash, they are required to wear a bib that does not clash with the colours of the Players and Match Officials.

19.4 The home Team on the draw will occupy the left-hand side bench as viewed from the Team bench towards the field of play.

19.5 All substitutes in the Technical Area must remain seated unless moving to and from warm-up.

19.6 Only one (1) person at a time is authorised to convey tactical instructions from the Technical Area.

19.7 A maximum of seven (7) people are permitted in the Technical Area. These seven (7) people are to be made up of five (5) substitute Players and a maximum of two (2) registered Team Officials.

19.8 Seating will be supplied and placed in position by Wagga Futsal in sufficient quantity to seat seven (7) people from each Team.

20. Substitution procedure

20.1 A substitution may be made at any time, whether the ball is in play or not.

20.2 To replace a player with a substitute, the following conditions must be observed:

- The player leaves the pitch via his own team's substitution zone, save in the exceptions provided for in the Futsal Laws of the Game
- The substitute only enters the pitch after the player being replaced has left
- The substitute enters the pitch via his own team's substitution zone
- The substitution is completed when a substitute enters the pitch via his own team's substitution zone, after handing his bib to the player being replaced, unless this player has had to leave the pitch via another zone for any reason provided for in the Laws of the Game, in which case the substitute shall hand his bib to the third referee
- From that moment, the substitute becomes a player and the player he has replaced becomes a substituted player
- The substituted player may take further part in the match
- All substitutes are subject to the authority and jurisdiction of the referees, whether called upon to play or not
- If a period is extended to allow a penalty kick, a kick from the second penalty mark or a direct free kick without a wall to be taken, only the goalkeeper of the defending team may be substituted.
- A maximum of 5(FIVE) substitutes per team may warm up at any one time and must not warm up behind either goal.

20.3 Changing the goalkeeper

- Any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match.
- Any player may change places with the goalkeeper.
- A player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with his number on the back.
- A goalkeeper or substitute replacing the goalkeeper is not permitted to wear a cap/hat or headwear unless it is protective headwear that poses no risk to the goalkeeper or opposing players.

20.4 Infringements and sanctions

- If a substitute enters the pitch before the player being replaced has left or, during a substitution, a substitute enters the pitch from a place other than his own team's substitution zone:
 - the referees stop play (although not immediately if they can apply the advantage)
 - the referees caution him/her for infringing the substitution procedure and order him/her to leave the pitch. If the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage (see FIFA Futsal Laws, Law 13 – Position of free kick). If this substitute or his team also commits another infringement, play is restarted in accordance with the section entitled "Interpretation of the Futsal Laws of the Game and Guidelines for Referees" (See FIFA Futsal Laws, Law 3). If, during a substitution, the player being replaced leaves the pitch for reasons not provided for in the Futsal Laws of the Game and via a place other than his own team's substitution zone:
 - the referees stop play (although not immediately if they can apply the advantage)
 - the referees caution the player for infringing the substitution procedure. If the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage

In the event of any other infringements of this Law:

- the players concerned are cautioned
- the match is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage.

20.5 Players and substitutes sent off

- A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.
- A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.
- A substitute may replace a sent-off player and enter the pitch after two minutes of playing time have elapsed since the sending-off, provided that he has the authorisation of the timekeeper or the second referee (assistant referees), unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:
 - I. If there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth player.
 - II. If both teams are playing with three or four players and a goal is scored, both teams remain with the same number of players.
 - III. If there are five players playing against three, or four against three, and the team with the greater number of players scores a goal, the team with three players may be increased by one player only.
 - IV. If the team that scores the goal is the one with fewer players, the game continues without changing the number of players.

21. Withdrawal of teams

21.1 In the instance of a team withdrawing from competition all fees paid are non-refundable. Extenuating circumstances may be considered at the discretion of Wagga Futsal. Administration fees will still apply.

21.2 In the instance of a team forfeiting two games in the competition, then Wagga Futsal reserves the right after reasonable investigation to withdraw the team from the competition.

22. Borrowing of players

22.1 Players cannot be borrowed from another team in the same competition in which they are playing.

22.2 Only fully registered Futsal players are permitted to be used as borrowed players.

22.3 Players who are borrowed may only play in the age group above, if they have been approved by Wagga Futsal and it deems that they are able to play without risk to themselves or others. If a player has been assessed against the Relative Age Effect Chart and is deemed eligible then that player can only play up one age group and may not play down an age group.

22.4 Permission may be granted for female players to play 1(one) year below their chronological age once again this must be in writing. The exclusive permission of Wagga Futsal may be granted in extenuating circumstances.

23. Spectators

23.1 Each Team must keep its members and spectators in check, preventing any disturbance amongst its spectators and generally assist the organisers in the preservation of law, order and good discipline at the competition.

24. YELLOW AND RED CARDS AND SUSPENSIONS

24.1 Yellow Cards

24.1.1 If a player accrues three (3) yellow cards in the competition, that player shall serve an automatic one (1) match ban in the next scheduled match in that competition.

24.1.2 If a player accrues a further yellow card in the same competition, that player must serve an automatic one (1) match ban in the next scheduled match in that competition.

24.1.2 All yellow cards continue from the regular season through into the final's series. That means that if a player accrues two (2) yellow cards in the regular season and is booked in a finals match then they miss the next match automatically.

24.2. Red Cards

24.2.1 Any player who receives a red card in a match must serve an automatic one (1) match ban in the next scheduled match in that competition.

24.2.2 The suspension may be increased, dependent on the offence, in line with the Wagga Futsal Disciplinary Procedures that are available on the Wagga Futsal Website.

24.3 Suspensions

24.3.1 Any player who receives a suspension must serve that suspension in the next scheduled match (es) for their team until the suspension is served completely.

24.3.2 If a player is suspended and their team forfeits the next match, that player is deemed not to have served the suspension in the forfeited match. However, if the opposition forfeits the match, the player is deemed to have served the suspension.

24.3.3 Any player who is suspended and plays in a match before the period of their suspension has been served will not be permitted to play again during the competition.

25. INJURED PLAYERS

25.1 Stoppage for an injury must be resolved within 2mins. If possible, the injured player should be removed from the court within this time. Teams unable to resume play are deemed to have forfeited. Coaches must ensure all injuries for their players are noted on the Incident Log at the front desk.

FIFA LAWS OF THE GAME EXTRACT ON THE PITCH.

- Pitch surface Matches should be played on flat, smooth and non-abrasive surfaces, preferably made of wood or artificial material, according to the rules of the competition.
- Concrete or tarmac should be avoided.
- Artificial turf pitches are permitted in exceptional cases and only for domestic competitions.

Pitch markings

- The pitch must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries and must be clearly distinguishable from the colour of the pitch.
- The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.
- The pitch is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.
- The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3m is the preferred marking around it, however this is dependent on the existing markings present.
- A mark must be drawn outside the pitch, 5m from the corner arc and at right angles to the goal line, to ensure that defending players retreat this distance when a corner kick is being taken. The width of this mark is 8cm.
- Two additional marks, each at a distance of 5m to the left and the right of the second penalty mark, must be made on the pitch to indicate the minimum distance to be retreated when a kick is being taken from the second penalty mark. The width of this mark is 8cm.

The penalty area

- Within each penalty area, a penalty mark is made 6m from the midpoint between the goalposts and equidistant to them.
- A second mark is made 10m from the midpoint between the goalposts and equidistant to them.

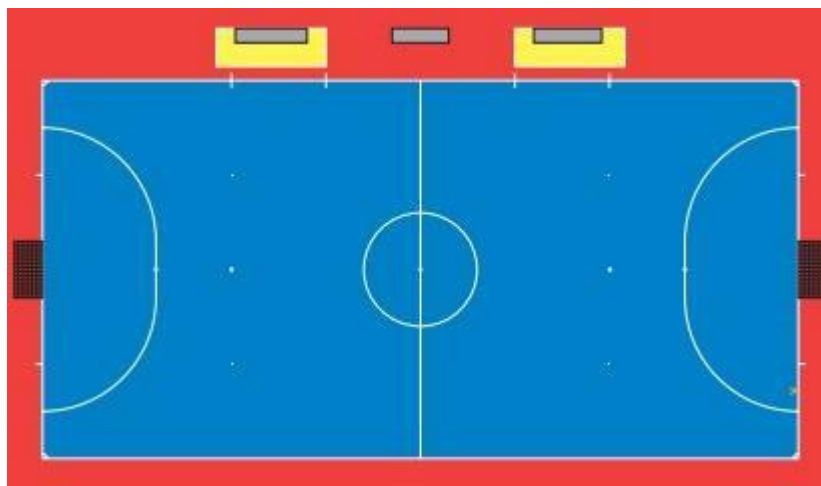
Goals

- A goal must be placed on the centre of each goal line.
- A goal consists of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of wood, metal or other approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous to players.
- The distance (inside measurement) between the posts is 3m and the distance from the lower edge of the crossbar to the ground is 2m.
- Both goalposts and the crossbar have the same width and depth, 8cm. The nets must be made of hemp, jute or nylon or other approved material and are attached to the back of the goalposts and the crossbar with a suitable means of support. They must be properly supported and must not interfere with the goalkeeper.
- The goalposts and crossbars must be of a different colour from the pitch.
- The goals must have a stabilising system that prevents them from overturning. Portable goals may only be used if they satisfy this requirement.

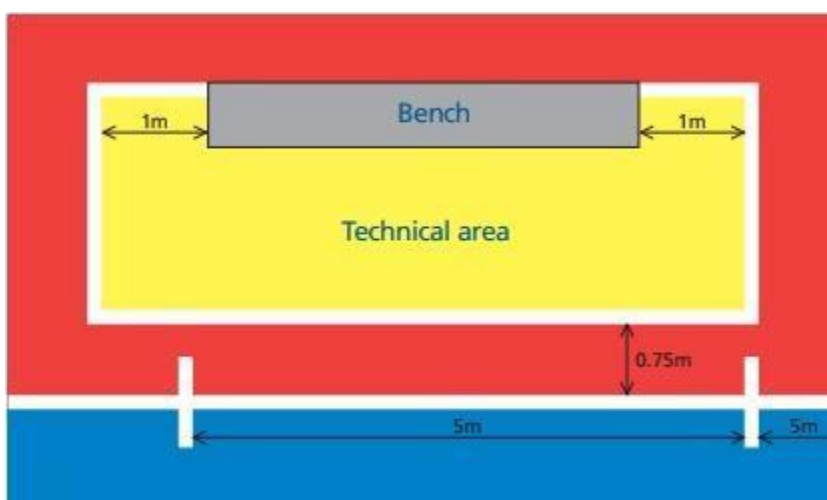
The substitution zones

- The substitution zones are the areas on the touch line in front of the team benches, the purpose of which is described in Law 3 of FIFA Futsal Laws Of The Game.
- They are situated in front of the technical area and are ideally 5m in length, local centres may have different sizes.
- They are marked at each end with a line 40cm in length, 20cm of which is drawn on the pitch and 20cm off the pitch, and 8cm wide
- The area in front of the timekeeper's table 5m to either side of the halfway line is kept clear
- A team's substitution zone is situated in the half of the pitch defended by said team and changes in the second half of the match and periods of extra time, if any occur.

The Pitch



The Technical Area



Complete Rules are available at: www.waggafutsal.com.au/administration

