



*JUNIOR CUP COMPETITION*

*COMPETITION RULES*

*March 26<sup>th</sup> and 27<sup>th</sup> 2016*

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# WAGGA FUTSAL CUP COMPETITION RULES

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## **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 at least one person(s) over the age of 18 as a registered team official.

## **COMPULSORY EQUIPMENT + OTHER ITEMS**

### **2. Basic Uniform**

2.1 Playing shirts with sleeves are compulsory. Playing shirts must be matching with numbers clearly marked 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.

2.2 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.

2.3 Goal Keepers must wear uniforms that clearly contrast with the rest of the team and the opposing team and must be CLEARLY numbered on the back. No bibs will be allowed.

2.4 Teams are not to have black uniforms as that clashes with referee uniforms.

2.5 Matching long socks must be worn. Socks must cover the shin pads entirely.

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

2.7 Non marking shoes must be worn at all times.

2.8 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 or use the numbered bibs provided by Wagga Futsal ONLY.

### **3. Match Balls**

3.1 Match balls must bear the official logo 'FIFA approved' or 'FIFA inspected' logos.

3.2 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.

3.3 Wagga Futsal shall supply all Match Balls.

## **4. Identification and Registration**

4.1 ALL players must be registered with FFA and their requisite State Federation as a Futsal player for the 2015/2016 season in order to participate in the competition.

4.2 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.

## **5. Jewellery**

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

5.2 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.

## **6. 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 11.1 – 11.2).

7.2 For the purpose of defining player's age for competitions, it is deemed that a player's age is based on their actual age as of 31 December that year.

7.3 Minimum age for players to play in any age based futsal competition is five (5) years of age (as per Rule 9.1).

7.4 Male players are not permitted to play in female 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 the Federation. Female players playing in female competitions must play in their respective age group.

7.6 Players are permitted to play up to two (2) chronological years above their respective age groups in their gender specific competitions. 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.

7.7 In all aged based competitions, the home team must provide a scorer and the away team must provide a linesperson if requested.

## **8. Draws**

8.1 Draws for the competition will be e-mailed to competing teams and published on the Wagga Futsal website.

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 My Football Club 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.

9.2.3.4 An team's or individual's playing status – i.e. outstanding suspensions etc.

## **10. CONDUCT OF GAMES**

### 10.1 Game duration

10.1.2 Game duration for all competitions will consist of 2 X 13 minute halves, run off the clock, with a 2 minute half time break.

### 10.2. Courts

10.2.1 Courts shall be the indoor courts at Bolton Park Stadium, Wagga Wagga.

### 10.3. Points allocation

10.3 Points will be allocated as follows;

10.3.1 3 points for a win.

10.3.2 2 points for a draw. 2

10.3.4 0 points for a loss.

## **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 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;

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

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

11.2.4 A coin is tossed to determine the position.

11.2.5 Where more than two teams finish equal on points, the ranking of teams is first determined by Goal Difference and if still equal Goals For will be considered.

## **12. Match sheets**

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 may only be added to the match sheet in accordance with (30.1-11).

12.3 Should a player take the court 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 court until its part of the match sheet has been presented to him or her.

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.

## **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 Rule14

## **14. Rescheduling of matches**

14.1 Rescheduling of matches by teams will not be permitted.

## **15. Forfeiture of games**

14.1 Teams must notify Wagga Futsal at least 2 hours prior to their game of their intention to forfeit.

14.2 Notification of forfeiture must be in writing.

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

## **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 court in accordance with (28.1-2),

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 court conditions

16.4.2 power failure 27.4.3 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 players on the court 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 court 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.

## **19. Withdrawal of teams**

19.1 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.

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

## **20. Borrowing of players**

20.1 The borrowing of players will only be permitted in extenuating circumstances, beyond reasonable control, during the competition and with the exclusive permission of Wagga Futsal.

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

20.3 Players may only play up one age group and may not play down an age group, once again this must be in writing and with the exclusive permission of Wagga Futsal and in extenuating circumstances.

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

## **21. Spectators**

21.1 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.



## **22. REFEREES**

### 22. Appointments

22.1 Unless otherwise decided, the appointment of referees will be made by the Wagga Futsal Competition Manager.

### 23. Persons not to approach referee

23.1 With the exemption of team manager/captains carrying out the requirements of Rule 22 (Match Sheets) no person may approach the referee at the end of a game for any purpose whatsoever without his or her consent.

### 24. Referee unable to complete game

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

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

## **YELLOW AND RED CARDS AND SUSPENSIONS**

### 25. Yellow Cards

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

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

### 26. Red Cards

26.1 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.

### 27. Suspensions

27.1 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.

27.2 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.

27.3 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.

## **28. REPRESENTATIVE PLAYERS**

28.1 Any team with 4 (four) or more representative players must 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.

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## WAGGA FUTSAL CUP BASIC COMPETITION RULES

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1. The game of Futsal is played on a court.
2. A team consists of 5 players; 4 court players and 1 goalkeeper.
3. All games must start with each team having a minimum of 4 players on the court. If a team cannot field 4 players to start the game, they must forfeit.
4. Unlimited 'flying' substitutes: Players can re-enter the game as many times without notifying the referee, this includes the goalkeeper. Substitutions must take place at half way. The exiting player/s must be completely off the court before the substitution can take place.
5. From a kick off the ball must be played forward, opposition players must retreat 3 metres from the kick off until the ball is played.
6. There will be NO offside.
7. When the ball goes out over the sideline, a kick-in takes place. The ball must be placed stationary on the sideline and kicked in. All opposing players must be at least 3 metres from the ball.
8. For a ball to be out of play or a goal scored, 'ALL' of the ball must be over 'ALL' of the line.
9. There is a 4 second time limit at kick ins, corner kicks, free kicks and goal clearance.
10. A goal CANNOT be scored directly from a kick in unless it touches another player.
11. A player can score direct from a corner.
12. Players are not allowed to play at the ball whilst on the ground, except for the goalkeeper who can only do so within the goal 'D'.
13. NO slide tackling.
14. Dangerous play is NOT allowed.
15. For every 'Direct' foul after the fifth in one half of the game, the team that the free kick is awarded to is given a 10-metre penalty. (This is an official FIFA rule introduced to stop foul play.)
16. The first penalty mark is 6 metres from the goal line and the second penalty mark is 10 metres.
17. The goalkeeper CANNOT throw, dropkick or punt kick the ball over 2/3's of the court.
18. Goalkeepers 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 17 above.
19. The goalkeeper has a 4 second time limit to release the ball unless they are in the opposing half of the court, at which they have unlimited time.
20. Goalkeepers are NOT allowed to pick up a pass from any of their team mates (back pass).

21. Once a goalkeeper has released the ball from their possession, they may not receive it back unless it has been over the half way line or been touched by an opposing player (2 touch rule).

22. During the game, the referee has the option of using 2 disciplinary cards – yellow and red. If a player receives a red card, that player is immediately expelled from the game.

23. Referees have the right to warn, ask to leave or eject from the stadium any player or spectator whom they feel is bringing the game to disrepute.

24. The referee's decision is FINAL.

25. The Competition Organiser will rule on any queries from team managers/coaches only.

Social Mixed Rule Only – ONE female must be on the court at all times.