

JUNIOR FUTSAL COMPETITION

RULES

Introduction

All players, parents and coaches are subject to MARC's Centre Rules and MARC's Conditions of Entry and Use.

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 Moorabool Aquatic & Recreation Centre ("MARC"), unless a MARC Futsal Competition Rule listed below provides otherwise. In the event of any inconsistency between the FIFA Laws and MARC Competition Rules, the MARC Competition Rules will take precedence over the FIFA Laws.

It is the responsibility of each player and coach to be familiar with the MARC Stadium Futsal Competition rules.

Competition and match duration

- 1.1 A game shall consist of two 14-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 MARC management and referees to ensure a social and competitive competition.
- 1.3 MARC Stadium reserves the right to set the duration of a competition, which will be available [junior-futsal-comp-rules1.pdf](#)
- 1.4 Finals will be played over a one-week period. Whichever team finished top 2 on the ladder for their division will go into a Grand Final match on the last round. Medal presentations are only for the grand final game.
- 1.5 Any team that isn't in the Grand Final games will still participate in a "friendly" match organised by MARC Stadium 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 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 has not registered a minimum of 5 players, MARC Stadium 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 MARC Stadium competition management.
- 2.5 If MARC Stadium 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 MARC Stadium competition management.

- 2.6 If a player is unable to register online, he/she can provide details to MARC Stadium 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 and they are not registered under your team, please check with MARC Stadium competition management to get this fixed.
- 2.8 Any additions or changes to teams must be advised to MARC Stadium 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 center from management. Any spectator who wishes to take photos in the stadium area will need to obtain a photography wristband from MARC Stadium reception beforehand and must be visible whilst taking photos.

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 MARC Stadium.
- 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 info@marcmoorabool.com.au

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 MARC Stadium competition management via email to info@marcmoorabool.com.au or in person. All players registered to a current MARC Stadium competition are covered by insurance.

Match Times

- 6.1 MARC Stadium 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 MARC Stadium competition management with a minimum of 1 weeks' notice. There is no guarantee that MARC Stadium 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.
- 6.6 If such a match is unable to be replayed after reasonable attempts to do so or before commencement of the finals, the match will be recorded as a nil-nil draw.

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 premierships points. The forfeiting team will receive no goals or premierships 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), MARC Stadium 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 MARC Stadium 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. MARC 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. MARC Stadium 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 MARC Stadium duty manager. A MARC Stadium 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 shirt (or bib).
- 10.2 Players filling in must also have the same coloured shirt ((or bib)), unless a fill-in player has been arranged by MARC Stadium 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 MARC Stadium 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 MARC Stadium 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 MARC Stadium 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 MARC Stadium 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), MARC Stadium 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 MARC Stadium 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.

MARC Stadium 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 player 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 sideline at a distance no greater than 25 centimeters 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 onto 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 meter penalty) awarded prior to or on the siren must be played.

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 MARC Stadium competition management. All players have the right to a tribunal hearing with MARC Stadium 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 MARC Stadium 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 must go forward.
- 17.2 A goal cannot be scored directly from kick-off.
- 17.3 A defending player must stand back three meters 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 meters 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 meters 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 behavior; 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 behavior 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, MARC will operate in accordance with the guidelines set out by Sports Medicine Australia (available online at [Microsoft Word - Hot Weather Guidelines web download doc 2007.doc](#)).
- 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 MARC.
- 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 info@marcmoorabool.com.au

Miscellaneous

- 25.1 No pets (except guide dogs) are allowed at MARC. No bicycles or rollerblades are allowed on court.
- 25.2 There is strictly no smoking and no alcohol allowed at MARC.
- 25.3 Teams are to provide a contact with home, work and mobile telephone numbers and an email address. MARC will only use, disclose or deal with personal information in accordance with its privacy policy available at [Terms and Conditions - MARC Stadium](#)
- 25.4 Players play at their own risk. MARC 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 MARC's employees or agents.
- 25.5 Persons who have been asked to leave MARC or the court and who do not do so immediately will be treated as trespassers and evicted from MARC. MARC 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 MARC. 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 [fifa-futsal-laws-of-the-game-2023-24.pdf](#)) are administered and interpreted by the appointed competition referee. The referee's decision on the field of play are uncontested and endorsed by MARC's competition management. A suspended player or associate (such as a coach or spectator) can be sent from the venue if the referee so instructs. At all times the game is deemed to be under the control of the referee.