



Indoor Soccer Rules & Bylaws

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The following competition rules apply to all teams entering the Futsaloon Fives Competition. Team Captains/or Team Managers are to ensure that all players are fully aware of the Venue Centre rules of competition.

Insurance : As an affiliation of the FFV it is a requirement that each player is to be individually covered before taking the field or they will not be allowed to participate. All registration fees must be paid by round 3. Any team that has outstanding game fees or registration fees unpaid at the end of the competition shall **not** be able to play in the finals. After round 3, teams with outstanding registration payments will have their premiership points taken away.

Uniform : **All teams must wear matching shirts with numbers**, shorts of the same colour and long socks that cover the whole shin pad. Minor variations in colour and trim will be ignored. Goalkeepers are permitted to wear long trousers and each goalkeeper shall wear colours that easily distinguish him/her from the other players and referee. Teams will have until round 3 to have correct uniform. The penalty for incorrect uniform will be the loss of one goal per player in incorrect uniform. The referee in charge of the game will inform players of incorrect uniform prior to the player taking the court. If any disputes, please see the Administrator prior to the commencement of the game.

All players must wear adult size shin guards and socks must cover the whole of the shin guard. If available, shin guards are for hire, the cost being \$3.00 to hire with a \$7.00 deposit, which is refunded on return of the shin guards. Players will not be able to take the court unless wearing shin guards.

Jewellery - In accordance with FIFA 'Laws of the Game', a player is not to wear jewellery that is dangerous to himself or another player. Referees are required to adhere to the National Policy in regards to Jewellery. The only 'taping' permitted, is that of a flat wedding band.

Times : All senior matches will be timed and conducted as stipulated at each center.

The clock will begin at the fixtured time. 1 goal for the first five minutes a team is late will be deducted, then 1 goal for every 2 minutes after that. An automatic forfeit will occur if a team is not on court within 12 minutes of the fixtured start time.

Teams are advised to be at the court 10 minutes before the game starts, as the referee must check team sheet, correct uniform and shin guards.

A game cannot commence unless a team has a minimum of 4 players or more to begin with and full game fee must be paid prior to the game start, the game will not start, but the clock will. Players are not permitted to play for other teams unless granted permission by the opposition and administrator, the only exception being to make the fourth player to avoid a forfeit.

Forfeits: Forfeits that are not notified at least 24 hours before the scheduled game time will be charged at the equivalent of the game fee

Forfeits that are not notified will be charged the equivalent amount of the game fee plus an additional game fee on behalf of the opposition.

Forfeits must be paid for before the next scheduled game of the forfeit or all premiership points will be removed. A forfeit is recorded as a 3 – 0 loss.

Teams withdrawing after fixtures have been drawn are liable for a \$60.00 withdrawal fee. All players who compete in a minimum of Five Matches for their team are eligible to play in the finals . They must also be registered with that team

All teams entered into the competition will have to pay a '**Bond Fee**' equivalent of a match fee. The bond fee will be forfeited if the team withdraws or is withdrawn by the organizers of the competition at any stage of the season. If a team fails to turn up at the appointed time then the bond will be forfeit.

In the instance of a team withdrawing from competition all fees paid are non refundable. Extenuating circumstances may be considered at the discretion of the organizers.

Match fees : Payment of match fees should be made prior to the commencement of the game.

The Team's responsibility is to ensure:

- (i) It has minimum number of four (4) players to commence the match, team consists of 4 players and a goalkeeper
- (ii) All players participating in the competition must be registered with FFV Futsal.
- (iii) All players taking the field are correctly registered on the match record including shirt numbers prior to the start of the game.
- (iv) All players taking the field are eligible to play and are not under suspension.
- (v) All players are ready to commence the fixture at the scheduled kick-off time.
- (vi) All players wear the appropriate apparel, including shin guards before taking the field.
- (vii) team captain/contact to ensure team turns up in time or forfeit occurs

Match Records

The team sheet will list all players and their details eligible to take part in the fixture.

Should it be found that a team fielded an ineligible player in a fixture, the offending team will forfeit the game.

The referee must note the details of any disputed player(s) and send this together with a match report to the administration.

It is recommended that both teams only sign the match record once the match official has recorded all outstanding details of the match record, at the conclusion of the fixture.

Interchange / Substitution of Players

Each team can make an unlimited amount of interchanges in any given fixture, with up to seven (7) interchange/substitute players permitted to be named on the match record in addition to the five (5) starting players. Teams are allowed one substitute if permission granted by opposition

Match Balls

At the conclusion of the game, the referee will return the match ball to the competition administrator.

A size 4 match ball will be used for the competition

Home teams

All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours. It is the responsibility of the away team to change into the bibs provided.

All teams are required to have a team delegate with an active email address

Yellow and Red cards will be handed out to any player in accordance with the FIFA Handbook. A red card could mean 1 to 3 weeks automatic suspension, if a player is suspended for more than 1 week, an email will be sent to the team contact. 3 yellow cards to any player in a season, the player will be suspended for 1 match. 2 yellow cards in the same match is the same as a red card.

All referees are members of the FOOTBALL FEDERATION OF VICTORIA.

Tribunal - If a player is reported by the referee, the tribunal will consist of a Fusaloon 5's Administrator and a member of the F.F.V. who will conduct hearings as required.

RED CARD FIXED PENALTY SUSPENSIONS

Striking an Opponent ,Kicking an Opponent ,Elbowing an Opponent	Auto game +3
Spitting at an Opponent	Automatic Game
Sabotaging an obvious Goal-Scoring Opportunity (tripping)	Automatic Game
Sabotaging an obvious Goal-Scoring Opportunity (holding)	Automatic Game
Sabotaging an obvious Goal-Scoring Opportunity (impeding)	Automatic Game
Sabotaging an obvious Goal-Scoring Opportunity (handball)	Automatic Game
Violent Tackle from Behind	Auto +3
"Over the Ball" Tackle	Auto +3
Making Obscene Gestures Offensive	Auto +2
Insulting or Abusive Language	Auto +2
Second Caution	Automatic Game
Send-Off Offence not previously specified	Tribunal to Determine

TRIBUNAL REQUEST AGAINST FIXED PENALTY (PLAYER SEND-OFFS)

A request to review a penalty can be lodged at a cost of a match fee. The cost is returned only if the tribunal reverses their decision.

A team whose player has been expelled (red-card) and suspended in accordance with the Fixed Penalty System, may lodge a Tribunal Request. The Tribunal cannot dismiss the expulsion (red-card) and/or automatic one game suspension from the players record.

The tribunal Request will give the team and player an opportunity to present to the Tribunal a case for the reduction of the fixed penalty (except for the automatic game).

Futsal - F.I. F.A. Laws as per the Law book are administered and interpreted by the appointed competition referee. The referees decisions on the field of play are uncontested and endorsed by the competition administrators.

A suspended player or associate 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

First Aid - If first aid is required, please see the Administrator who will assist if first aid is required, please refer injuries to the Administrator who will record incidents occurring on the field of play as deemed to be for official purposes.

Blood Rule - In the event a player suffers an injury or wound which results in the loss of blood, the appointed match official will request that the injured player receive attention outside the field of play. Only when the appointed match official is satisfied that the injury or wound has been safely covered and contained, will the player be permitted to rejoin the game. In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change his attire before being permitted to rejoin the game. Should the injured player be required to change his uniform, then the appointed match official will show discretion in allowing the player to wear an alternative numbered shirt if another shirt of the same number is unavailable.

Eye safety: for players with vision corrections - In accordance with FIFA Laws of the Game, a player is forbidden to wear equipment that is dangerous to himself or another player. Any player wearing spectacles must either:

1. Have them secured by means of a sports band or adjustable strap.
2. Have properly and firmly fitting curled ends of the arms of the glasses.
3. Wear protective sports glasses that are constructed of plastic with rubber cushioning and no metallic parts.
4. Wear contact lenses.

Enjoy your game and play safely as your safety is of paramount importance to us.