



SOCIAL LEAGUE JUNIORS

RULES AND REGULATIONS

1. INTRODUCTION

- 1.1 Welcome to the competition. These rules are written with the intention of creating an environment that not only promotes healthy competition, but also promotes the ideals of fair play and good conduct.
- 1.2 Please make sure that you read the by-laws carefully, as they will be referred to whenever a dispute or protest is made.

2. INTERPRETATION

Day-to-day interpretation of these by-laws shall be the responsibility of the game officials. Clarification can be sought from the Competition Manager on the night.

3. NOMINATION

- 3.1 All teams must complete a team nomination form for each season.
- 3.2 All nomination forms must be completed in full. The team manager/contact is responsible for their team including any team fines and communication. The team contact must be aged 18 or over.

4. PLAYER REGISTRATION

- 4.1 Each team must register their players and pay the annual registration & insurance fee of \$50 per player prior to the commencement of the first game of the season. The registration process can be done online at profutsal.com.au or in person at the Pro Futsal Centre.

4.2 New players can be registered at any time throughout the season, provided they comply with the by-law requirements.

4.3 Players are permitted to fill-in for other teams, provided that the Competition Manager has given their approval.

4.4 In Finals, players are permitted to play for one team only.

5. FIXTURES

5.1 Pro Futsal will determine fixtures for the season, and reserves the right to make changes (forfeits, withdrawals, etc).

5.2 Pro Futsal will endeavor to provide an even spread of games amongst the available timeslots. This may not always be achievable.

6. SCORE SHEETS

6.1 Team Sheets will be provided to all teams before the game.

6.2 Team Sheets need to be checked and filled out in full (First name and Surname) prior to the start of the game. Only real names are to be written on the score sheet.

7. PLAYERS

7.1. A team must have a minimum of 4 players entered on the score sheet who are ready to take the court at the commencement of the game.

7.2. A maximum of four players may be on each team's bench.

7.3. No more than 3 Junior State Futsal League (JSFL) players are allowed to play a game for each team.

7.4. Players must play in the appropriate age group league.

8. PLAYER EQUIPMENT

8.1. All players are required to wear a team uniform consisting of the same coloured tops.

8.2. All players must remove objects such as watches/jewelry that may be dangerous to other players. A medic alert bracelet may be worn.

8.3. Appropriate non-marking footwear must be worn to play. A player may be excluded from playing if they do not have appropriate footwear.

8.4. Shin pads are compulsory and must be covered by long socks.

9. TEAM RESPONSIBILITIES

Teams are responsible for the conduct of its players and spectators. Teams are expected to participate in accordance with the ethos of fair play.

10. TEAM CONTACT/ COACH

10.1. During the season, the team contact/ coach is responsible for:

- a. payment of game fees and any forfeit fees incurred by the team; and
- b. notifying management of any changes to the status of the team (withdrawal, change of contact, adding new players, etc).

10.2. On game day, the team contact/ coach is responsible for:

- a. completing the team score sheet in full and checking correctness at the end of the game;
- b. ensuring the behavior of both players and spectators is kept in line with the by-laws and ethos of Pro Futsal;
- c. only the team contact/coach is allowed to sit on the bench to manage the team; and
- d. only the team contact/ coach is allowed to communicate with the referee and competition manager.

11. REFEREES

11.1. Prior to the game, the referee is responsible for:

- a. inspecting the condition of the court, balls and equipment;
- b. collecting payment receipts before the game;
- c. ensuring players are wearing correct uniforms and providing bibs as necessary;

- d. checking players' equipment;
- e. checking score sheets are filled (it is the team coach's responsibility to complete the score sheet on behalf of their team).

The referee will start the game on time); and

- f. informing the players and applying late penalties as needed.

11.2. During the game, the referee is responsible for:

- a. ensuring that the rules of Futsal are adhered to;
- b. sanctioning misconduct and delays;
- c. educating players on rules; and
- d. monitoring the court to ensure a safe playing environment.

11.3. After each game, the referee is responsible for completing the score sheet and signing off on the score sheet.

11.4. The referee's decision is final. Any discussion about their decision must come at the request of the Team Contact/ Coach.

12. ILLEGAL PLAYERS

12.1. The penalty for playing an illegal player is automatic forfeiture of points for the game in which the offence occurred.

12.2. Illegal players are defined as:

- a. players under suspension;
- b. players participating under an assumed name;
- c. non-observance of qualification criteria for finals; and
- d. unregistered players without a signed waiver.

13. GAMES

13.1. The game fee for each team is \$60 and this fee must be paid prior to the game commencing.

13.2. Games will be played on a time limit of 2 x 14 minute halves with a

1 minute half-time.

13.3. The clock will not be stopped for injuries.

13.4. The clock will begin counting down at the allocated match times regardless of teams being ready to play.

14. LATE STARTS

14.1 Late starts are penalised as follows:

- 5 minutes late- 1 goal
- 5 to 8 minutes late- 2 goals
- 8 to 10 minutes late- 3 goals
- 10 minutes or longer- forfeit

15. COMPETITION POINTS

Year 6 and below competitions will be run differently. Games will be played as normal with score taken on scoreboard and score sheets during the game, however there will be no league table or scores/points recorded. The last week of the season will be a Round Robin Fun Festival

Years 7 and above will continue as normal and follow the normal competition structure and points system below.

15.1 Points are awarded as follows:

- Win- 3 points
- Draw- 1 point
- Loss- 0 points
- Forfeit- -2 points

16. FORFEITS

16.1 Teams must notify the Centre of any forfeits no later than 5 hours prior to their scheduled game.

16.2 Teams not notifying of forfeits will be penalised with the loss of 2 points.

16.3 A forfeit fee of \$70 must be paid by the forfeiting team before or on the night of the team's next scheduled game. Should the fee not be paid, the team may be subject to removal from the competition. No competition points shall be awarded to forfeiting teams until they have paid their fine.

16.4 Any team forfeiting three or more times in a single season may be removed from the competition.

16.5 Results for forfeits will be recorded as a 5-0 score against the forfeiting team.

17. ABANDONED GAMES

17.1 If a team is unable to continue playing due to injury of a player that cannot be removed from the court, the game will be ended and the following results take place:

- a. Match stopped before half-time, the score will be a 0-0 draw;
- b. Match stopped after half-time, the score at the time will stand as the final result.

17.2 If a game is abandoned due to lack of team cooperation, misconduct, or any other incidents at the referee's discretion, the game will be ended and called a forfeit by the offending team. A win will be awarded to the opposition team.

18. PLAYER SUSPENSIONS

18.1 Players issued a red card are evicted from the game and automatically suspended for the next game. All red cards are up for review by the Competition Manager and can face a partial or complete suspension from the Centre.

19. PLAYER REPORTS

19.1 Players and spectators can be reported by any referee or staff member for any form of misconduct.

19.2 Misconduct includes, but is not limited to:

- a. abusive language
- b. unsporting conduct
- c. undue rough play
- d. resistance to obey a reasonable instruction from a referee or Competition Manager
- e. striking
- f. attempted striking

19.3 Reported players and spectators will be advised of the date and time of the incident.

19.4 Management reserves the right to expel or suspend players from the competition.

19.5 If a player has been reported, the team captain will be notified with the details of the report and the suspension (if any) to be served. The team, via the team captain, has 24 hours to lodge a written appeal and send it to competitions@profutsal.com.au. Further investigations will be conducted if required. The final decision will be relayed to the team captain.

19.6 Parents and spectators are strongly encouraged to support the teams. However, any verbal or physical abuse from parents and spectators towards any player, staff, or spectator will not be tolerated. Management reserves the right to expel spectators for the above.

20. FINALS

20.1 Years 6 and below will not play finals. The last week of the school term will be round robin fun festival. Years 7 and above will have finals as normal.

20.2 To participate in the finals, a player must be registered and have played a minimum of 3 games throughout the regular season.

20.3 In the event of a draw at the end of normal time, the game will be decided by a penalty shoot-out (3 penalties each).