

SCORELINE SPORTS



Indoor Soccer (Futsal 5-a-Side)

Teams Information Manual

June 2009

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1. Welcome - About the competition

Welcome the Scoreline Sports Indoor Soccer (Futsal 5-a-Side) competition. The information contained in this manual is aimed to ensure that the competition runs smoothly and that all teams have an enjoyable season. If you have any queries about any matter relating to the comp, please contact the Scoreline Sports office on 3876 8895, or ask the co-ordinator on your match night.

(A) AIMS OF THE COMPETITION

The Scoreline Sports Futsal competition started in 2004, with the aim of providing a fun, social competition for players to participate in Futsal (5-a-Side Indoor Soccer) in the city centre.

We want to have a well-run, competitive league for corporate and social teams, that is played in a friendly spirit. We will continue to develop the social side of the competition, and will aim to provide a bigger range of playing and social opportunities as we grow.

(B) THE VENUES

BRISBANE GRAMMAR SCHOOL (BGS)

Corner Gregory Terrace and College Road Spring Hill. Entry for Sports Centre carpark is from College Road. Walk across the footbridge from the carpark to the sports centre.

BRISBANE GIRLS GRAMMAR SCHOOL (BGGS)

Gregory Terrace Spring Hill. Use carpark inside front fence of the school near Gregory Terrace. Take the walkway through the school... follow the signs to the McCrae Grassie Sports Centre.

HEALTHSTREAM SPORTS AND FITNESS CENTRE KELVIN GROVE.

44 Musk Avenue Kelvin Grove Village (Corner Blamey St). Parking in streets around the centre. Walk in the front door off Musk Avenue, go up the stairs to the gym on level 1. Take the lift inside the gym up to the sports hall on level 2.

ALL HALLOWS SCHOOL

547 Ann St City. Only very limited parking available. Parking in surrounding streets after 6pm. Enter school from Dodge Lane.

(C)ADMINISTRATION PROCEDURES

1. Registration.

Coat of registration and insurance (for a designated number of players) is included in the team fees. Players must sign the registration sheet at the start of the season. If a team exceeds the designated number of players for that season, they may still register additional players for a small registration fee per player. (FOR DETAILS OF SPECIFIC SEASON FEES, PLEASE CONTACT SCORELINE SPORTS ON 3876 8895)

2. Team attendance sheets

On the reverse side of the team registration sheet is the team attendance sheet. ALL players must sign in every week. This is important for insurance, and also for verifying that you have played the correct number of games. Do NOT sign in on behalf of any other person.

2. Venue Regulations

IMPORTANT: Please note the following rules and regulations, which relate to all our venues.

- Traffic signs on campus roadways and car parks **must** be adhered to. At Brisbane Grammar, the internal entrance road through from Gregory Terrace is **one way**, and you must exit via the lower carpark near the sports centre, onto College Road.
- Dangerous or excessively noisy use of a motor vehicle on the grounds will not be tolerated.
- Disorderly conduct on the grounds will not be tolerated.
- Strictly no smoking on school/college property, including the Sports Centre and surrounds, walkway and car park.
- Only non-marking sports shoes to be worn on or around the timber playing surface.
- No food or drink (except for water) to be taken inside the sports centre.
- Spectators are not permitted on the timber floor area. The benches next to the court are for team members only. Spectators may watch from the grandstand or gallery.

PLEASE REMEMBER YOU ARE SHARING THE FACILITIES WITH OTHER USERS INCLUDING CHILDREN.

FAILURE TO COMPLY WITH VENUE REGULATIONS PUTS THE ENTIRE COMPETITION AT RISK, AND MAY RESULT IN THE OFFENDING TEAM BEING BANNED FROM THE COMPETITION.

IMPORTANT NOTE RE: PROPERTY DAMAGE TO VENUE:

Any damage occurring to the building, fittings or equipment owned by the school, is billed to Scoreline Sports as the hirer. Scoreline Sports will carry this cost if the damage occurs in the normal course of a match. HOWEVER: If you cause damage (a) in warm-up or some other activity outside the match itself (including entering and leaving the centre) OR (b) by an unnecessary action during a match (e.g. kicking a ball away in anger), you and your team will be liable for the repair bill.

3. Playing Rules

These rules are based on the standard rules of Futsal, with a few modifications. Scoreline Sports reserves the right to update or amend these rules during a season. Teams will be notified of any changes.

(A) NUMBER OF PLAYERS

1. A match shall be played by two teams, each consisting of not more than five players, one of whom shall be the goalkeeper.

To start a match the minimum number of players per team shall be three. (For mixed competition this must include one female).

If, in the event of players being sent off, fewer than two players are left in either of the teams, the match shall be abandoned.

2. Substitutes may be used in any match.
3. The maximum number of substitute players permitted shall be seven.
4. The number of "flying" substitutions made during a match is unlimited, except in the case of the goalkeeper, who can only be replaced when the ball is not in play. A player who has been replaced may return to the pitch as a substitute for another player.
5. A "flying" substitution is one which is made when the ball is still in play and for which the following conditions shall be observed:
 - a. the player leaving the pitch shall do so from the touchline crossing over at the sector called the substitution zone.
 - b. the player entering the pitch shall also do so from the substitution zone but not until the player leaving the pitch has passed completely over the touchline.
 - c. a substitute shall be subject to the authority and jurisdiction of the referees whether called upon to play or not.
 - d. the substitution is completed when the substitute enters the pitch, from which moment he becomes a player and the player whom he is replacing ceases to be a player.
6. A goalkeeper may change his place with any other player, provided that authorisation from one of the referees is requested and that the change is made during a stoppage in the game.

Action:

In the case of infringements of the substitution rules, referees may stop play to warn the offending player/team. In this case an indirect free kick will be awarded to the other team, at the place where play was stopped.

(B) REFEREES

A main referee shall be appointed to officiate at each game. His authority and the exercise of the powers granted to him by the Laws of the Game shall commence as soon as he enters the locality where the pitch is situated and shall cease as soon as he leaves it.

In some games an assistant referee may also be appointed. He has the same powers as the main referee, unless over-ruled by the main referee.

(C) THE START OF PLAY

1. **At the beginning of the game**, the team running from the main referee's left to right, will kick off. In an extra time situation, the kickoff shall be decided by the toss of a coin. The main referee having given a signal, the game shall be started by a player taking a place kick (i.e. a kick at the ball while it is stationary on the ground in the centre of the pitch) into his opponents' half of the pitch. All players shall be in their own half and the players of the team opposing that of the player taking the kick shall remain at a distance of not less than 3 m from the ball until it is kicked off; it shall not be deemed to be in play until it has traveled forward from halfway. The kicker shall not play the ball a second time until it has been touched or played by another player.
2. **After a goal has been scored**, the game shall be restarted in the same manner as mentioned above, the kickoff being taken by a player of the opposite team to the one which scored.
3. **After the half-time interval**, the teams shall change ends and the kickoff shall be taken by a player of the opposite team to that which started the game.

Action:

For any infringements of points 1, 2 and 3 of this Law, the kickoff shall be retaken. However, if the player taking the kickoff plays the ball again before it has been touched or played by another player, an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred. If this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the 6 m line at the place nearest to where the infringement occurred.

A goal cannot be scored directly from a kickoff. If the ball goes into the net directly from the kickoff it will be a goalkeeper's ball.

4. **After temporary stoppages**. When restarting the game after a temporary suspension of play from any other cause not mentioned elsewhere in these Laws, provided that immediately preceding the suspension the ball has not passed over the touch or goal lines, one of the referees shall drop the ball at the place where it was situated when play was suspended, except if it was in the penalty area, in which case it shall be dropped on the 6 m line, at the place nearest to the position of the ball when the game was stopped.

The ball shall be deemed to be in play the moment it has touched the ground. If, however, it crosses over the touch or goal lines after it has been dropped by the referee, but before it is touched by a player, the referee shall drop it again. No player shall play the ball until it has touched the ground. If this last provision is not complied with, the referee shall again drop the ball.

(D) BALL IN AND OUT OF PLAY

The ball is out of play:

- a. when it has wholly crossed the goal line or touchline, whether on the ground or in the air;
- b. when the game has been stopped by the referee.

The lines belong to the areas of which they are boundaries. Consequently, the touchlines and the goal lines form part of the pitch.

When a match is being played on an indoor pitch and the ball accidentally hits the roof, the game shall be restarted by dropping the ball on the ground below the place where it hit the roof, unless it hit it above the penalty area, in which case the referee shall drop the ball on the penalty mark.

The ball is in play at all other times from the start of the match to the finish, including:

- a. if it rebounds from a goal post or the crossbar onto the pitch;
- b. if it rebounds off either the main referee or the assistant referee when they are on the pitch;
- c. in the event of a supposed infringement of the Laws, until a decision is made.

(E) METHOD OF SCORING

Except as otherwise provided by these Laws, a goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side.

The team scoring the greater number of goals during a game shall be the winner; if no goals or an equal number of goals are scored, the game shall be termed a "draw". **Finals:** In a final where a result is required, if scores are equal at half time there will be up to 3 minutes each way extra time, with "Golden Goal" to apply (first scorer wins). If there is no goal during this time, the game will be decided by a penalty shootout.

(F) FOULS AND MISCONDUCT

A player who intentionally commits any of the following eleven offences:

1. kicks or attempts to kick an opponent;
2. trips an opponent, i.e. throwing or attempting to throw him by using the legs or by stooping in front of or behind him;
3. jumps at an opponent;
4. charges an opponent in a violent or dangerous manner;
5. charges an opponent from behind*
6. strikes or attempts to strike an opponent or spits at him;
7. holds an opponent;
8. pushes an opponent;
9. charges an opponent with the shoulder**
10. slides in an attempt to play the ball, or plays or attempts to play the ball when not in a standing position***
11. handles the ball, i.e. carries, strikes or propels the ball with his hand or arm (this does not apply to the goalkeeper within his own penalty area);

shall be penalised by the award of a **direct free kick** to be taken by the opposing team from the place where the infringement occurred.

Should a player of the defending team intentionally commit one of the above eleven offences within the penalty area, he shall be penalised by a **penalty kick**, regardless of the position of the ball, as long as it is in play.

****Interpretation:** when challenging a player from behind, if you make contact with the player before you make contact with the ball, the referee will usually regard it as an illegal challenge.*

*****Interpretation:** Intentionally shouldering a player to push them away from the ball (including some challenges that would be regarded as fair in outdoor Soccer) will be regarded as an illegal challenge by our referees.*

******Interpretation:** If you play or attempt to play the ball when any part of your body other than your feet is touching the floor, it will be regarded as illegal.*

A player committing any of the following four offences:

1. Playing in a manner considered by the referee to be dangerous, e.g. attempting to kick the ball when it is being held by the goalkeeper;
2. when not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to the opponent;
3. charging the goalkeeper except when he has passed outside the penalty area;
4. when playing as a goalkeeper:
 - a. after throwing the ball clear, it is not touched or played by a player or does not touch the ground in the goalkeeper's own half of the pitch;
 - b. touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate;
 - c. following a kick-in taken by a player in his own team, the ball is directly passed to the goalkeeper, who touches or controls it with his hands;
 - d. he touches or controls the ball with his hands or feet, on any part of the pitch, for more than four seconds;
 - e. after releasing the ball or throwing it clear, he receives the ball from a teammate, without it first having passed beyond the halfway line or having been played or touched by an opponent

shall be penalised by the award of an **indirect free kick** to the opposite team, to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick shall be taken from the 6 m line at the place nearest to where the infringement occurred. In the case (a), the free kick is to be taken from where the ball crossed the halfway line.

(G) CAUTIONABLE OFFENCES (YELLOW CARD):

- a. during a "flying" substitution, he/she enters the pitch before the player being replaced has entirely left it, or if he/she enters the pitch from an incorrect position;
- b. he/she persistently infringes the Laws of the Game;
- c. he/she shows, by word or action, dissent with any decision of the referees;
- d. he/she is guilty of unsporting conduct.

For any of these offences, the referees shall award an **indirect free kick** to the opposing team, to be taken from the place where the infringement occurred (unless it was committed within the penalty area, in which case the indirect free kick shall be taken from the 6 m line at the place nearest to where the infringement occurred) in addition to the relevant caution and provided that no more serious infraction of the Laws has been committed.

(H) SEND-OFF OFFENCES (RED CARD):

A player shall be **sent off** the pitch if, in the opinion of the referees, he/she:

1. is guilty of serious foul play;
2. is guilty of violent conduct;
3. uses foul or abusive language;
4. is guilty for the second time of a cautionable offence.

If play is stopped because a player is sent off the pitch for one of the offences 3 or 4, without having committed any additional infringement of the Laws, the game shall be restarted by an indirect free kick, awarded to the opposing team from the place where the infringement occurred. However, if it is committed within the penalty area, the indirect free kick shall be taken from the 6 m line at the place nearest to where the infringement occurred.

If, in the opinion of the referee, a player who is moving towards his opponents' goal with an obvious opportunity to score a goal is intentionally impeded by an opponent through unlawful means, i.e. an offence punishable by a free-kick (or a penalty kick), thus denying the attacking player's team the aforesaid goal-scoring opportunity, the offending player shall be sent off the pitch for serious foul play.

If, in the opinion of the referee, a player other than the goalkeeper within his own penalty area denies his opponents a goal or an obvious goal-scoring opportunity by intentionally handling the ball, he shall be sent off the pitch for serious foul play.

Once expelled with a red card, the player may not return to the game, may not be replaced, and may not sit on the substitutes bench.

(I) TEMPORARY EXCLUSION (BLUE CARD):

The referee has discretion to exclude a player temporarily from the game. This will be indicated by a blue card. In this instance a replacement player may be used by the team.

The length of the exclusion will be decided by the referee, and may be as little as two minutes or as much as the rest of the game.

The referee will indicate to the excluded player when his exclusion period is completed, and the player is then free to re-enter the game as per standard substitution rules. If the team does not have any subs, they will need to play one player short whilst the blue card exclusion is in force. Blue cards are not automatically accumulated, but if a player continues to infringe, the referee has the option to give a Red card. A blue card will not result in any automatic suspension, and does not go on a player's record.

(J) FREE KICK

Free kicks shall be classified under two headings: "**direct**" (from which a goal can be scored directly against the offending side) and "**indirect**" (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before entering the goal).

When a player is taking a free kick, all of the opposing players shall be at least 4 m from the ball until it is in play. The ball shall be in play after it has travelled the distance of its own circumference.

If a player of the opposing side approaches within 4 m of the ball before a free kick is taken, the referees shall order the free kick to be retaken until the Law is complied with.

The ball must be stationary when a free kick is taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.

Action:

- a. If the player taking the free kick, after having kicked the ball, plays it a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing team from the place where the infringement occurred. However, if it is committed within the penalty area, the indirect free kick shall be taken from the 6 m line at the place nearest to where the infringement occurred.
- b. If the team taking the free kick takes more than 4 seconds to do so, the referees shall award an indirect free kick to the opposing team.

(K) PENALTY KICK:

A penalty kick shall be taken from the penalty mark and, when it is being taken, all players, with the exception of the player taking the kick, properly identified, and the opposing goalkeeper, shall be on the pitch but behind the player taking the kick. The opposing goalkeeper must stand (without moving his feet) on his own goal line, between the goalposts, until the ball is in play. The player taking the kick must kick the ball forward; he shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play when it has travelled the distance of its circumference. A goal may be scored directly from such a penalty kick.

When a penalty kick is being taken during the normal course of play, or when time has been extended at halftime or full time to allow a penalty kick to be taken or retaken, a goal shall not be nullified if, before passing between the posts and under the crossbar, the ball touches either or both of the goalposts, or the crossbar, or the goalkeeper, or any combination of these, providing that no other infringement has occurred.

Action:

For any infringement of this Law:

- a. by the defending team, the kick shall be retaken if a goal has not resulted.
- b. by the attacking team, other than by the player taking the kick, if a goal is scored it shall be disallowed and the kick retaken.
- c. by the player taking the penalty kick after the ball is in play, a player of the opposing team shall take an indirect free kick from the penalty mark.

(L) KICK-IN

When the whole of the ball passes over a touchline, either on the ground or in the air, it shall be kicked back into the game, in any direction, from the place where it crossed the touchline by a player of the opposing team to that of the player who last touched it. When approaching the ball for a kick-in, the kicker must not have either foot inside the court*. The ball must be stationary on the touchline**. It shall be deemed in play as soon as it has traveled forward from the kick-in, but the player taking the kick-in shall not play the ball a second time until it has been touched or played by another player. The players of the opposing team shall be at least 4 m away from the spot where the kick-in is being taken.

A goal shall not be scored directly from a kick-in.

Action:

- a. If the ball is improperly kicked in, the kick shall be retaken by a player of the opposing team.
- b. If the kick-in is taken from any position other than the point where the ball passed over the touchline, it shall be retaken by a player of the opposing team.
- c. If the kick-in is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball, it shall be retaken by a player of the opposing team.
- d. If the player taking the kick-in plays the ball a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing team from the place where the infringement occurred, unless it was committed within the penalty area, in which case the indirect free kick shall be taken from the 6 m line at the place nearest to where the infringement occurred.

***Interpretation:** Some part of the non-kicking foot must be on or outside the sideline at the time the kick is taken.

****Interpretation:** Our referees will generally require the taker of the kick to place their hand on the ball, thereby making an effort to keep the ball still. Failure to place the hand on the ball will usually result in the kick-in being awarded to the opposition team.

(M) GOALKEEPER'S CLEARANCE (AFTER BALL GOES OVER GOAL LINE)

When the whole of the ball passes over the goal line excluding that portion between the goal posts, either in the air or on the ground, having last been played by a player of the attacking team, the goalkeeper, standing within his own penalty area, shall throw it back into play. The ball shall be deemed in play as soon as it has passed outside the penalty area.

The goal clearance is deemed to be correct when the ball has been touched or played by another player outside the penalty area, or when it has touched the ground within the respective goalkeeper's own half of the pitch. The players of the opposing team shall remain outside the penalty area until the ball is in play.

Action:

1. If the ball passes beyond the goalkeeper's half of the pitch without first having been touched or played by a player or without having touched the ground, the referee shall award an indirect free kick to the opposing team from the halfway line, at approximately the point where the ball passed over.
2. If, after having cleared the ball, the goalkeeper receives it back from a player of the same team and touches or controls it with his hands, an indirect free kick shall be awarded to the opposing team.

(N) CORNER KICK

When the whole of the ball passes over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by one of the defending team, a corner kick shall be awarded to the attacking team. The corner kick shall be taken by kicking the ball, which is placed exactly on the point of intersection of the goal line and the touch line.

Players of the team opposing that of the player taking the corner kick shall not approach within 4 m of the ball until it is in play, i.e. it has travelled the distance of its own circumference. The player taking the corner kick shall not play the ball a second time until it has been touched or played by another player. A goal may be scored directly from a corner kick.

Action:

- a. If a corner kick is not taken correctly, it shall be retaken.
- b. If the player taking the corner kick plays the ball a second time before it has been played by another player, the referees shall award an indirect free kick to the opposing team, to be taken from the place where the infringement occurred.
- c. If the corner kick is not carried out within 4 seconds from the time the player concerned has taken possession of the ball, the referees shall award an indirect free kick to the opposing team from the corner mark.

(O) MIXED RULES (unless otherwise specified here, our normal rules will apply)

1. Team Composition: A mixed team will consist of 5 players on court, which must include no more than 3 males and also no more than 4 females. In addition, up to 7 subs of either gender are allowed as long as these maximums on court are not exceeded. If a team only has one female they must play a player short. If they have no males or no females they must default the game.

2. Male Scoring Zone: Male players may only score from inside a marked semi-circular area around the goals. If a male player from the attacking team kicks the ball into the net from outside this area, it is no goal. If the referee believes that the ball was shot deliberately by a male from outside the box with no attempt to pass, an indirect free kick may be awarded to the defending team. Female players may shoot from anywhere.

3. Value of goals: A goal scored by a male player counts for 1 goal. A goal scored by a female player counts for 2. An “own goal” regardless of who it comes off, counts for 1.

4. Male/Female Goal Sequence: A team may score up to 3 goals in a row kicked by males, but after that the next goal must be scored by a female. The sequence will then restart. Note that a female goal can be scored earlier, and the sequence will still restart.

4. Deflections: If a male player on the attacking team, in the opinion of the referee, has taken what is effectively a shot at the goal, and it has deflected off a defending player, goalkeeper or female attacking player into the goal without being controlled, it will still be regarded as a male goal, and will only be allowed subject to the restrictions of rule 2 and rule 3. Referees are empowered to interpret this rule with the spirit of the mixed rules in mind.

5. Own Goals: If a goal, in the referee’s opinion, is an “own goal” the goal will count against the defending team, but it will be regarded as a “neutral goal”, and will not affect the sequence of male and female goals. A goal that is ruled to be an “own goal” will always be counted as ONE goal – regardless of who touched it before it went in or prior to that.

6. Tied Games in finals: The same rules regarding golden goal apply as in the main rules but please note the following additions:

- If, at the end of normal time, one team is under “female scoring” conditions, and the other is under “open scoring”, this will remain the same during extra time.
- If both teams are under “open scoring” conditions, it will remain the same during extra time.
- If both teams are under “female scoring” conditions, then both will revert to “open scoring” for extra time.

4. Competition Rules

(A) COMPETITION POINTS

1. Points Table Placings on the points table will be decided firstly by Competition Points, then by Goals Differential (Total Goals Scored minus Total Goals Conceded). Competition Points are allocated as follows: 3 points for a win, 2 points for a draw, 1 point for a loss, 1 point for a default, 0 points for a forfeit.

2. Forfeits and defaults. If a team fails to show up for a game it is a forfeit, with 3 competition points awarded to the other team (assuming they were on court ready to play). The team that forfeits receive zero competition points, the Goals differential is recorded as 7 – 0.

A default is where a team turns up on the court with at least 2 players, and are willing to play a “friendly”, but can’t put a team on the court for an official match. The game is awarded to the other team, and the team that is short of players still receives one competition point.

(B) REGISTRATION All players must be registered with Scoreline Sports.

(C) TEAM MEMBERSHIP

1. A registered player who meets all other eligibility requirements, who is nominated by a team captain as a member of that team, is considered eligible. Please note the following:

- A player may not play for two teams in the same division
- A player may play for two teams in different divisions (eg Mens and Mixed, or Mens Wed night and Mens Thurs night)
If a division is split into grades (eg Mens Mon A grad and Mens Mon B grade), a player may fill in for a grade above him for up to two (2) games.

Management reserves the discretionary right to penalize teams, including deduction of competition points or forfeiture of matches, for any breach of team membership rules. It is the responsibility of each team to ensure that their players meet eligibility requirements.

2. Borrowing players

A team that is short of players may borrow a player from the opposition or another team in the same division, but this will be an automatic default. The match will become a friendly and the team that was short of players will receive a point for a loss.

3. Finals To be eligible for finals, a player must meet all other eligibility criteria, and must also have played in at least 30% of the total number of league fixture games leading up to that finals series, OR 30% of the total number of games in the season for which the team is entered. Team attendance sheets will be checked prior to finals.

(D) ATTENDANCE AT MATCHES

1. Teams unable to attend a game

Teams unable to attend a game at all will generally forfeit. Game times will only be changed under exceptional circumstances, and at the discretion of management. A forfeit receives zero competition points, and a 0-6 for/against.

2. Not enough players

If a team has at least 3 players, and are willing to play a “friendly” (possibly with assistance from other players) their game will be noted as a “default”. A default still receives 1 competition point, the same as a normal loss, and a 0-4 for/against

3. Late arrival for a game.

- If the official starting time arrives, the referee will start the game clock.
- If one of the teams is ready to play and the other is not, the team that is ready to play will be awarded a goal after 3 minutes of game time, and again after 6 minutes and 9 minutes.
- If the second team is not ready to play when the clock reaches 12 minutes, they forfeit the game. If neither team is ready, it will be a double forfeit, and neither team will receive any points.

(E) UNIFORM AND EQUIPMENT

a. Non-marking sports shoes Players must wear non-marking sports shoes when on the court area. Management may ask to check shoes. If shoes are likely to cause marks on the court, the player may be prevented from taking part in the game. Management also reserves the right to deduct points from teams if team members cause marking on the floor. To check your shoes at home, put them on and kick or scuff vigorously on a smooth, light coloured surface using your full weight.

b. Shin pads Shin pads are compulsory, as required by the insurance company and also Scoreline Sports. Players not wearing shin pads will not be allowed to go on the court. Budget model shin pads are available at the venue for \$6 a pair.

c. Long socks Long socks are required to hold the shin pads on properly. Players not wearing long football socks which cover the shin pads, will not be allowed on the court.

d. Uniform Our basic uniform requirement is matching shirts with numbers, with the exception of the goalkeeper who may wear a contrasting shirt.

Organisers also reserve the right to decide whether or not shirts are suitable. As a guideline, they should be actual shirts, rather than singlet tops, and should not contain any printing which may be deemed offensive.

Matching shorts and socks, whilst encouraged, are not required.

e. Jewellery All jewellery including rings, chains, necklaces, watches and bracelets must be removed before a game. Earrings and other piercings should also be removed. If earrings or piercings cannot be removed for some reason, they must be taped over.

(F) DISCIPLINARY ACTION

1. Referees

Referees have sole responsibility for enforcement of rules on the court. Their decision is final.

2. Automatic suspension

If a referee shows a player a red card, that player, as well as being excluded for the remainder of the match, will receive an automatic one-round* suspension. If a player receives more than one red card during a 90 day period, the automatic suspension will increase by one round* each time. Automatic suspensions can NOT be appealed.

3. Suspension or other penalty imposed by Scoreline Sports management.

If it is believed that the matter may warrant a greater penalty than the automatic suspension, the matter will be referred to Scoreline Sports management for review. Evidence will be gathered as required and a decision will be made on the penalty.

4. Appeals Committee.

If the player or team wishes to appeal against a penalty imposed by Scoreline Sports management, they must demonstrate grounds for appeal.

Grounds for appeal must fall under one of the following categories:

- (a) Previously un-presented evidence that the player is not guilty of the offence
- (b) Evidence that the penalty is excessive.

An appeal must be lodged with Scoreline Sports management within seventy-two (72) hours of the player being notified of the decision.

If it can be shown that there are grounds for appeal, the matter will be referred to an Appeals Committee, which will consist of 2 to 3 independent persons who were not involved in that game (usually, but not necessarily, players from another Scoreline Sports Futsal league).

The appeals committee will hear evidence, and will then have the option to:

- (1) **Reduce** the penalty (but cannot remove a compulsory suspension)
- (2) Leave the penalty **unchanged**.
- (3) **Increase** the penalty.

Once the Appeals Committee has made their decision, there is NO further avenue of appeal.

Recommended Penalties

The following chart is a guide only, which the Disciplinary Committee can use in arriving at a penalty.

		Recommended Penalties	Rounds* Suspension	
			Min	Max
Penalties shown are inclusive of any automatic suspension				
General Offences				
1		Striking an opponent, punching, fighting, wrestling, rugby tackling, aggressive pushing/shoving	1	12
2		Intentionally kicking or attempting to kick an opponent	2	52
3		Elbow to the head	2	52
4		Elbow to the body	2	10
5		Spitting at or on an opponent	2	52
6		Tripping	1	4
7		Holding	1	2
8		Impeding	1	2
9		Handball	1	2
10		Charging in a violent or dangerous manner	1	8
11		Over the ball tackle	2	10
12		Indecent actions, foul body language	1	10
13		Foul and/or abusive language	1	10
14		Threatening another player or spectator by word/action	3	52
15		Persistent misconduct after receiving a caution	1	6
16		Head Butting	4	52
17		Grabbing/pulling hair	2	12
18		Dangerous play	1	52
Offences against Officials				
18		Abusive language toward a Referee or Assistant Referee	1	52
19		Threatening a Referee, Assistant Referee by word/action	10	Life
20		Tripping a Referee, Assistant Referee	20	Life
21		Pushing a Referee, Assistant Referee with open hand, shoulder, hip	6	Life
22		Striking a Referee, Assistant Referee with the ball or other objects	6	Life
23		Striking a Referee, Assistant Referee with fist, hand, kick, elbow	20	Life
24		Spitting at a Referee, Assistant Referee	20	Life
Other Offences				
25		Attacking or fighting with spectators	10	Life
26		Bringing the game into disrepute	6	Life
27		Unsporting Conduct	2	10
28		Deliberately misleading any Scoreline Sports official or appeals committee.	4	Life

*The term "Rounds" refers to the number of matches in the league in which the offence occurs, for which the offender is to be suspended. Please note that during the suspension period, a player may not play in that or any other Scoreline Sports league until after the suspension is completed. If a suspended player is involved in, for example, a Mens and a Mixed league, they will be excluded from BOTH until their suspension is complete. A "round" is any sanctioned match in that league, which includes fixtures, officially designated "friendlies", and finals matches. NB: Penalties will not be reduced to allow for games missed in other leagues.

6. Insurance

Please note: This is a guide only to the player accident insurance. Scoreline Sports does not guarantee the accuracy of this information. If you require full policy details please contact us.

- Pays 75% of non-Medicare medical expenses, after deduction of any private health cover payouts.
- Pays 50% of physio expenses, after deduction of any private health cover payouts.
- \$20 excess applies
- Maximum payable \$2000
- Loss of income cover for up to \$210 per week if you are off work for an extended period as a result of an injury.

IMPORTANT:

- Report your injury when it happens, and make sure the referee notes it on the match sheet. Claims will not be processed for injuries which have not been reported!
- If you think you may need to claim for physiotherapy or other treatment, be sure to see a doctor first. No treatment is claimable unless referred by a doctor
- If you think you may require claimable treatment, get a claim form and send it in as soon as you have seen a doctor. You will need the doctor to fill out and complete one section of the form. Do not wait for completion of treatment. Receipts etc can be sent later. The sooner your claim is lodged with the insurance company the better.

If you require further information about insurance, please contact this office.

7. Contact Details and where to get information.

Scoreline Sports: Ph: (07) 3876 8895

Owen Rees mobile: 0407 154 842

Email: events@scoreline.com.au

Web: www.scoreline.com.au

Schedules: Match schedules for the season will be available on the web at www.scoreline.com.au Go to the Futsal page and click on the link. In some cases schedules might not be put on the web until a week or two into the season – if this is the case, team contacts will be kept informed by email.

Points tables: Points tables and results will also be available on the web at the same location as the match schedules. Under normal circumstances these will be updated by Friday each week.

Team contacts: If there are any changes to schedules, or other information that needs to reach the team, your team contact will be advised by email or phone. It is the responsibility of team contacts to ensure that all relevant information reaches team members, so they should be sure to check their email the day before the game.

Contact the office: Any of our members are welcome to contact the office by phone or email if they need information of any kind.

Call the mobile: If you need to make contact on the evening of the matches, it is best to call Owen Rees by mobile on 0407 154 842.