

## **FUTSAL RULES & REGULATIONS**

### **1. INTRODUCTION**

This document outlines the rights and responsibilities relating to the participants entitlements for the period of the competition. It is the responsibility of each player/patron to be familiar with MCRC Rules and Regulations.

### **2. TEAM APPLICATION & PLAYER REGISTRATION**

- a. Upon requesting to join a competition, teams are required to fill out a MCRC Team Registration form and pay \$200 deposit\*;
- b. The team's captain acknowledges and understands that he or she is responsible to familiarize themselves with the Centre's rules and by-laws and agrees to abide by them. The team captain is responsible for ensuring that each player/member of the team is also familiar with the Centre's rules;
- c. All games are played at the time and venue fixtured by MCRC;
- d. All new players are required to provide correct information including photo identification as part of registration (e.g. Driver license, passport or at the very least a student card) prior to playing their first game. A no-ID, no-game policy will strictly be enforced;
- e. Teams/players with outstanding monies owed from previous seasons need to be cleared of all debts prior to being accepted to play again; and
- f. MCRC reserves the right to refuse entry.

\*Deposits are non-refundable.

### **3. REGISTRATION FEES**

- a. A team must pay its registration in full by Round 3 of the new league fixture or within the first three(3) league games for new teams who join part way through an existing season;
- b. A \$200 Deposit is required at time of team registration;
- c. A team registration fee is non-refundable; and
- d. MCRC may deduct (1) one league point from a team's total league points if it does not pay its team registration in full by the due time period. MCRC reserves the right to expel and remove teams from all competitions.

### **4. PUBLIC HOLIDAYS**

- a. There will be no games on public holiday's and all fixturing and fees will be taken into account.

## **5. FORFEITS**

- a. A team will be regarded as forfeiting a match if, on its own volition; does not play a match that MCRC has scheduled for it in a competition;
- b. All teams accepted into a competition, sign up and commit to playing every week of a given season i.e. total number of rounds fixtured. This means all forfeits still incur a fee;
- c. In the instance a forfeit is unavoidable, a forfeiting team will be deducted 3 competition points and will also concede the default forfeit goals according to the League Rules applicable and;
  - i. forfeiting for the first time in a season will have to pay a penalty equal to double their scheduled game fee; and
  - ii. forfeiting a second time in a season will immediately be replaced from the competition and banned.
- d. A team that wins via a forfeit will receive 3 league points and the default forfeit goals according to the League Rules applicable, provided that the team plays a match organized by centre management; and
- e. Any fees arising as penalties as a result of a forfeit must be paid prior to the start of the next fixtured game otherwise 1 point may be deducted each week until any arrears are paid.

## **6. TEAMS**

- a. Teams may bring in new players at any point during the season as long as they register prior to the match. The newly registered player will then be deemed that teams' player;
- b. Players can only play for one (1) team in any league. Of course players can play in multiple leagues on the same night but only for one team per league (e.g. Division 1 and Division 2);
- c. Teams are allotted eight (8) medals/trophies per team (Premiers and Runners up) for the Finals Series. MCRC will provide more medals at a cost if a team requires;
- d. A team must have three (3) players for a game to start;
- e. No more than five (5) players will be allowed on court at any time; and
- f. A team may have up to five (5) substitutes. Other members must watch from the outer.

## **7. TEAM UNIFORMS**

- a. All team members except the goalkeeper must wear the same top, colour and design must be the same. All players must have different numbers and cannot share tops;
- b. Players must have a visible number on the back of their shirt at least 20cm high and either printed or ironed on. Numbers cannot be drawn or taped onto shirts;
- c. Shorts must be sports or soccer shorts and have no outside pockets or denim;
- d. Teams will be given 3 weeks to organize their uniforms before penalties apply; and
- e. Jewellery is not part of uniform and is not to be worn during a game;

- f. In addition to the penalties aforementioned to the wearing of incorrectly coloured or inappropriate items teams, which commence play with members wearing jewellery, will not be permitted to continue playing until the team member sheds the item;
- g. The penalties that apply to a late start will apply from the moment the jewellery is detected to the moment the game recommences;
- h. The wearing of peaked hats or caps in the course of play shall be treated as wearing jewellery;
- i. Except for the goalkeeper, tracksuit pants are not allowed;
- j. Except prior written arrangement with management does not allow tracksuit pants;
- k. Goalkeepers who become general field players are to change to the team's uniform;
- l. All fill-in players, whether provided by the stadium or not, are still required to be in team colours. The team must provide the top to avoid penalties against them;
- m. All players must wear non-marking rubber soled shoes;
- n. Singlets and tops without sleeves are not permitted; and
- o. Caps are not to be worn during a game.

## **8. LEAGUE FIXTURES**

- a. The times which games are fixtured shall be determined by MCRC and may vary them without notice in the event of unforeseen circumstances. MCRC asks all team captains to check match times the day before to ensure teams arrive on time;
- b. Teams are to be on court at the time fixtured for the start of their game;
- c. The clock will be started at the fixtured time to ensure that all teams have a full game;
- d. Failure to be on court within one minute of the fixtured time will result in a one-goal penalty and will repeat every minute;
- e. Teams who have members running late must take the court when they have a minimum of three (3) players so that the referee can start the game and avoid any goal penalties;
- f. An automatic forfeit will apply if a team is not on court within ten (10) minutes of the fixtured start time; and
- g. It is the responsibility of the team captains to make sure that all players know the time of their games and that team members arrive on time.

## **9. FINALS**

- a. All finals dates will be posted on the Sports TG. The set dates will not change;
- b. Finals times will be given out the week before finals commence;
- c. Players must play four (4) games or more to qualify for final;
- d. A player, can only play for one team in the same division, and can only qualify for one team in the finals for that division;
- e. If a team is short of field players an exception can be made on a one-off basis at the Centre management's discretion with respect to the appropriate League Rules being taken into consideration;
- f. The total points a team has received during the competition will determine a team's ladder position; and

- g. If two or more teams are on the same points at the end of the season, the position on the ladder will be determined by a team's goal difference then by goals for and followed by goals against. The final resort is head to head result.

## **10. GAME DURATION**

- a. A game is started and finished by the referee's whistle once he/she hears the siren sound;
- b. A game shall consist of two 18-minute halves. Teams will change ends at half time; and
- c. There will be a maximum two-minute break at half time.

## **12. GENERAL BEHAVIOUR**

A player or spectator must not engage in any of the following conduct:

- a. Offensive behaviour, including offensive, obscene, abusive, provocative, indecent or insulting gestures, language or chanting;
- b. Physically assaulting another person;
- c. Provocation or incitement of hatred or violence;
- d. Intimidating another person or creating a hostile or unsafe environment within the sport; and
- e. Any other conduct that brings, or may bring, MCRC, any of its staff, members, guests or spectators into disrepute or which is otherwise prejudicial to the interests of MCRC.

## **11. INJURIES**

- a. The need to minimize disruption for subsequent games means that, except in finals, there is no extra time added for stoppage in play due to any injuries;
- b. An injured player, only if possible, must leave the court as soon as reasonably possible so that play may continue;
- c. Once an injured player leaves the court his or her position may be filled with a substituted player;
- d. If a player is bleeding he or she must vacate the court immediately and cannot return until the bleeding has stopped;
- e. If a player is seriously injured and cannot be moved off court the game may be abandoned and a replay may be rescheduled at MCRC discretion; and
- f. An ambulance will be called if the injured player or captain requests one.

## **12. FIGHTING**

- a. Fighting and anti-social behaviour is not tolerated;
- b. If a fight occurs between teams during a game, the game will automatically be stopped; and
- c. There will be no appeal and both teams will be asked to leave the competition.

## **10.SPECTATORS**

It is the team(s) responsibility to ensure that all spectators enforce the rules and regulations with any spectators that they have. Failure to do so will result in the team(s) registration being cancelled, with no refund of any fees.

A team is deemed to have breached the rules and regulations where its Supporters engage in Misconduct at or in connection with a Match, Competition or event or activity staged at MCRC.

## **13.OTHER INFORMATION**

- a. No pets are allowed in the building. No bicycles or roller blades are allowed either;
- b. Strictly no smoking anywhere inside the centre or within 4 metres of the entry (in accordance with NSW health regulations); and
- c. Futsal balls are the only balls allowed on FUTSAL courts. Please do not bring outdoor balls into the stadium.

## **14. DISCIPLINARY ACTION**

- a. If a player receives four (4) yellow cards in a season they will be suspended for a minimum of one (1) game;
- b. If a player receives six (6) yellow cards they will be suspended for a minimum of two (2) games;
- c. If a player receives eight (8) yellow cards they will be suspended for the remainder of the season, including finals;
- d. If a player receives two (2) yellow cards in a single game, they will immediately receive a red card and be sent off for the remainder of the match and will be suspended for a minimum of one (1) game;
- e. If a player receives a straight red card they will be sent off for the remainder of the match and receive an automatic suspension of one (1) game with further disciplinary action to be taken if needed;
- f. Any team that has a player sent off will play a player down for 2 minutes or until the opposition team scores at which point the team can use a substitute to get back to the legal number of players on the court at any one time;
- g. If staff deem any behaviour to be in breach of the MCRC rules and regulations then they will be subject to disciplinary action; and
- h. Management has the final decision on severity of any disciplinary action.

## **10.NON-COMPLIANCE WITH DISCIPLINARY PROCESS**

- a. A player or spectator must follow the directions of the MCRC competitions coordinator in connection with a disciplinary process (including any directions in relation to the conduct of proceedings) which they are subject to;
- b. A player or spectator must respect and comply with any decision or determination of any MCRC staff member or management arising from a disciplinary process or proceeding which they are subject to; and

- c. Failure to comply with any disciplinary action will result in team registration being cancelled with no fees being refunded.

## **10. DAMAGE TO THE CENTRE**

Any member who wilfully or through their negligence damages the Centre or its property will pay for the damage. Members are responsible for damages caused by their guests and children.

## **11. BREACH OF RULES AND REGULATIONS**

- a. Any breach of these rules and regulations will result in a warning and any further breach will result in a second warning and your membership may be suspended or terminated. A proven serious breach of the general conditions of entry under Clause 5 may result in immediate termination of your membership without warning;
- b. Persons who have been asked to leave the Centre and who do not do so immediately will be treated as trespassers. MCRC policy is to call police on any trespassers;
- c. Ignorance of any rules is no excuse; and
- d. Management has the final discretion on any matter relating to its futsal leagues and operations.

## **12. PRIVACY**

A Customer's "personal information" (as that term is defined in the Privacy Act 1988 (Cth)) will only be used by the Centre or Belgravia Leisure to provide you with the services contemplated by the Direct Debit Request (DDR) and Contract or in accordance with your selection relating to the Privacy disclaimer on the front page of the Direct Debit Request (DDR) and Contract. Belgravia Health and Leisure Group Pty Ltd Privacy Statement is to be found on its website [www.belgravialeisure.com.au](http://www.belgravialeisure.com.au).