

## The Y Leisure City – Junior Futsal Competition Rules

### Code of Conduct

All players, parents, coaches and spectators at the Y Leisure City are subject to 'The Y Leisure City Sports Code of Conduct' which can be found at <https://leisurecity.ymca.org.au/wp-content/uploads/sites/4/2021/06/Sport-Policy-and-Code-of-Conduct.pdf>

### Rules of Play

Junior Futsal at Y Leisure City will be played using the FIFA Futsal Laws of the Game, (available at <https://digitalhub.fifa.com/m/696d0a3986700a31/original/smracs2kmmsngmf5tf1fi-pdf.pdf>) except where rules specific to the Y Leisure City apply. In the event of any inconsistency between the FIFA Laws and The Y Leisure City Competition Rules, the The Y Leisure City Competition Rules will take precedence over the FIFA Laws.

### Futsal Rules of Play – Rules specific to The Y Leisure City

#### *Substitutions*

Players can be substituted once the ball is stopped by their own team in any of the following circumstances:

- ball is out of play for the team
- goalkeeper has the ball in their hands
- free kick for the team

A substitution can be made by either team after a goal is scored.

Goalkeepers can only be substituted/swapped in any of the following circumstances:

- goal kick for the team
- free kick for the team
- after a goal is scored

When teams are making a substitution, they must let the referee know.

#### *Back Pass*

Players are allowed to pass the ball to the goalkeeper; however, the goalkeeper is not permitted to pick the ball up with their hands.

Once the goalkeeper has the ball at their feet, they are deemed an outfield player and can move around the court freely.

### **The Y Leisure City**

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If the goalkeeper picks up the ball from a back pass, this will result in a direct free kick from where the goalkeeper touched the ball.

### *Kick Off*

The ball must be played backwards from kick-off.

### *6th Foul*

Once a team has committed its 6th foul for the game, this will result in a 10-metre penalty for the opposing team.

All players must stand behind the penalty spot before the shot is taken.

Once the shot is taken, it is deemed play on.

### *Cards*

If a player receives a RED card, they can no longer take part in the game. Their team faces the consequence of playing with one less player for two minutes or until an opposition goal is scored.

A RED card will result in at least a one match suspension for the player.

If a player receives a YELLOW card, they can stay on the field and still take part in the game. They are at risk of receiving a second YELLOW card which will then result in a RED card.

### *Corner Kick/Free Kick/Kick In*

The ball must be stationary when it is being kicked.

The defending team must stand 5 metres away from the ball.

## **General Competition Rules and Registration**

Teams must register online at <https://sportfix.net/YMCALEisureCityEpping> and pay the team registration fee to enter the competition.

All players must be registered to their team online before playing.

Matches will consist of 2 x 14 minute halves.

Matches will be allotted a 35 minute time slot in which to be completed.

Full Fixtures and Finals format will be communicated to all teams before Round 2 of the season commencing and will depend on the make-up of each division. The preferred finals format at Leisure City is a top 4, with two semi finals (1v4, 2v3) and then a grand final.

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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.

Ladder positions will be determined firstly by points, then by goal difference. Teams receive 3 points for a win or a bye, 1 point for a draw and 0 points for a loss or forfeit.

The fixture is subject to change, however The Y Leisure City will communicate to all teams in the event of any fixture changes.

### **Commencement of the Match**

Teams must have a minimum of 3 players in correct uniform to begin playing a match.

The clock will begin counting down at the scheduled start time of the match.

Where a team does not have 3 players ready to play at the scheduled start time, a 1 goal penalty will apply every 2 minutes until the team is ready to play. Teams not ready to play after 12 minutes have elapsed will be deemed to have forfeited the match.

### **Forfeits**

Teams forfeiting a fixtured match will be required to pay a forfeit fee (\$65, the equivalent of one game fee) before their next fixtured match.

Teams forfeiting twice or more in a season may be removed from the competition.

Teams forfeiting a match will automatically lose the match 3-0.

### **Uniform**

Other than the goalkeeper, teams must wear matching tops that are all of the 'same design'. For instance, this means teams who are all wearing red tops but they are different shades of red will not be allowed. The tops must all be the same type and colour.

Goalkeepers must wear a different coloured shirt or bib to define their position.

No cleats are allowed – runners or indoor sports shoes are permitted.

Shinguards must be worn by all players.

All jewellery and hats must be removed before playing.

A one goal penalty will apply per player out of uniform.

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### **Borrowing Players**

Players are only permitted to play for one team per division and must be registered to that team. If a registered player plays for a team other than their own, a 1 goal penalty will apply to the team borrowing the player for that match.

Teams may only borrow a player from another team where they have less than 5 of their own registered players ready to play. Teams may only borrow players from the same age group or younger. Teams may only borrow players to make their team up to a total of 5 players.

Teams may only borrow the same player a maximum of 3 times throughout the season.

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