

2018 RULES & REGULATIONS

(a) FEES, REGISTRATION AND PRIZES

All players must adhere to the registration process including, fees, player information and bio access.

- i. *By completing Individual registration, players understand that they must adhere to the 2018 Rules and Regulations set by All Sorts Management, and any infringements will result in All Sorts Management taking disciplinary action relative to the offence*
- ii. A \$300 bond (refundable at the end of the competition)
 - a. No bond will be returned if you forfeit any games or exit the competition
- iii. Registration costs are \$70.00 per player per season. A season is up to 22 weeks long or TWO (2) full rounds
 - a. All players must be registered and paid prior to the commencement of competition
- iv. Weekly team fee of \$80.00 paid BEFORE each match
 - a. Your team will not be able to take the field until payment has been made.
 - b. Players names must be listed on their teams nomination form
 - c. Any players not listed will not be permitted to play
- v. All players must have their bio done at time of registration
 - a. Fingerprint
 - b. Photo
- vi. All players must bio in on a weekly basis
- vii. Players that are unable to play for any reason after being registered will not have registrations refunded
- viii. Winning teams will receive trophy's or team jerseys , NO prize money is on offer

(b) BORROWING PLAYERS

- i. You cannot borrow players registered in the same competition on the same day in order to have substitutions
 - a. You may borrow a registered player to make FIVE (5)
- ii. A non-registered player may play ONE (1) game per season and must notify All Sorts Staff prior to kick off
- iii. Females are not permitted to play in the male competition

(c) GAME

- i. 40 minute games
 - a. 2 x 20 minute halves, 1 minute for half time interval
- ii. The referee will start the clock at the scheduled time, whether teams are ready or not
- iii. Teams running late will be penalised by 1 goal every 3 minutes. A team needs a minimum of 3 players to start the game
- iv. A match will be forfeited if a team is not on the court ready to play within 15 minutes of the clock starting
- v. The game runs continuously and is not stop clock
 - a. The referee can decide to stop the game due to the loss of a ball or serious injury

(d) FORFEITS

- i. Once the draw is set, should a team not be able to attend any game it will be considered a forfeit. No games will be rescheduled
- ii. Should a team forfeit 24 hours before their game, they must still pay their \$80 game day fee. If a team does not give 24 hours' notice they must pay their game day fee of \$80 and their opposition's game day fee of \$80, totalling \$160.

(e) ACCUMULATED FOULDS AND THE SECOND PENALTY MARK

- i. All fouls committed by a team that result in a direct free-kick or a penalty in one half of the game are counted together; these are so-called accumulated fouls. Once a fifth (5) accumulated foul has been committed, teams are awarded a free-kick without a wall on the second penalty mark, which is ten metres from goal and four metres behind the first penalty spot. If the foul was made between the byline and the second penalty mark, the free-kick may be taken closer to the goal. If a match goes to extra time the accumulated fouls from the second half remain valid and any further fouls are added to the tally.

(f) KICK INS

- i. A maximum of FOUR (4) seconds is permitted for any sideline or corner kick.
- ii. At the kick in point, the opposing player must stand FIVE (5) metres away from the ball. Failure to do so will result in a yellow card (at the referees discretion)

(g) THE GOALKEEPERS

- i. Goalkeepers have only FOUR (4) seconds in which to play the ball, with either their hands or feet, and may not touch it again if it has been deliberately played to them by a team-mate without an opponent playing or touching it or the ball crossing over the half way line
- ii. Goalkeepers are free to play anywhere on the pitch and throw the ball beyond the halfway line
- iii. Goalkeepers must wear a different coloured shirt to his own team, the oppositions team and the oppositions goalkeeper

(h) UNLIMITED SUBSTITUTIONS

- i. A match is played by two teams, each consisting of not more than five players (a goalkeeper and four outfield players) and nine substitutes. There is no restriction on the number of substitutions that may be made during a match. Substitutions may be made at any time, whether the ball is in play or not, but only in the specially demarcated substitution zones.
- ii. Goalkeepers can only sub at half time and must notify the referee

(i) CONDUCT

- i. Teams must wear non-marking shoes, shin guards, long socks and matching stripes/numbers
 - a. No long pants
 - i. Long socks and shin guards must be visible
 - b. No singlets

- ii. Unruly behaviour by any player or team will not be tolerated and if it reaches a level deemed to be unacceptable, the team or player risks exclusion and bans
- iii. Management present reserve the right to stop and cancel any game and no points may be awarded

(j) RED CARDS

- i. A substitute player may replace a sent-off player and enter the pitch TWO (2) minutes after the sending-off.
- ii. They may, however, enter the pitch before the two minutes have elapsed should their team concede a goal while a player down.
- iii. Any player sent off during the course of the game for any offence will face the centre management, at the date and time notified, who will make a decision in regards to the suspension outcome.

(k) SUSPENSIONS

Team captains will be notified of suspensions before their next game. Suspensions can range but not limited to:

- i. TWO (2) cautionable offences (second yellow card) - Automatic one (1) week (Reviewed by Match Review Panel)
- ii. Straight red cards – Automatic ONE (1) week (Reviewed by Match Review Panel)
- iii. Serious foul play* – Automatic TWO (2) weeks (Reviewed by Match Review Panel)
- iv. Violent conduct** – Automatic TWO (2) weeks (Reviewed by Match Review Panel)
- v. Spitting at an opponent or any other person – Automatic FOUR (4) week (Reviewed by Match Review Panel)
- vi. Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area) – Automatic one (1) week (Reviewed by Match Review Panel)
- vii. Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick – Automatic one (1) week (Reviewed by Match Review Panel)
- viii. Using offensive, insulting or abusive language and/or gestures – Automatic one (1) week (Reviewed by Match Review Panel)

*Serious foul play is a foul committed using excessive force (i.e., "the player...is in danger of injuring his opponent").

**Violent conduct is distinct from serious foul play in that it may be committed by any player, substitute, or substituted player against any person, e.g., teammates, match officials, or spectators

All send offs will be reviewed and graded accordingly.

Suspension decisions made by the Match Review Panel are final and may be not appealed.

2018 Match Review Panel

1. Indoor Sports Manager, Caitlin Campbell
2. Futsal & Operations Manager, Nick Hanna
3. Referee of the game when the offence took place

