

# FDLC/CORC Futsal By-Laws

Revised February 2024

## 1. General

1.1 Futsal is a **social sport** and is conducted by the Five Dock Leisure Centre (FDLC) / Concord Oval Recreation Centre (CORC) as an in-house competition (not affiliated with any external entities) to promote teamwork and sportsmanship for all participants. With this in mind, FDLC/CORC expects all participants to adhere to the spirit of the rules, and promotes a fun and healthy atmosphere as the primary goals rather than displaying a 'win-at-all-costs' attitude.

1.2 **These by-laws should be considered in conjunction with the 2022-23 FIFA Futsal Laws of the Game.** Where a conflict exists between these documents, these by-laws will take precedence.

1.3 FDLC/CORC maintain a zero-tolerance policy regarding:

- Persistent and/or wilful challenging of the decisions of referees.
- Overly aggressive behaviour towards referees, players, FDLC/CORC officials and spectators.

1.4 Team benches are to be occupied only by playing team members, 1 coach and 1 team manager for JUNIOR COMPETITIONS ONLY – seniors are NOT permitted to have coaches/managers on the sideline. All spectators are required to remain in the spectator viewing areas provided. Players who are part of a team but not participating in the match (i.e., injured or suspended) are required to sit in the spectator seating area provided.

1.5 Team captains act as representatives of the team during the game. Captains are permitted to make enquires of game officials on behalf of team members only if the enquires are made in an appropriate manner at an appropriate time (during half time/full time). Continued and aggressive questioning of game officials is not permitted and may result in a caution (yellow card).

1.6 Captains, coaches and managers are required to provide reasonable assistance to game and FDLC/CORC officials in ensuring teams behave in an appropriate manner.

1.7 In the event of injury, it is the responsibility of the injured party to notify FDLC/CORC administration or the match official of the circumstances of the injury as soon as possible.

## 2. Participation

2.1 All players must have their name pre-printed on the scoresheet and must sign on personally (with player number) before they take the court.

2.2 Where a name is not pre-printed on the match sheet, that player must notify FDLC/CORC administration to verify proof of registration and must print their name onto the match sheet with their player ID number given to them by administration, before they take the court **(please refer to clauses 3.1, 3.2 and 3.3)**.

2.3 Players not pre-printed on the match sheet will be refused entry to a game if adequate proof of registration is not presented to administration beforehand. If a team suspects the opposition is playing unregistered players, they must notify the match officials or FDLC/CORC officials **prior to the match commencing**.

2.4 Goalkeeper substitutions must be indicated to the match official before the change takes place.

2.5 Any visible jewellery must be removed before taking the court including necklaces, bracelets and piercings. FDLC/CORC accepts no responsibility for any body piercing jewellery which is not visible or any injury resulting from said jewellery. Wristbands of any sort are not permitted due to safety reasons.

2.6 Any player, coach or manager suspected of being under the influence of alcohol and/or any illicit substance will not be permitted to take the court. Any player, coach or manager displaying behaviour deemed by game officials or FDLC/CORC officials to be caused by being under the influence of any such substance during a game shall be removed from the premises immediately.

### **3. Registration**

3.1 All players must register by completing the official registration form online and paying the appropriate registration fee before taking the court for their first game.

3.2 It is the player's responsibility to maintain current registration at all times. FDLC/CORC reserves the right to refuse participation to any unregistered person/s.

3.3 Player registrations are non-transferable and non-refundable.

3.4 One (1) game player registrations (\$10.00) are available for fill-in players. These will not be permitted for any finals matches.

## 4. Team Entry

4.1 Teams must submit the official team nomination form (either hard copy or email), accompanied by the \$30 team entry fee, on or before the nomination closing date.

4.2 Teams may nominate a maximum of 10 players per team

4.3 Players cannot be added to the roster after week 10 of the competition. Requests to waive this rule will be considered on a case-by-case basis by the competition organiser.

4.4 The team nomination fee will only be refunded if the competition does not go ahead and/or any circumstances deemed to be within control of the competition manager (eg. Not enough teams for the competition to go ahead, change of date or times).

4.5 Any team withdrawing from the competition on their own accord and out of the control of FDLC/CORC after the close of nominations will forfeit their nomination fee and their season fee. Any reimbursement requests due to special circumstances will need to be made in writing to the competition organiser and/or FDLC/CORC management for consideration.

4.6 FDLC/CORC reserves the right to restrict junior players from playing in older age groups at its sole discretion where the situation is deemed to be contrary to the best interests of the individual and/or the competition. Players aged 16 – 17 years are permitted to play in an 18+ competition only with a parent's/legal guardians' written approval.

## 5. Season Fees

5.1 Season fees will be published on the entry form along with dates and competition times.

5.2 Team season fees will be paid in one part:

- Up-front (game fee x no. of regular season games, excluding semi-finals) – due before the first match of the competition. In certain situations, due date can be delayed until the 3<sup>rd</sup> week of competition.
- Forfeit fines – if a team forfeits they must pay the opposing team's match fee of whom they forfeit against before taking the court the following week. Failure to do so will result in the opposing team being rewarded the win until the forfeit fee is paid in full.

5.3 Full payment must be made by the due date. Non-payment of season fees by the due date may result in being refused permission to take the court, loss of competition points or removal from the competition.

5.4 Teams competing in the Elimination/Semi Finals will need to pay their match fee prior to kick off, unless paid within the upfront fees which will be advised by management. Grand Finals are free of charge.

## **6. Eligibility**

6.1 Once a player has played for one team in a particular competition, they may not transfer to another team within that competition without written permission from Councils Sports Programs Officer/Coordinator.

6.2 Players may participate in a number of competitions of the same sport.

6.3 A team may borrow players from another team within given that:

A) A minimum of three (3) registered players from the team list must participate in the game.

B) The total number of players for the game does not exceed five (5); a team is not allowed to borrow another player to act as a substitute.

C) The borrowed player/s is registered within the same division or lower; teams may not borrow players from higher divisions or higher age groups (junior competitions).

D) Approval must be sought from the referee and opposition team prior to borrowing players.

6.4 Teams fielding an ineligible player shall forfeit each game where the team is found to be in breach of these by-laws

## **7. Playing Strip**

7.1 Playing strips must be matching. Shorts may be a different colour to the shirts. Minor variations in trim may be acceptable. A grace period of 2 weeks can be given to teams upon approval of competition manager.

7.2 Players not in the correct playing strip by the fourth week of the competition (without valid exemption) will not be permitted to take the court.

7.3 Each player must contain a playing number (00 - 99) displayed on the back of his/her playing shirt. Numbers must be clearly visible for the match official. Each number should be different to that of his/her teammates. A grace period of 2 weeks can be given to teams upon approval of competition manager.

7.4 Goalkeepers must wear a different coloured shirt which easily identifies them from both teams.

7.5 All players MUST wear shin pads which must be completely covered by socks. Players not wearing shin pads will not be permitted to play.

7.6 Players are not permitted to wear trousers or tracksuit bottoms with the exception of goalkeepers. Female players are permitted to wear tights provided they do not have pockets.

7.7 Bandanas, beanies and other similar headwear are not permitted. Protective headgear is permitted at the referee's and staff discretion.

7.8 Only approved safety glasses and/or goggles may be worn on the court.

7.9 In the event of a clash of colours, the team listed as Team A on the game sheet shall be required to wear alternative uniforms (FDLC/CORC do have bibs for purchase and it is advisable that teams have reversible uniforms)

7.10 Teams refusing to change uniforms, as per by-law 7.9 will be deemed to have forfeit the match.

7.11 Footwear must be purpose-designed (non-marking shoes) for use on the playing surface used for the competition. Any damage caused by inappropriate footwear shall be the responsibility of the wearer.

## **8. Timing Regulations**

8.1 \*Standard timing regulations for round games shall be:

- 2 X 16 minute halves for all Senior futsal games
- 2 X 12 minute halves for all Junior Futsal games
- 1 X 1 minute half time period

*\*FDLC/CORC reserves the right to alter these regulations when deemed necessary*

8.2 In the event of a tied match at the end of regulation playing time the following will occur:

- In a regular round game, the result shall stand as a draw.
- In a finals match, 2 x 5minute periods of extra time shall be played in order to obtain a result, given that time permits and does not interfere with scheduling of later matches.
- If time does not permit due to scheduling constraints, the extra time period will be decided by a Golden Goal (First team to score wins the match). FDLC/CORC staff and officials reserve the right to make this decision.
- If a result has still not been obtained after extra time, the match will be decided by a penalty shootout.
- In the event of a penalty shootout, the referee will ask the two team captains to take part in a coin toss to decide who will shoot first, with the team listed as 'Team A' on

the match sheet to call the coin toss. Each team will select five (5) players to take a penalty kick, with teams alternating their kicks (ABAB format) against the opposition goalkeeper. If the scores are equal after five pairs of penalty kicks, the shootout will proceed to sudden death with each team taking one (1) penalty each until a winner is decided. Note: A player cannot take a second penalty until every player on the team participating in the match has taken a penalty, including the goalkeeper.

## **9. Forfeits and Late Starts**

9.1 A team may start a game with a minimum of 3 players.

9.2 Where a team is unable to field at least 3 players at the scheduled starting time, the match official shall start the game clock. If the team does not have three players to start the game after 5 minutes, they shall incur a 3-0 score deficit. Where the team does not have three players after 10 minutes, the game shall be declared a forfeit.

9.3 Where a team forfeits, the score shall be recorded as 5 – 0 (Senior Comps) and 3-0 (Junior Comps).

9.4 Where both teams fail to appear with at least three players after 10 minutes, the game shall be declared a double forfeit and the score recorded as 0 – 0 with neither team receiving any competition points for the match.

9.5 Any team that forfeits 3 times in a competition may be removed from the competition and/or finals series at the competition organiser's discretion.

## **10. Player suspensions**

10.1 To ensure the safety and enjoyment of all participants, FDLC/CORC will conduct disciplinary procedures in accordance with FDLC/CORC By-laws and futsal official rules.

10.2 Any player, coach, team official or team follower may be cited and reported to face disciplinary procedures. These include:

- Serious Foul Play
- Violent Conduct
- Using offensive, insulting or abusive language and/or gestures.
- Displaying aggressive behaviour towards a player, coach, FDLC/CORC official or staff member.
- Breach of the player code of conduct and by-laws that all players have agreed to abide by while playing at FDLC/CORC.

10.3 Any player, coach, team official or team spectator may be cited for damage to Councils property and facilities. FDLC/CORC reserves the right to pass on the cost of any repair or replacement of damaged property.

- 10.4 All complaints, protests or appeals must be lodged in writing to the competition manager by close of business within 48 hours after the match or alleged incident. If an appeal has not been lodged within said timeframe the suspension will stand. Email [recsportsprograms@canadabay.nsw.gov.au](mailto:recsportsprograms@canadabay.nsw.gov.au) or [info@concordrec.com.au](mailto:info@concordrec.com.au)

10.5 Any player assessed with an unsportsmanlike foul or conduct during a game (including those outlined in 10.2) will be issued with a warning and/or yellow card by the match referee. Should the same player commit further fouls, he/she may receive a second yellow card or red card and be removed from the game and playing area. The player may be asked to leave the Centre if not following instruction from the match referees or Centre Staff.

10.6 Players who are sent off under 10.5 may not participate in any capacity for the rest of the game and must leave the playing and technical area. The referee will not re-start the match until the player has completely left the area. If the player continues to refuse to leave the area, the referee will abandon the game and it will be declared a forfeit in favour of the opposing team.

10.7 FDLC/CORC reserves the right to address alleged misconduct via letter/email to captain (or if information given by individual) of a yellow or red card, or any other means deemed suitable for the circumstances.

10.8 A player who receives an accumulation of 4 yellow cards (senior competitions) or 3 yellow cards (junior competitions) during a season will be automatically issued a 1 match suspension.

10.9 A player who is sent off (second yellow card or red card) will receive an automatic 1 week suspension. Suspensions may be increased at the discretion of the competition manager and centre manager depending on the infringement as outlined in tables

10.9A, 10.9B & 10.9C.

### 10.9A Player Offences

| <b>Code</b> | <b>Offence</b>   | <b>Minimum</b>        | <b>Maximum</b>        |
|-------------|--|-----------------------|-----------------------|
| <b>PO1</b>  | <b><i>Serious Foul Play</i></b>  | <b><i>1 Week</i></b>  | <b><i>2 Years</i></b> |
| PO1A        | Violent tackle from behind endangering the safety of opponent  | 2 Weeks               | 2 Years               |
| PO1B        | Rugby Tackle   | 3 Weeks               | 2 years               |
| PO1C        | Violent Charging   | 3 Weeks               | 2 years               |
| PO1D        | Over The Ball Tackle   | 1 Week                | 2 Years               |
| <b>PO2</b>  | <b><i>Violent Conduct</i></b>  | <b><i>1 Week</i></b>  | <b><i>2 Years</i></b> |
| PO2A        | Head Butting   | 5 Weeks               | 2 years               |
| PO2B        | Punching/Fighting  | 2 Weeks               | 2 Years               |
| PO2C        | Kicking  | 2 Weeks               | 2 Years               |
| PO2D        | Elbowing an opponent   | 2 Weeks               | 2 Years               |
| PO2E        | Inciting a brawl/melee   | 5 Weeks               | 2 Years               |
| <b>PO3</b>  | <b><i>Spitting <u>at</u> an opponent or any other person (other than FDLC/CORC official/staff)</i></b>                   | <b><i>8 Weeks</i></b> | <b><i>2 Years</i></b> |
| PO3A        | Spitting <u>on</u> an opponent or any other person (other than FDLC/CORC official/staff)                                 | 8 Weeks               | 2 Years               |
| <b>PO4</b>  | <b><i>Denying the opposition an obvious goal-scoring opportunity by deliberately handling the ball or by a foul.</i></b> | <b><i>1 week</i></b>  | <b><i>8 weeks</i></b> |
| <b>PO5</b>  | <b><i>Using offensive, insulting or abusive language and/or gestures</i></b>   | <b><i>1 Week</i></b>  | <b><i>2 Years</i></b> |
| PO5A        | Using discriminatory language and/or gestures.   | 3 Weeks               | 2 Years               |
| PO5B        | Incitement to violence, repeated use of offensive, insulting or abusive words or gestures.                               | 3 Weeks               | 2 Years               |
| <b>PO6</b>  | <b><i>Receiving a second yellow card in the same match</i></b>   | <b><i>1 Week</i></b>  | <b><i>1 Week</i></b>  |



### 10.9B Player Offences against FDLC/CORC Officials/Staff

| Code | Offence   | Minimum   | Maximum |
|------|---|-----------|---------|
| OF1  | Using offensive, insulting or abusive language/gestures.                                      | 2 Weeks   | 2 Years |
| OF2  | Incitement to violence, repeated use of offensive insulting or abusive words and gestures     | 8 Weeks   | 2 Years |
| OF3  | Using discriminatory language and/or gestures   | 8 Weeks   | 2 years |
| OF4  | Threatening or intimidating language or conduct towards an FDLC/CORC official/staff           | 10 Weeks  | 2 years |
| OF5  | Threat of physical violence towards an FDLC/CORC official/staff or his/her family or property | 12 Months | 2 Years |
| OF6  | Tripping or pushing an FDLC/CORC official/staff   | 12 Months | Life    |
| OF7  | Striking an FDLC/CORC official/staff with a ball or other object                              | 12 Months | Life    |
| OF8  | Punching, kicking, elbowing or striking an FDLC/CORC official/staff                           | 18 Months | Life    |
| OF9  | Spitting at or on an FDLC/CORC official/staff   | 18 Months | Life    |

### 10.9C Offences by Coaches and Other Participants

| Code | Offence  | Minimum   | Maximum |
|------|--|-----------|---------|
| CO1  | Attacking or fighting with a player, spectator, team official or FDLC/CORC official/staff.   | 12 Months | Life    |
| CO2  | Spitting at or on a player, spectator, team official or FDLC/CORC official/staff   | 3 Months  | Life    |
| CO3  | Unsportsmanlike or unprofessional behaviour.   | 1 Week    | 1 Year  |
| CO4  | Using discriminatory language and/or gestures towards players, team officials or FDLC/CORC officials/staff.                                | 3 Weeks   | 2 Years |
| CO5  | Refusing to comply with direction and requests provided an FDLC/CORC official/staff in relation to conduct and/or behaviour within a match | 2 Weeks   | 1 Year  |
| CO6  | Unauthorised entry onto the field of play  | 2 Weeks   | 1 Year  |
| CO7  | Failing to comply with FDLC/CORC official/staff in identifying details of an individual when reasonably requested to do so                 | 4 Weeks   | 2 Years |
| CO8  | Continuously questioning the match official's decisions in an aggressive, unreasonable or untimely manner.                                 | 1 Week    | 8 Weeks |

10.10 Suspensions will be the length of time in competition weeks. Bye rounds and weeks not involving competition matches will not count towards the suspension being served.

10.11 Any player, coach or other participant found to take part in a match that he/she is under suspension will receive an additional two (2) weeks suspension per game played whilst suspended in addition to the original suspension received. The team will also be seen to have forfeited each game in which the suspended participant took place and may also face a loss of competition points.

## 11. Results and Outcomes

11.1 Competition points will be awarded as follows:

- Win = 3
- Draw = 1
- Loss = 0
- Win due to Forfeit = 3
- Loss due to Forfeit = 0

*FDLC/CORC reserves the right to change competition points to suit a particular competition*

11.2 Where a scoresheet error is discovered at the time of recording, scores and/or results may be altered to reflect correct result.

11.3 In the event of two teams finishing on the same amount of points at the end of the normal rounds before the finals rounds, the table standings will be decided in the following order:

1. Goal difference between the teams in question
2. Higher number of goals scored between the teams in question.
3. Head-to-head records between the teams in question.

## 12. Abandoned Matches

12.1 If a match has been abandoned by an FDLC/CORC official/staff due to matters out of each team's control – including but not limited to serious injuries to a participant/court hazards – the match will be decided by the following:

A) If less than 75% of the match has been played (Under 24minutes in senior competitions; Under 18 minutes in junior competitions) the result will be recorded as a 2-2 draw irrespective of the score at the time of which the game was abandoned.

B) If more than 75% of the match has been played (24minutes or more in senior competitions; 18minutes or more in junior competitions) the result will stand as the score at the time of which the match was abandoned.

12.2 If a match is abandoned by an FDLC/CORC official/staff due to matters within each team's control – including but not limited to both teams being involved in a fight/melee, aggressive behaviour – the match will be declared as a 0-0 draw with neither team being awarded any competition points for the match.

12.3 The above decisions are made at the discretion of FDLC/CORC staff and management and all decisions are final.

### **13. Finals**

13.1 Qualification for finals shall be determined by FDLC/CORC from competition scoresheets.

13.2 to be eligible to participate in a finals series, a player or team must meet one of the following criteria:

- Player – has been on the team roster for at least 5 rounds or has played for that team for 5 rounds
- Team – has been in the competition for at least 5 rounds

13.3 Byes do not count as qualifying games

13.4 Any team playing an ineligible player in a finals game shall automatically forfeit that game.

13.5 As per 5.4, teams competing in the Elimination/Semi Finals will need to pay their match fee (unless paid in upfront season fee) prior to kick off. Grand finals are free of charge.

### **14. Finals Formats**

14.1 In the case of a competition consisting of 10 teams or less, the top 4 placed teams on the ladder at the end of the regular season will compete in the finals series.

14.2 In the case of a competition consisting of more than 10 teams, the top 4 placed teams on the ladder at the end of the regular season will compete in a 'Division 1' finals series and the next 4 placed teams (i.e. 5<sup>th</sup> – 8<sup>th</sup>) will compete in a 'Division 2' finals series.

14.3 The finals format will involve a 1<sup>st</sup> v 4<sup>th</sup>; 2<sup>nd</sup> vs 3<sup>rd</sup> (or 5<sup>th</sup> v 8<sup>th</sup>; 6<sup>th</sup> v 7<sup>th</sup>) straight elimination system. The winning teams will progress to the Grand Final.

14.4 Though the finals format as outlined in 16.3 will take precedence; in the case of a 6-team finals series the format shall be as follows:

Week 1 (Elimination Finals): 1<sup>st</sup> & 2<sup>nd</sup> – bye; 3<sup>rd</sup> vs 6<sup>th</sup> & 4<sup>th</sup> vs 5<sup>th</sup> Elimination finals.

Week 2 (Semi Finals): 1<sup>st</sup> v Lowest ranked EF winner; 2<sup>nd</sup> vs highest ranked EF winner

Week 3 (Grand Final): Winners of Semi Finals.

14.5 Please refer to 8.2 outlining the rules and regulations for drawn finals matches

## 15. Spectators and Supporters

15.1 Any other person that enters any of the various FDLC/CORC venues is expected to abide by the above by-laws and will be dealt with in compliance with section 10 of the by-laws (see table 10.9C).

15.2 A team may face disciplinary procedures as a result of unacceptable spectator behaviours, resulting in a potential loss of competition points or expulsion from competition.

## 16. Court Markings

16.1 Concord Oval Recreation Centre caters to several different sports. We have multiple-coloured lines on the courts. Futsal courts are marked the following way.

- Goal lines are marked (Blue)
- Touch lines are marked (Blue)
- Penalty area is marked (Blue)

16.2 Five Dock Leisure Centre caters to several different sports. We have multiple-coloured lines on the courts. Futsal courts are marked the following way.

- Goal lines are marked (white)
- Touch lines are marked (white)
- Penalty area is marked (White)

## 17. Additional CORC Rules of the Game

### 17.1 No Slide Tackle Rule

A) The No Slide Tackle Rule shall apply to all futsal competitions run by FDLC/CORC.

This includes both senior and junior competitions.

B) In challenging for the ball, players must remain on their feet at all times. The goalkeeper is exempt from this rule only within his/her own penalty area provided they do not endanger the safety of an opponent.

C) An indirect free kick will be issued to the opposing team if:

- i. If a player challenges for the ball and goes to ground in a sliding or lunging motion.
- ii. If, whilst on the ground, a player attempts to challenge for possession of the ball.
- iii. If whilst on the ground a player - whether an opposition player is in the near vicinity or not - plays at the ball.
- iv. If the goalkeeper makes a challenge as outlined above and is outside of his/her own penalty area.

### 17.2 Ball Hits the Roof

If the ball is kicked and hits the roof/a basketball hoop, a kick-in is to be taken by the opposition team from the touchline closest to where the ball hit the roof.

### 17.3 Goalkeeper Two-Touch Rule

Goalkeepers cannot receive the ball back from a teammate after releasing the ball from their possession (two-touch) unless it has been touched by an opposition player. Goalkeepers have four (4) seconds in which to release the ball from when receiving possession (including goal clearances). An indirect free kick will be awarded should these rules be breached. If in the opposition half, the goalkeeper has unlimited time with the ball and may receive the ball back from their teammates after releasing the ball.

### 17.4 Kick Off

The team winning the toss must decide which way to run. The ball can be rolled in any direction (forwards, backwards, side-to-side). A goal can be scored directly from the kick off.

#### 17.5 Kick Ins

- A) A goal cannot be scored directly from a kick in.
- B) The ball must be stationary on the sideline at the point where it left the pitch.
- C) All opponents must stand at least 5m from the point on the touchline where the kick in is to be taken.
- D) Players may have their feet/body in the court when taking a kick -in or corner kick.
- E) The ball must be put into play within four (4) seconds of taking possession of it.

#### 17.6 Goalkeeper Throws

- A) Goalkeepers are unable to score directly from a throw. Throws must be touched by another player before they enter either goal for a goal to stand. If not touched by another player, a keeper throw for the opposing team will be awarded.
- B) Goalkeepers may throw over the halfway line.

#### 17.7 Accumulated Fouls

- A) The first five (5) fouls resulting in a direct free kick in each half are recorded by the referee.
- B) For the first five (5) fouls, a defensive wall may be formed by the defending team.
- C) From the sixth (6) foul onwards, a defensive wall may no longer be formed by the defending team.
- D) The kick is taken from the second penalty mark unless the foul occurred beyond the mark in which the attacking team has the option to take the kick from where the foul occurred.
- E) The kick is taken as a 'penalty' whereby the player must be identified and shoot at goal (ball cannot be passed to another player).

F) The goalkeeper must remain in their penalty area and be five (5) metres from the ball.

G) All other players, both defending and attacking, must remain five (5) metres behind the ball and parallel with the goal line, without obstructing the kicker.

H) The accumulated foul count will reset in the second half; starting from zero fouls again. During finals matches, if the match goes to extra time, the accumulated fouls from the second half will carry on into extra time and not reset.