



FUTSAL/REBOUND SOCCER BYLAWS

Blackwood Community Recreation Centre

1 Northcote Road, Eden Hills

Ph. 8278 8833

E: contactus@blackwoodrec.com.au

W: www.blackwoodrec.com.au

1. PREAMBLE

These By-Laws repeal any and all existing By-Laws and practices currently used by the Blackwood Community Recreation Centre in the administration of the soccer competitions. These By-Laws are an extension of the *FIFA Futsal Laws of the Game 2020/21* and should be read in conjunction with the Blackwood Recreation Centre's *Team Sport Policy* and Attachment 1: Blackwood Recreation Centre In-house Gameplay Rules.

The code of conduct must be strictly adhered to by all involved. Refer to separate *Team Sport Policy* for more detailed information. Individuals that do not abide by the Policy and Codes of Conduct may be subject to sanction.

The Blackwood Community Recreation Centre reserves the right to make judgements based on fairness and for the improvement of the competition on issues that arise and are not covered in these By-Laws.

IMPORTANT! All Players play at their own risk. Each player must register and sign the waiver via the Player Registration JotForm accessible from the Blackwood Recreation Centre Website.

<https://www.blackwoodrec.com.au/team-sports/>

2. TEAMS

- 2.1. Teams must submit a nomination form with the full names of *all* players to the Centre before the commencement of the season via our website (above link) or if renewing a team via the online sports program FiXi (Sportfix).
- 2.2. All players' full names must be recorded on the scoresheet.
- 2.3. Each team can have a minimum of 4 and a maximum of 5 players on the court – one of whom **MUST** be the goalkeeper(G/K). If a team is reduced to 3 players (or less) by injury, sin binned or card sanction the game is forfeited irrespective of the score.
- 2.4. Team squads can be up to maximum of 12 players (6 to 8 suffice)

3. ELIGIBILITY

- 3.1. Players must be 15 years of age before playing in the senior competition.
- 3.2. Fill in player/s can only fill in to make the minimum team requirements (six players). More players can fill in if agreed to by the opposing team
 - 3.2.1. Teams are restricted to two fill-in players who must not be on the court at the same time, unless one is the G/K unless otherwise agreed upon by the opposing team.
- 3.3. Players must play 5 games to qualify for finals. Players can only play in ONE Grand-final.
- 3.4. A player is restricted to playing (2) games per night, further matches can be played if agreed to by the opposing team.

4. GAME PLAY

- 4.1. A game shall consist of two fifteen-minute halves.
- 4.2. There is no time added on nor the clock stopped (held) for any reason.
- 4.3. If a penalty kick is awarded immediately before half/full time, and the buzzer sounds, the penalty kick will be the last kick of the game/half.
- 4.4. The referee will start the time clock at the allotted game time. A team will have five (5) minutes from the commencement of play to have four players ready to play. If a team has less than four players at the time 5 minutes has elapsed, the game will be declared a forfeit.

5. CAPTAIN RESPONSIBILITIES

- 5.1. The team captains are the contact person for each team. They pass on any information from the centre to the players, and act as a spokesperson for the team. This person must be over 18 years of age. If there is no member of the team of this age, the team must allocate a parent or another person to be the point of contact for the team to take the following responsibilities:
 - 5.1.1. Ensure all players are ready to take the court at the start of their allotted game time.
 - 5.1.2. Ensure the team/players are registered and financial.
 - 5.1.3. Ensure that the score sheet is filled in correctly including fill-in players.
 - 5.1.4. Ensure adherence of the centre's policies. Most importantly the Centre's Code of Conduct as outlined in the *Team Sport Policy*.
 - 5.1.5. Organise the team to assist with the set up and pack up of the courts where required.
 - 5.1.6. If issues or enquiries arise during the game, only the Captain is to approach the referee.

6. UNIFORM

- 6.1. Team members must wear the same coloured top (G/K to wear a different colour to both teams). In a case where team colours clash, a set of bibs will be provided and must be worn by Team B.
- 6.2. Players **MUST** wear shin pads and long socks that cover the shin pads. Without shin pads and long socks, players will not be able to take the court.
- 6.3. A player must not wear any jewellery, wristbands, plaster cast which constitutes, in the opinion of the referee, a danger to themselves or any other player.
- 6.4. Players must wear lightweight, soft soled footwear. No hard-soled shoes/boots are to be worn.
- 6.5. Knee and Arm protective equipment must be made of soft, lightweight padded material.
- 6.6. No hats or headgear to be worn by field players, unless for legally recognised religious reasons and cleared by the referee before the game.

7. FINANCE

It is the team's responsibility to ensure it is financial.

Refer to the Blackwood Recreation Centre *Team Sport Policy* for further information on the Financial Policy

8. FORFEIT

Refer to *Team Sport Policy* for further information on the classification of forfeit and penalties that apply.

9. DISCIPLINE/COMPLAINTS

Referees may use 1-5-minute sin bin expulsions to control the game. A player who is sin binned can be subject to a yellow or red card sanction as deemed necessary by the match official.

Players, who in the opinion of the referee, demonstrate aggression either in physical tackles, verbal or physical gestures to other players, referee or spectators may be cautioned with a yellow card or in serious cases a straight red card.

A player who receives a red card whether it be as a result of two yellow cards being shown or by committing a straight red card offence will be ejected from the game and must leave the field of play immediately. The Player sent off is not allowed to be replaced. The player will also automatically be given a one (1) week suspension. The Captain must ensure that the referee knows the name of any player that has received a yellow or red card.

All on-court complaints must be directed in the first instance to the referee by the team manager/captain. All further complaints should be directed to the Night Supervisor or Sports Coordinator. Please see the *Team Sport Policy* for further details of the complaints process.

ATTACHMENT 1: Blackwood Recreation Centre Gameplay Rules

- ❖ A goal CANNOT be scored directly (not touching another player) from a sideline kick in, by the opposing G/K from a throw, an indirect free kick or a kick-off.
- ❖ Unlimited flying **substitutions** are allowed throughout the game without notifying the referee.
 - G/K to only be substituted at stoppage of play – referee to be notified
 - All substitutions to be made in defensive half only
 - If a substitute enters the field of play, before the substituting player leaves the court and, in the opinion of the referee, interferes with play: indirect free kick awarded to the opposing team.
- ❖ There is **no offside**
- ❖ **Slide tackles** are NOT allowed in Futsal or Rebound by any players except G/K's
 - G/K's can only slide (side on) within the confines of their own "D"
 - Sliding feet first towards an opponent is illegal (Dangerous play)
 - **PENALTY:** indirect free kick; unless contact is made with an opposing player resulting in a direct free kick
- ❖ A ball cannot be played deliberately by a player on the ground

GOAL KEEPER RULES:

An indirect free kick is awarded if a goalkeeper commits any of the following offences:

- ❖ Once distributed by the G/K from within the "D" the ball may NOT be touched again by the G/K until the ball has either touched an opponent or two (2) or more defending players or has crossed the halfway line. (2 Touch)
- ❖ The G/K cannot pick the ball up from a deliberate back pass by foot under any circumstances
 - Penalty indirect free kick from the nearest point on the "D".
- ❖ When restarting the game from a **DEAD BALL** via the Goal Keeper: The G/K must **THROW** the ball into play, the ball is NOT to be touched again by the G/K until the ball has either touched an opponent or 2 or more defending players or crossed the halfway line. **PENALTY** - Indirect Free Kick
- ❖ The G/K may roll the ball out of the "D" and play it with their feet before touching any other players if the roll out is during normal play.
- ❖ A G/K may also drop kick or soccer kick the ball from the "D". The G/K may score directly or indirectly from this.
- ❖ The G/K cannot pick the ball up from a deliberate back pass under any circumstances. **PENALTY** – Indirect Free Kick
- ❖ G/K's may only handle the ball within their own penalty area ("D")
- ❖ Any infringement by the attacking side in the Opponents "D", whether punishable by a direct or indirect free kick becomes a **DEAD BALL** and therefore restart by G/K throw.

FUTSAL ONLY:

- ❖ **The ball is out of play when:**
 - It has wholly passed over the goal line or touchline on the floor or in the air.
 - Ball hits the ceiling or any other fixture attached to the ceiling; Indirect free kick awarded against the player who last touched the ball. Penalty to be taken from the point below where the ball touched the ceiling.
 - Play has been stopped by the referee.
- ❖ If the ball goes out over the sideline the game is restarted from the sideline by kick in. The ball is to be placed ON the sideline or corner circle to start with and **MUST** be static. If it rolls after being placed on the

sideline, the player may still take the kick, but the ball must be within one (1) foot of either side of the line. Penalty – indirect free kick from the same spot to the opposition.

- ❖ There is a 4 second time limit placed on all set plays (corners; free kicks; kick offs) including G/K's in the "D". *PENALTY* – Indirect Free Kick

REBOUND ONLY:

- ❖ The **ball is out of play when:**
 - Ball hits the ceiling or any other fixture attached to the ceiling; Indirect free kick awarded against the player who last touched the ball. Penalty to be taken from the point below where the ball touched the ceiling.
 - Ball goes over the net, corner barriers or enters the gallery.
- ❖ If during play the ball enters the area behind the goal, the referee may wait to see if the ball re-enters play naturally or award the ball to the defending G/K to be returned to play by the G/K's hands.
- ❖ If an attacking player enters the area behind the goal, the ball is awarded to the defending G/K to be returned to play by hand.
- ❖ There is a 4 second time limit placed on G/K's processing the ball in the "D". *PENALTY* – Indirect Free Kick

REBOUND AND FUTSAL - Fouls and Misconduct:

<p>A: Indirect Free Kick</p> <ul style="list-style-type: none"> ○ Kicking the ball that hits the ceiling ○ Deliberately kicking the ball out of play ○ Kicking the ball whilst held in possession by the goal keeper ○ A pass back picked up by the goal keeper ○ Goal Keeper bounces the ball or once losing control of the ball may not handle the ball again until it has been touched by another player ○ Exceeding 4 second limit on set plays and G/K on the ball in the "D" ○ Obstructing an opponent (unintentionally) ○ Substitution Penalty ○ Slide Tackle ○ Ball hit the referee. Award to the team that had control of the ball where it has hit a referee 	<p>B: DIRECT FREE KICK</p> <ul style="list-style-type: none"> ○ Incorrect tackling (i.e body contact) ○ Kicking and/or attempting to kick an opponent ○ Tripping and/or attempting to trip an opponent ○ Charging, pushing and/or elbowing of an opponent ○ Holding an opponent ○ Jumping at an opponent ○ Abusive language towards an opponent, official and/or spectator ○ Undue Rough play ○ Unsportsmanlike behaviour ○ Handball ○ Intentional obstruction
<p>C: PENALTY KICK</p> <ul style="list-style-type: none"> ○ Where a defending team commits an infringement, which is punishable by a direct free kick within the "D" <ul style="list-style-type: none"> ○ The ball is to be placed on the PENALTY SPOT (just outside the "D") ○ During any penalty kick all players, other than the defending G/K and the penalty taker, must retreat to the white line behind the penalty spot until the ball is kicked <ul style="list-style-type: none"> ▪ All other free kicks, defending players must retreat to a 5 metres circumference from the ball. ○ Only 5 accumulated DIRECT team fouls are allowed each half (per team). For each subsequent foul, the opposing team is awarded a penalty from the opposition's penalty spot. 	