

Future Futsal Competition Rules



1. Knowledge of the Rules

1.1 The rules of Future Futsal are based on that of FIFA. Future Futsal By-Laws and FIFA Futsal Laws Of The Game are available on the Future Futsal website - www.futurefutsal.com/comp.

1.2 The rules of Future Futsal take precedence in the event of any discrepancy.

1.3 It is the responsibility of each player to be familiar with these Rules.

2. Match Format

2.1 Senior games shall consist of two 18 minute halves. Teams will change ends at half time.

2.2 Junior Games shall consist of two 16 minute halves. Teams will change ends at half time.

2.3 There will be a one-minute break at half time.

2.4 A game is started and finished by the referee's whistle.

2.5 Kick offs decided by the toss of a coin.

3. Time of Game

3.1 Teams are to be on pitch at the scheduled game time.

3.2 The referee will start the clock at the scheduled game time to ensure that all teams have a full match.

3.3 Teams who have members running late must take to the pitch when they have a minimum of three players.

3.4 Teams that fail to be on pitch within 1 minute of the scheduled game time will receive a 1-goal penalty.

3.5 Further lateness will result in an additional 1-goal penalty every 2 minutes.

3.6 An automatic forfeit will apply if a team is not on pitch within ten minutes of the scheduled start time.

3.7 A forfeit will result in a financial penalty (\$70) and 5-0 win awarded to the opposition.

3.8 Schedule will be sent to Team Captains by SMS or via Future Futsal website - Competitions tab.

4. Teams

4.1 No more than five players will be allowed on pitch at any time.

4.2 A team may have up to five substitutes on their bench.

4.3 Senior mixed teams must have at least two female players on pitch. Teams must register three female players in their squad.

- All players (including fill-ins) must play a minimum of five matches to qualify for finals. Fill-ins can only play for one team.
- Teams unable to field two female players cannot sub on male players.
- Teams with one female player on the pitch will play with one less player until a female player rejoins the match. Teams without female players will play with two less players until female players rejoin the match.

5. Team Strips

5.1 All team strips must be the same colour. All shirts must be the same style and colour. Teams cannot use black as their kit colours.

5.2 All team strips must be numbered. No numbers on shirts may result in goals against the team.

5.3 The goal keeper must wear a different coloured top to that of the opposition team and referees.

5.4 All players must wear sport/football shorts (no pockets).

5.5 All players must remove ALL items of jewellery.

5.6 All players are not permitted to wear hats or caps during the course of a game.

5.7 All players must wear shin guards with long football socks during the match. (Socks must be same colour for whole team)

5.8 Skins or Compression gear can be worn under kits any colour will be permitted to be worn.

5.9 Tracksuit may be worn only in winter competition, socks must be visible during matches.

6. Substitutions

6.1 The number of substitutions that may be made during a match is unlimited.

6.2 A substitution may be made at any time, regardless of whether the ball is in play or not, provided that the following conditions are observed:

- the player leaving the pitch does so via his own team's substitution zone.
- the player entering the pitch does so via his own team's substitution zone but not until the player leaving the pitch has completely crossed the touch line
- failure to follow these guidelines will result in the offending substitute being cautioned and play restarted with an indirect free kick to the opposing team from the place the ball was situated when the game was stopped.
- a substitute is subject to the authority and jurisdiction of the referees, whether he is called upon to play in a match or not

7. Injuries

7.1 The need to minimize disruption for subsequent games means that, except in finals, there is no extra time in this competition.

7.2 An injured player must leave the pitch as soon as reasonably possible so that play may continue.

7.3 Once an injured player leaves the pitch his or her position may be filled with a substituted player.

7.4 If a player is bleeding he or she must vacate the pitch immediately and cannot return until the bleeding has stopped.

8. Junior Age Groups

8.1 The Junior Competitions will be played in the following age groups:

- Tens (10's) are or were 10 in the current calendar year
- Twelves (12's) are or were 12 in the current calendar year
- Fourteens (14's) are or were 14 in the current calendar year
- Sixteens (16's) are or were 16 in the current calendar year

9. Points system

9.1 Teams shall be awarded 3 points for a win

9.2 Teams shall be awarded 1 point for a draw.

9.3 In the case of a forfeit, a team shall receive 3 points for a win and a 5-0 result.

9.4 In the case of BYE no points or goals will be awarded to the team.

10. Finals

10.1 All finals fixtures will be advised to participating teams 5 days prior to the match.

10.2 Finals structure will be announced upon the commencement of the competition, this will be dependent on the make-up of the divisions.

10.3 Final ladder positions are determined by total match points. In the case of teams having equal points, higher goal difference will take precedence. If still equal, higher goals for, will take precedence.

10.4 If teams are tied full-time for a finals match, extra time will consist of 2 x 5 minute halves (Seniors competition) 2 x 3 minutes halves (Junior competition). Silver Goal will apply. Tied games after extra time will go to a penalty shoot-out.

11. Referees

11.1 There will be one qualified referee assigned to each pitch. FV qualified Futsal Referees appointed.

11.2 The match referee is responsible for all events on and surrounding a pitch between the end of one game and the start of another.

11.3 The referee's decision is final.

11.4 Referee kits are black with an alternative kit of Volt (fluoro yellow).

12. Registration

12.1 All competing teams are required to submit a team registration form prior to playing.

12.2 Team bond (\$70) and first match fee (\$70) per team is payable prior to the first match.

12.3 Individual FV player registration must be completed before a player is eligible to play. Link can be found at: www.futurefutsal.com/reg

12.4 Playing of unregistered players is not permitted and may result in loss of match points

13. Match Fees

13.1 Match fee is \$70 per team. Must be prepaid before your scheduled match. Full season match fees can be paid in advance for the whole season.

13.2 All teams are expected to have team sheets filled out (listing all players taking part in the specified fixture).

13.3 Teams cannot play until they have paid their full match fee.

13.4 Outstanding forfeit fees are required to be paid before the team plays their next match.

14. Insurance

14.1 Future Futsal is covered by a \$10 million public liability insurance policy.

14.2 Accident cover in the event of injury whilst participating in the competition is offered to all players registered with PlayFootball. Juniors insurance and Seniors insurance links: www.futurefutsal.com/reg

14.3 Future Futsal, its officers and game officials do not accept any liability for any injury that any player should suffer during a game or warm-up. All players agree to participate at their own risk.

14.4 All players are responsible for any costs relating to both medical and paramedical (ambulance) services that they may require whilst participating in the event.

15. Additional Information

15.1 All participants and spectators must adhere to the rules of the facility where the competitions are being held.

15.2 Future Futsal management has the final discretion on any matter associated with the competition.