



YMCA – Kilgariff Recreation Centre

Rules & By-Laws for Futsal Soccer

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Codes of Conduct

All persons entering this facility are required to comply with the following Codes of Conduct

Players:

- Play by the rules
- Don't argue with the referee, if you disagree have your captain/coach approach the referee during a break or after the competition.
- Control your temper. Verbal abuse of referees and sledging other players are not expectable.
- Obey directions of supervisors and referees.
- Abuse of any YMCA staff including customer service officers will not be tolerated and will be punished with suspension.

Spectators:

- Remember that people participate in sport for their enjoyment and benefit – not yours.
- Applaud good performances and efforts from all individuals and team. Congratulate all participants on their performance regardless of the game's outcome
- Respect the decision of the referee and teach other people to do the same.
- Show respect for the other team, without them there would be no game.
- Condemn the use of violence in any form.



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- **Children are advised to watch from behind the rock wall netting for safety reasons. If parents and children do not abide by this, the YMCA takes no responsibility for injury.**

Officials:

- Be consistent, objective and courteous when making decisions.
- Condemn unsporting behaviour and promote respect for all opponents.
- Emphasise the spirit of the game.
- Remember, you set an example. Your behaviour and comments should be positive and supportive.
- Place the safety and welfare of the participants above all else.
- It is the responsibility of each team to supply their own official.



The Rules

The rules and regulations are to be read in conjunction with the general rules of futsal

1: The Playing Area & Equipment

1.1) the playing area approximately 15.5x34.5m

1.2) Penalty Area: Arc measuring 6 m from each post, Penalty Mark: 6 m from the mid-point of goal line

1.3) a size 4 futsal soccer ball will be used for all matches.

1.4) the goals shall be no less than 3meters wide and 2meters high

2: Number of Players

2.1) each team can have a maximum of 5 players on field (including keeper) and a minimum of 4 (including keeper)

2.2) each team can have a maximum of 10 registered players, but a maximum of 3 reserves per game. (8 players total per game)

2.3) the goalkeeper may be changed unlimited but changes must be at the stoppage of play and be approved by the referee. If a penalty is given the keeper in goals at the time of the penalty must stay in goals until the penalty shot has been taken.



2.4) A late player may not enter the field of play without the referee's acknowledgement.

2.5) there is no limit to on field player substitutions, these can be made as 'flying substitutions.

2.6) in a mixed league there can only be a maximum of 3 males on the court at any given time. There is no exceptions to this rule.

3: Players Equipment & Uniforms

3.1) A player may not wear anything which constitutes a danger to other players. Referees have discretionary powers about what constitutes a danger to other players.

3.2) all players must be dressed in uniform shirts.

3.3) it is recommended that all players wear suitable shin guards.

4: Referees

4.1) each game will see one referee from each team controlling the game, and their decision is final. Any disputes with the referee will not be tolerated and infringing player will be sent off the field.

4.2) the referees may terminate the game if deemed necessary.

4.3) the referees may send from the field of play any player who in their opinion is guilty of violent conduct, serious



foul play, abusive or breaking the code of conduct. This will be shown through a red card.

4.4) the referee must complete a report form for any player that receives a red card during a game. This form must be completed at the completion of the game.

4.5) In the event of an injury to the referee, the game shall cease immediately and the result will be determined after an investigation into the game.

5: Duration of the Game

5.1) the game shall be played in 15minute halves.

5.2) there will be a 1minute break at half time.

5.3) the clock can be stopped if the referee determines there is a need to.

5.4) the clock will start at the time of the scheduled game. If teams are not ready at the scheduled time of their game, time will commence. Unready teams will be penalised 1 goal for every 5 minutes of game time

6: Ball in Play

6.1) Play shall commence with a kick off into the opponent half of the field. Every offensive player shall be in their own half of the field and every player of the defending team shall remain in their defensive quarter until the ball is kicked.



6.2) Play is started in similar fashion as 6.1 after each goal and for the second half.

6.3) Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: dropped ball beneath that point). Lines: Touchlines and goal lines are considered inside the playing area.

6.4) Kick In:

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of kick-in.
- Cannot score directly from a kick-in.

6.5) - Goal Clearance:

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws the ball into play.



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- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.

6.6) - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of the corner kick.
- Can score goal directly from a corner kick.

7: Goal Keepers and Goal Area

7.1) GK cannot touch by hand *any* ball played back to them (inc. head and chest)

7.2) the goal area is defined as that area within the marked "D". The line is regarded as being in the field of play

7.3) any player is permitted to enter the 'D' area

7.4) The Goalkeeper is permitted to use his hands provided he is inside the 'D' but if he chooses to leave the 'D'



area he must use his body only (identical to a penalty box in outdoor soccer)

7.5) A player cannot score from inside the 'D'

8: Team & Player Responsibilities

8.1) it is the team captain who is responsible for paying the upfront season match fees and registration fees.

8.2) it is the team captain who is responsible for their players and spectators behaviours.

8.3) it is the teams responsibility to supply their own umpire each week. failure to do so may result in a forfeit.

9: Infringements

9.1) Fouls and Misconduct

Indirect Free Kick awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area):

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent



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- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- sliding at an opponent (i.e., sliding tackle)
- handling the ball (except goalkeeper)

- dangerous play (e.g. attempting to kick ball held by goalkeeper)
- obstruction
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- goalkeeper picks up or touches with his hands a backpass
- goalkeeper picks up or touches with his hands a kick-in from a teammate
- goalkeeper controls the ball with any part of his body for more than 4 seconds
- goalkeeper touches with any part of his body a backpass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Players shall be **cautioned (i.e., shown yellow card)** when:

- a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
- he persistently infringes the Laws of the Game
- he shows dissent with any decision of the referee
- he is guilty of ungentlemanly conduct

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty



area). The player given a yellow card will also serve a 2 minute suspension on the bench in which he cannot be replaced.

Players shall be **sent off (i.e., shown the red card)** for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language
- (d) second instance of cautionable offense (i.e., second yellow card)
- (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).

9.2) Rules of Expulsion:

- A player given a yellow card will serve a 2 minute suspension on the bench in which he cannot be replaced.
- A player given a red card is out for the rest of the game and is not even permitted to sit on the reserves' bench. He will also be punished by automatically having to serve a one game suspension.

9.3) - Free Kick

- Types: Direct free kicks and indirect free kicks



- Wall: At least 5 meters away until the ball is in play
- Ball in Play: After it has travelled the distance of its own circumference
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

The By Laws10: League Points & Finals

10.1) Points will be awarded as follows;

Win: 3 points

Draw: 2 point

Played Loss: 1 point

Bye: 0point

Forfeit: 0 points

The finals go for one week following the completion of regular season. The match ups will be determined by the programs coordinator. In the event of a draw there will be 2 x 3 minute halves and if the game is still drawn then there will be 5 penalty kicks for each team until a winning result has been determined. If scores are still tied at the end of 5 penalty kicks the game will be decided on sudden death penalty kicks.

11: Forfeits and Abandoned Match

11.1) In the event of an abandoned match the following will apply; -



Court conditions becoming unsuitable Eg: (leaking roof, slippery surface) a draw will be awarded to both teams.

- In the event of stoppage by the referee (see 4.2) the result will be determined by responsible staff after reviewing the referees match report.

- In the event of an injury; if occurring in the first half a draw is to be awarded. If occurring in the second half the match score is to stand.

11.2) Late teams will lose 1 goal every 5 full minutes completed and the game will be abandoned at the end of the first half.

12: Registration

12.1) a team's registration fee is \$25. This must be paid prior to their first game. This registration fee is NOT refundable. All match fees (\$50/game) must be paid upfront at the start of the season.

12.2) Fill in players MUST sign in, register and sign the sports waiver at reception each game. Failure to do so will result in penalties.

12.3) New players may register anytime during the season. **But the team cannot exceed 10 players (8 per game).**

12.4) No new registrations are allowed during the finals



13: Reports and Suspensions

13.1) any player receiving a RED CARD is compelled to provide their name to the YMCA and incur an automatic one week suspension to be applied to their next scheduled 'played' match. There is no appeal on this suspension.

13.2) The YMCA may at its discretion impose a further penalty. Such suspensions will be notified to the team contact/captain and a letter will be provided.

13.3) any suspended player may lodge an appeal in writing against that suspension within 48 hours otherwise the original sentence will stand.

13.4) the final decision on length of suspension will be made by management, and this decision is final.

13.5) Suspensions imposed by the YMCA will be carried over to the following season

13.6) any player receiving 3 yellow cards in a season will incur an automatic 1 match ban.

13.7) where a player plays in two or more leagues administered by the YMCA;

- Yellow Cards received in one league will not carry forth into another league

- Red Card received in one league will carry forth into another league



- Suspensions must be served in all leagues in which they play in.

13.8) Where a team collectively amongst its players incurs 3 or more red cards during a season the YMCA reserves the right to ask the team to show cause why the team should not be suspended or replaced from the league.

13.9) Team misbehaviour will result in warnings, suspensions or indefinite ban depending on the severity of the offense.

13.10) Teams will be responsible for the behaviour of their spectators.

14: Eligibility of Players

14.1) All players must play a minimum of 3 games during the season to be eligible for finals. Players **MUST** sign in each game. Failure to do so may result in ineligibility for the finals.

14.2) Fill in players may play in the finals if they have played 3 games for that team in the same season.

15: Clearances

15.1) During a season a player may only change teams if he has played no more than 1 game for another team in the competition. If a player wants to be cleared into another team he must put this in writing to the program coordinator to which it will be their discretion if they choose to clear a player.



- If a player's current team withdraws from competition they will be free to play for another side in the competition but normal qualification rules for finals apply.

16: Interpretation

16.1) the responsibility for interpreting these rules and bylaws rests with the YMCA Referee and duty staff.

16.2) where a dispute arises the following procedures will apply;

- the match is still to be played, after notifying the YMCA
- written protest to be lodged within 48 hours of the match
- the matter will be reviewed by the programs co-ordinator or responsible person
- the decision of the programs co-ordinator or responsible person is final.

17: Modifications for Junior Matches

17.1) Coaches must be either on the player's bench for all games.

17.2) Duration of the game for junior games will be modified to

- U8s: 10 minute halves
- U10s & U12s: 13 minute halves
- U14s & U16s: 15 minute halves



Penalties:

2.1) Where a match has commenced and a team is there after forced to forfeit the match as a result of one of the players being sent from the field, a forfeit of 5-0 will apply, or the current score of the match stand whichever is greater.

2.4) A team with more than designated number of players on the field of play at the time the ball is in play will be penalised by the awarding a penalty against the offending team.

3.1) Failure to comply with referee's directive will result in an automatic expulsion from field of play and the awarding Red Card against the offending player.

4.3) Yellow Card: Player will be sent from the field of play for 2 minutes.

Red Card: Player will be sent from the field of play for the remainder of the match. (outside playing area) Also the same player will also incur an automatic one game suspension.

5.4) the clock will start at the allotted time and for each 5 minutes the offending team is late one goal will be added to the attending side. After 10 minutes has elapsed the offending team will be deemed to have forfeited the match and the attending team will be awarded a score 5-0.



Kilgariff Recreation Centre Suspension Guidelines

1] Offensive Language (Minimum 2 Weeks)

Hurtful, derogatory or obscene comments made by one person to another person.

2] Misconduct (Minimum 2 Weeks)

Any conduct by a player which is deemed by the referee to warrant a disciplinary sanction. Misconduct may occur at any time, including when the ball is out of play, during half-time and before and after the game. The offence of "unsporting behaviour" may be used to deal with most events that violate the spirit of the game, even if they are not listed as specific offences.

3] Intimidation (Minimum 4 weeks)

Intentional behaviour "which would cause a person of ordinary sensibilities" fear of injury or harm. It's not necessary to prove that the behaviour was so violent as to cause terror or that the victim was actually frightened.

4] Undue Rough Play (Minimum 4 Weeks)

To treat (an opposing player) with unnecessary roughness



5] Fighting (Minimum 6 Weeks)

A physical conflict between two or more individuals.

6] Striking (Minimum 12 Weeks - Maximum Life Ban)

An attack with an object, or with a part of the human body intended to cause an effect upon someone or to cause harm.

7] Attempted Striking (Minimum 6 Weeks)

Same as “striking” but causes no effect or harm.

8] Disobeying instructions (Minimum 2 Weeks)

To refuse or fail to follow an order or rule.

9] Other (Minimum 2 Weeks)

Any other incident that is not described in the guidelines.