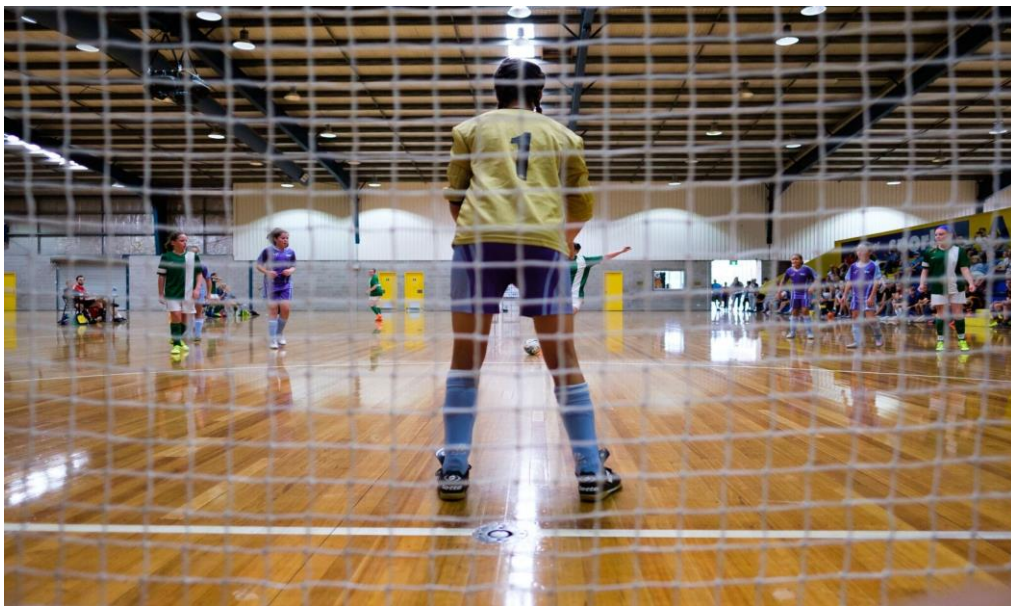




North Canberra Futsal Competition Rules 2017/18

(Updated September 2017)



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North Canberra Futsal Competition Rules 2017/18

GLOSSARY

Committee	the Board or Committee of North Canberra Futsal
NCF	North Canberra Futsal
CF	Capital Football
FIFA	Federation of International Football Associations
FFA	Football Federation Australia, the national football federation
Player	any registered participant, unless the contrary intention appears
Home team	the first team mentioned on the draw
Away team	the second team mentioned on the draw
Junior competition	open to any player under 18 years of age (refer age criteria)
Senior/open age competition	open to any player 15 or older
FLM	is the Futsal League Manager
Extenuating circumstances	any circumstances beyond reasonable control of the appropriate Federation

COMPULSORY EQUIPMENT AND OTHER ITEMS

1. Basic Uniform

- 1.1 Playing shirts with sleeves are compulsory. Playing shirts for all team members must be matching with numbers clearly marked on the back. No two shirts may display the same number. Numbers must be permanently fixed to the back of the shirt; use of tape is not permitted. Numbers on shirts are not compulsory for U7 – U9 non-competitive age groups.
- 1.2 Playing shorts for all team members must be matching. Playing shorts may or may not be numbered. If undershorts are worn, they must be the same colour as the playing shorts.
- 1.3 Goal Keepers must wear uniforms that clearly contrast with the rest of the team, the opposing team and the referee/s. Goal keeper shirts must be clearly numbered on the back. For non-competitive games (U7-U9), goal keeping shirts do not need to be numbered, but must clearly contrast with the rest of the team and the opposing team.
- 1.4 Teams must not have black uniforms as it clashes with referee uniforms.
- 1.5 Matching long socks must be worn by all team members. Tape or any material applied or worn externally must be the same colour as that part of the sock it is applied to or covers. Socks must cover the shin pads entirely.
- 1.6 Shin pads must be worn. Shin pads must comply with Law 4 of the FIFA Laws of the Game.
- 1.7 Non-marking shoes must be worn always.
- 1.8 Teams should have the complete uniform from the first week of the competition.
- 1.9 No State or National Futsal representative playing gear, either past or current, will be permitted as part of the team uniform, including for keepers.
- 1.10 In the opinion of the referee, where the colours of both teams are sufficiently similar it is the responsibility of the away team to change into an alternate coloured strip or bibs provided.

2. Match Balls

- 2.1 Match balls must futsal balls not football balls.
- 2.2 Size 3 match balls are to be used for all age groups up to and including under 12's. Size 4 match balls are to be used for all other age groups including open age.

- 2.3 Five minutes before the scheduled start of a game, each team must give the referee one ball. The referee may choose either ball or request that another ball be brought on to the court.

3. ID cards

- 3.1 Upon request of match officials, players must provide valid photo identification. Where a player is unable to produce proof of identification, the matter will be reported to the NCF Registrar who will subsequently take the appropriate disciplinary action against the player and team involved.

4. Jewellery

- 4.1 As per Law 4 of the 'FIFA Laws of the game' the wearing of jewellery is not permitted.
- 4.2 Official Medic Alert bracelets are the only jewellery approved to be worn. All Medic Alert bracelets must be securely taped to the body and the referees informed of them being worn prior to the game.
- 4.3 As per Rule 1.10 of the Futsal Referees Handbook, religious artefacts may be worn provided the player can produce written approval from NCF or CF to wear the artefacts including the conditions for wearing it. In the event where written approval from NCF or CF has not been permitted and it is the player's first offence, the match officials may approve a one-off on the spot exemption provided the artefact is not deemed dangerous and can be covered

5. Trophies

- 5.1 All perpetual trophies remain the property of NCF and cannot be won outright. Trophies must be returned in good condition or the holders of the trophy shall be liable for the full value of the damage to any trophy.

COMPETITIONS

6. Competitions

- 6.1 Junior competitions are open to players aged 5-18 years.
- 6.2 Senior competitions are open to players 15 years and older.
- 6.3 All junior competitions will be run on an age based criteria (see Rule 8).
- 6.4 Where sufficient teams allow, junior competitions may also be run on a skill based divisional basis within a specific age based category.
- 6.5 All junior competitions under 9's and younger will be deemed non-competitive and therefore results will not be recorded.
- 6.6 All teams must have at least one person over the age of 18 as a registered team official.

7. Draws

- 7.1 Draws for all competitions will be published on SportsTG.
- 7.2 Draws will be based on the length of the competition (venue availability) not necessarily the number of teams. This may mean an unequal fixture list as there may not be an even number of rounds and there may be an uneven number of teams leading to competition byes.
- 7.3 Draws are subject to change at late notice for a variety of reasons. NCF will endeavour to contact all teams affected by such changes, but may not always be able to do so.
- 7.4 Teams are responsible for checking the draw regularly prior to their matches to ensure that they are aware of any draw changes.

ELIGIBILITY

8. Age Based Competitions

- 8.1 No player may play for any team unless he/she is correctly registered with North Canberra Futsal in line with registration guidelines (Rule 11).
- 8.2 For defining player's age for competitions, it is deemed that a player's age is based on their actual age as of 31 December, that year.
- 8.3 Minimum age for players to play in any age based futsal competition is five (5) years of age.
- 8.4 Male players are not permitted to play in female competitions.
- 8.5 Female players playing in mixed or open competitions are permitted to play down one (1) age group below their defined age group. Female players playing in female competitions must play in their respective age group.
- 8.6 Players are permitted to play up to two (2) chronological years above their respective age groups in their gender specific competitions. Players are not permitted to play in any age groups below their respective age group except for female players as outlined in Rule 8.5.
- 8.7 Each junior team must have a minimum of 7 registered players with a maximum of 10 registered players plus a coach and/or manager, one of whom must be over 18 years of age.

9. Skills based or divisional competitions

- 9.1 No player may play for any team unless he/she is correctly registered with North Canberra Futsal in line with registration guidelines (Rule 11).
- 9.2 Junior players can only play in the one junior competition. This rule is in place to ensure as many players as possible have the chance to participate. Players can substitute for another team as per the competition rules but they cannot be registered to two teams.
- 9.3 Teams are free to nominate for any division within divisional or skills based competitions (taking into consideration Rules 9.4-9.5), although the final decision on divisional placement rests with the NCF committee.
- 9.4 There are no restrictions on the number of representative or premier league players in any Division 1 team however, the final decision regarding team grading remains with the NCF committee in the interests of providing a fair and equitable competition.
- 9.5 There will be only one representative player or premier league player (futsal or football) allowed in Division 2 teams. A team with more than one representative player or premier league player (futsal or football) must not play in a Division 2 competition. Teams in breach of this rule may not be eligible to play in finals.

10. Social Mixed Competitions

- 10.1 Teams must have a minimum of two female players registered with their team.
- 10.2 Teams playing social mixed competitions must have a minimum of two (2) females on court at any time. If the team is unable to field two female players then the team must play with four players one of whom must be female. They cannot substitute a male player for a female player.

REGISTRATIONS

11. Players must be registered

- 11.1 No player may play for any team unless he/she is correctly registered with North Canberra Futsal in accordance with the FFA National Registration Regulations.
- 11.2 Registrations shall be;
 - 11.2.1 Completed using the My Football Club website
 - 11.2.2 In accordance with the official form provided
 - 11.2.3 In accordance with FFA registration parameters
 - 11.2.4 Accompanied by the appropriate fees
 - 11.2.5 Accompanied by appropriate documentation for verifying player's age

- 11.3 North Canberra Futsal Committee reserves the right to refuse an individual or team nomination. Registrations may be refused because of:
- 11.3.1 Incomplete lodgement of registration forms and/or payments
 - 11.3.2 Lodging of fraudulent registration details
 - 11.3.3 A team or individual's un-financial status with the association
 - 11.3.4 A team or individual's playing status – i.e. outstanding suspensions etc.

12. Invalid registrations due to false statement

- 12.1 If it is deemed that a player's registration has been accepted because of false statement by the player or by the team through which they are registered, without which the registration would not have been approved, the player will be considered an unregistered player and the team liable to expulsion from the competition.

13. Registration periods

- 13.1 Team registrations will only be accepted during the official registration period.
- 13.2 Any team or individual registrations submitted outside the official registration period cannot be guaranteed entry into the competition.
- 13.3 Late registrations in competitive age groups will not be accepted after December 1 without NCF Committee approval. In non-competitive age groups late registrations will be accepted if available places permit.

14. Late applications

- 14.1 The NCF committee may accept late applications for entry into the respective competitions if;
- 14.1.1 The finalisation of the draws will not be delayed
 - 14.1.2 The resultant competition is not disadvantaged by the entry of an additional team
 - 14.1.3 The team being entered late can be placed in an age group or division commensurate with the ability of the team
- 14.2 A late team nomination that could be placed instead of a bye may be accepted provided courts are available.

FEES

15. Registration Fees

- 15.1 The NCF committee will determine the rate of annual registration fees for each year.
- 15.2 Registration fees per individual covers;
- I. CF registration fee
 - II. FFA National Registration Fee
 - III. Facility Infrastructure Levy (FIL)
 - IV. Venue hire costs
 - V. Referees (for those competitions/games where NCF pays the Referees)
 - VI. NCF staff and administration costs
 - VII. Trophies and other equipment
- 15.3 Registration fees will vary for each competition depending on the length of matches and the length of competition.

CONDUCT OF GAMES

16. Game duration

- 16.1 Game duration for competitions may vary due to court availability at the discretion of the NCF Committee.
- 16.2 Game duration for junior competitions will consist of 2 equal length halves of 15 minutes (Under 7-9) and 20 minutes (Under 10-16), with a 2-minute half time break.

17. Courts

- 17.1 Standard size courts will be used for all junior and senior competitions.
- 17.2 Modified courts will be used for mini's program. Courts used for the mini's program will be between $\frac{1}{2}$ size and $\frac{3}{4}$ standard court size, dependent on availability.

18. Points allocation

- 18.1 Points will not be allocated to non-competitive games (U5 – U9).
- 18.2 Points will only be allocated to competitive games.
- 18.3 Points will be allocated as follows;
 - 3 points for a win
 - 2 points for a draw
 - 0 points for a bye
 - 0 points for a loss

19. Determination of Points Table

- 19.1 At the completion of the league matches, the point's table placement of teams will be determined by the number of points accrued in playing those matches. The team with the highest number of points will be placed first. The remaining teams will be placed per their point's accrual with the next highest number being placed second and so on.
- 19.2 If two teams are equal on points, then the following elimination process shall apply to determine the respective placements:
 - 19.2.1 The result of the match or aggregate result in the matches played would place the winner as the higher of the two. If their match was drawn or this was a tie, then;
 - 19.2.2 The team with the higher goal difference would be placed as the higher of the two. If there remains a tied outcome, then;
 - 19.2.3 The team with the highest goals for would be the higher of the two. If there remains a tied outcome then;
 - 19.2.4 A coin is tossed to determine the position.
 - 19.2.5 Where more than two teams finish equal on points, the ranking of teams is first determined by Goal Difference and if still equal Goals For will be considered.
- 19.3 If a competition has an odd number of teams, each round will subsequently have a bye match. Where teams have an uneven number of byes during that competition, the points table placement will be determined by the ratio; total points earned divided by the total number matches played.

20. Match sheets

- 20.1 It is the responsibility of the respective teams to ensure that match sheets are correct and include all player's names and shirt numbers (U10 -U16) prior to the start of the game.
- 20.2 Only players correctly listed on the match sheet at the start of play will be permitted to participate.
- 20.3 Should a player take the court that is not listed on the match card prior to the commencement of the game this will result in a forfeit of the match against the offending team and a 5-0 score will result.
- 20.4 The referee may refuse to let a team take the court until its part of the match sheet has been presented to him or her.
- 20.5 A team's match sheet must be shown to the captain or manager of the opposing team at his or her request.
- 20.6 All players listed on the match sheet must have in their possession some legitimate form of photographic identification which must be produced at the request of the Venue Manger, NCF Committee Member or opposing team manager. Legitimate forms of photographic identification may include a Driver's License, Proof of Age Card, School/University Issued ID Card, or passport.
- 20.7 The detection of a breach against a status or registration rule after viewing the opposing team's identification record may be the subject of a protest by that Team but will not be cause for the game not to be played or to be abandoned. Such protests will only be considered if they are forwarded in writing to the NCF Points Registrar within forty-eight hours of the event.

- 20.8 After the game representatives from both teams are required to sign the match sheet to verify the score and note any injuries that occurred during the match. Managers may also record any comments relating to purported breaches of these Rules.
- 20.9 Any player under suspension from NCF or CF may have their name noted on the match sheet and will not be permitted to play.
- 20.10 Scores recorded on the match sheet will be modified before publication if there is a goal difference of greater than 10 (ten goals). NCF has a mercy rule requiring the Points Registrar to publish scores with a maximum ten goal difference. For example, if the score was 18-2, the published score would be listed as 12-2. Actual match scores will be used if required for finals eligibility.
- 20.11 Match sheets will be completed for U7 – U9 teams but will only be used as an attendance register. Match scores will not be recorded or published.

21. Late Start

- 21.1 Teams not ready to kick off at the scheduled time as signalled by the referees will immediately be penalised one goal and a further goal for every 2 (two) minutes that they are late.
- 21.2 If a team is not ready to kick off after five minutes past the scheduled kick off time as signalled by the referees the team will be considered to have forfeited the game and penalised as per Rule 23.

22. Rescheduling of Matches

- 22.1 Rescheduling of matches by teams will not be permitted.
- 22.2 Rescheduling of matches by North Canberra Futsal will only occur due to extenuating circumstances.
- 22.3 In the event of a match being rescheduled due to extenuating circumstances, both teams must agree to the proposed date and time for the match to be played.
- 22.4 If a match cannot be rescheduled for whatever reason, the result will be recorded as a forfeit 5-0 against the team which could not make the original date and time.

23. Forfeiture of games

- 23.1 Teams must notify the North Canberra Futsal Secretary at least 48 hours prior to their game of their intention to forfeit.
- 23.2 Notification of forfeiture must be in writing (email preferred).
- 23.3 Forfeiture of games will result in a score-line of 5-0 being recorded against the forfeiting team.
- 23.4 Teams forfeiting more than two games per season and/or failing to provide 48 hours' notice of forfeiture on each occasion may be expelled from the competition.

24. Abandonment of games

- 24.1 An abandoned game because of player, spectator, or team official's conduct will result in the awarding of a 5-0 result being recorded against the offending team.
- 24.2 Games may be abandoned by the appointed referee on the grounds of;
 - 24.2.1 threatening behaviour or conduct by player, team, spectator, or team officials
 - 24.2.2 insufficient players left on the court in accordance with Rule 25
 - 24.2.3 physical violence against an appointed referee, player, spectator or team officials
- 24.3 Teams or individuals found responsible for the abandonment of games may also be subject to fines or suspensions as per the National Disciplinary Rules.
- 24.4 Games may also be abandoned due to circumstances beyond the control of the appointed referee such as;
 - 24.4.1 unsafe court conditions such as power failures, insufficient lighting, water on court
 - 24.4.2 fire, flood or bomb threat
 - 24.4.3 any other conditions that may endanger player safety including injured players unable to be moved.
- 24.5 In circumstances described by Rule 24.4, teams will not be penalised because of the abandonment and the game may recommence once conditions are deemed satisfactory for play to recommence.

- 24.6 Games will recommence from the point of abandonment and scores will commence unchanged from those recorded at the time of abandonment.
- 24.7 If games are unable to recommence on the day of the abandonment due to time, games will be rescheduled at the discretion of the NCF committee.
- 24.8 Where a game under Rule 24.4 has no bearing on the result of the competition, it may be cancelled by NCF with the consent of both teams.
- 24.9 In the event of a walk-off by a team before the end of a game, that team will be considered to have forfeited the game. If the score line against the offending team is greater than 0 – 5, the match will be abandoned and the score will be recorded as it was prior to the walk-off.

25. Minimum number of players

- 25.1 In junior competitions, a minimum of 4 players are required on court to commence a game.
- 25.2 In junior competitions, any team that has less than four players on the court either before or during the match will be considered to have forfeited the game. If the score line is greater than a 0 – 5 deficit, the score will be recorded as it was.

26. Unregistered players

- 26.1 Any player playing with a team in any competition who is not correctly registered in line with these rules shall be deemed an unregistered player.
- 26.2 The playing of unregistered players is not permitted under any circumstances and will result in the offending team forfeiting the game and possible expulsion from the competition.

27. Withdrawal of teams

- 27.1 In the instance of a team withdrawing from competition all fees paid are non-refundable. Extenuating circumstances may be considered at the discretion of the NCF committee. Administration fees will still apply.
- 27.2 In the instance of a team withdrawing from the competition prior to the completion of the season, all points received in games against that team may be disregarded in the competition table for that league and a forfeit recorded for all games involving the withdrawn team.

28. Borrowing of players

- 28.1 Only fully registered NCF futsal players are permitted to be used as borrowed players.
- 28.2 Players can only be borrowed from a younger age group or from a lower division in the same age group.
- 28.3 Players cannot be borrowed from another team in the same competition in which they are playing.
- 28.4 A team who is borrowing players must have a minimum of three (3), and a maximum of five, of their own registered players playing in the match.
- 28.5 Teams borrowing players may only play with a maximum of six (6) players, including the borrowed players, in that match. Hence, if a team has three of its own players, it may borrow up to three players for the match, but if it has five of its own players, it may only borrow one player for the match.
- 28.6 A team is not permitted to borrow players if all their registered players are playing in the match.
- 28.7 A player may be borrowed up to a total of four (4) times throughout an entire season.
- 28.8 Borrowed players are not permitted to be used during finals series matches.
- 28.9 Breaches of the above 'Borrowing of players' rules will result in a forfeit being awarded to the non-offending team.

29. Spectators

- 29.1 Each team must keep its members and spectators in check, preventing any disturbance amongst its spectators and generally assist NCF in the preservation of law, order and good discipline at the match. Any team that is found guilty of a breach of the rule will be liable to a penalty to be determined by the NCF committee and may be liable to lose competition points.

CONDUCT OF FINALS SERIES GAMES

30. Player Eligibility for Finals

- 30.1 To be eligible for finals, players must be registered with that team and must have played a minimum of 5 games in the competition with the same team.

31. Game duration

- 31.1 At the completion of rule time in a Quarter or Semi Final the team with the highest number of goals moves to the next phase in the competition, or in the case of a Final, is declared the winner of the Competition.
- 31.2 If the match result is a draw at the completion of rule time, the following shall occur:
- 31.2.1 Extra time of five (5) minutes each way will be played. The team scoring the most goals in the extra time-period is deemed the winner and in the case of a Quarter or Semi Final advances to the next phase in the competition, or in the case of the Final, is declared the winner of the Competition.
- 31.2.2 Where no goals are scored or each team scores the same number of goals, then penalties shall be taken in accordance with the FIFA Futsal Laws of the Game. The winner in the case of a Quarter or Semi Final advances to the next phase of the competition, or in the case of the Final, is declared the winner of the Competition.

REFEREES

32. Appointments

- 32.1 Unless otherwise decided by the Referee's Standing Committee or the Futsal Referees Sub-Committee, the appointment of referees will be made by the NCF Referee Coordinator.
- 32.2 In the event of a match played without an appointed Referee or Assistant Referee, both teams will be notified as far as in advance as possible and will be responsible for supplying a person to referee half the match each.

33. Persons not to approach referee

- 33.1 With the exemption of team managers/captains carrying out the requirements of Rule 20 (Match Sheets) no person may approach the referee at the end of a game for any purpose whatsoever without the referee's consent.

34. Referee unable to complete game

- 34.1 If the senior referee must leave the court before the end of a game, the second referee will assume the responsibility of refereeing the game alone.
- 34.2 If the match is refereed by one referee and he/she must leave the court before the end of a game, a substitute referee will be supplied in accordance with Rule 32.2.

35. Reporting

- 35.1 If a player is cautioned or sent from the court, the referee must send a written report to the NCF Referee Coordinator by email or hand within forty-eight hours of the end of the game.
- 35.2 If a referee exercises his or her discretionary powers to suspend or end a game because of hot weather, interference by spectators, failure of a team to appear or any other cause, he or she must submit a report to the NCF Referee Coordinator within forty-eight hours of the stoppage of the game.

DISPUTES, DISCIPLINE, PROTESTS AND APPEALS

Please refer to the National Disciplinary Regulations and Capital Football's Disputes and Disciplinary Regulations 2015 for complete details on all matters relating to disputes, discipline, protests and appeals. The National Disciplinary Regulations and Capital Football's Disputes and Disciplinary Regulations 2015 apply in addition to any other penalty that may be applied under these Rules.

TIME OUTS, YELLOW AND RED CARDS AND SUSPENSIONS

36. Time Outs in Non-Competitive Games

- 36.1 In non-competitive games, a referee has the authority to ask a player to leave the field of play for a period of 5 minutes, with a replacement, for any action they deem to be against the spirit of the game and/or LOTG.
- 36.2 For a second action by the same player in the same game, that is deemed to not be in the spirit of the game that player will be removed from the field, with a replacement, for the remainder of that game.

37. Yellow Cards

- 37.1 If a player accrues four (4) yellow cards in a single divisional or age-based competition, that player shall serve an automatic one (1) match ban in the next scheduled match in that competition.
- 37.2 If a player accrues a further three (3) yellow cards in the same competition, that player must serve an automatic one (1) match ban in the next scheduled match in that competition.

38. Red Cards

- 38.1 Any player who receives a red card in a match must serve an automatic one (1) match ban in the next scheduled match in that competition. Further sanction may be imposed for serious offences as determined by the NCF committee.
- 38.2 A team recording three red cards received by registered or borrowed players while playing in that team for R1, R2, R3 or R6 offences may be expelled from the competition.

39. Suspensions

- 39.1 Any player who receives a suspension must serve that suspension in the next scheduled match(es) for their team until the suspension is served completely.
- 39.2 If a player is suspended and their team forfeits the next match, that player is deemed not to have served the suspension in the forfeited match. However, if the opposition forfeits the match, the player is deemed to have served the suspension.
- 39.3 Any player who is suspended and plays in a match before the period of their suspension has been served will receive an additional four (4) match suspension and the team will be given a forfeit.

SCHEDULE 1 – Basic Laws of the Game

LAWS OF THE GAME

The following is a summary of the main laws of the game, extracted from the FIFA Futsal Laws of the Game published by FIFA. Note that some modifications may have been introduced by NCF and these apply to NCF non-competitive (U6-9) competitions only.

NUMBER OF PLAYERS AND SUBSTITUTIONS:

- The game is played with 5 players one of which is a Goalkeeper and up to 5 substitutes per team. That is a maximum of 10 players may be registered for any one team.
- Unlimited substitutions may be made at any time during the game, but must be made within the 5-metre sub zone, which starts 5 metres from either side of half way on the Players' Bench side of the court only. The player being substituted must completely leave the court before the substitute player can enter play.
- The Goalkeeper substitutes in the same manner as the players and the game will not be stopped for the Goalkeeper to be replaced. However, in the U7 to U9 age groups the game may be stopped for a Goalkeeper to be replaced.
- Teams must change ends, including the Players' Bench, at half time so players can substitute in their own half from the 5-metre sub zone when in play.
- Please note that only the players change ends not the spectators.

START OF PLAY

- The Referee will blow a whistle for the team Captains to come to the centre for the toss of the coin. The Referee will start the clock for kick off at the allocated time. The Referee will not wait for late teams to start the clock.
- All players must be in their own half of the pitch and the opponents of the team taking the kick-off are at least 3 m from the ball until it is in play. The ball is in play when it is kicked and moves forward A goal may not be scored direct from the kick off.

BALL OUT OF PLAY AND GOAL SCORING

- The ball is out of play when the whole of the ball has crossed the goal line or touchline, and/or when the Referee has stopped the game.
- A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar. Note: A goal cannot be scored directly from a kick-in.

FREE KICK

- Free kicks shall be classified as "direct" (from which a goal can be scored directly against the offending side) and "indirect" (from which a goal cannot be scored directly must be touched by another player).
- The free kick must be taken when the ball is stationary and within 4 seconds from the time the player takes possession of the ball. Opposing players must be at least 5 metres away.

FOULS AND MISCONDUCT

- Fouls are penalised by the award of direct or indirect free kicks to the opposing team, and players will be cautioned for committing certain types of infringements (refer to FIFA Futsal Laws of the Game for details on the types of fouls and punishment). Note that at NCF 'slide tackles' are not permitted in the non-competitive age groups; U6 – U9. In the competitive U10 – U16 age groups slide tackles are permitted. As per the laws of the game, dangerous slide tackles are not permitted.
- A player shall be sent off the court if, in the opinion of the Referee, the player is guilty of serious foul play or violent conduct, uses foul or abusive language, denying the opposition a goal, or an obvious goal- scoring opportunity, or is guilty for the second time of a caution-able offence. The player must then immediately leave the playing venue and cannot return to the venue until his/her punishment is served.

ACCUMULATED FOULS

- Beginning with the sixth accumulated foul, free kicks shall be taken without a defending wall being allowed by the opposition. The free kick shall be a direct shot at goal and, once the kick has been taken, no player may touch the ball until it has been touched by the Goalkeeper, or has rebounded from the goal posts or cross bar, or has left the court.
- Whenever an infringement occurs between the 10-metre imaginary line and the goal line it may be taken from the spot where it happened or it can be taken back to the 10-metre penalty mark. This choice is given to the player taking the kick

PENALTY KICK

- Penalty kicks shall be awarded for infringements inside the penalty area, which warrant a direct free kick. The penalty kick shall be taken from the penalty spot, which is 6 metres from the mid-point of the goal line.

KICK IN

- When the ball has wholly crossed the touchline (sideline) it shall be kicked back into the game from the place where it crossed the line by a player of the opposing team to that of the player who touched it. At the moment of delivering the ball, the kicker must place the non-kicking foot on the ground outside the touchline (i.e. placing the heel of the foot on the line is acceptable). The placing of the non-kicking foot wholly inside the touchline is an infringement.
- The kick-in must be taken when the ball is stationary, and within 4 seconds (no time limit for U5 – U8 games at NCF) from the time the player takes possession of the ball. Opposing players must be at least 5 metres away from the spot where the kick is being taken. A goal cannot be scored directly from a kick-in.

GOAL CLEARANCE

- When the whole of the ball has crossed the goal line, excluding that portion between the goal posts, having last been played by the attacking team, the Goalkeeper, standing within his/her own penalty area, shall throw it back into play beyond the penalty area. The ball may be thrown over half way on the full or on the ground. There is a 4 second time limit for the Goalkeeper to release the ball into play from a goal clearance.
- If after having cleared the ball, and the ball does not go over half way or is not touched by an opponent and is passed back by his/her team mate to the Goalkeeper, then it will be classed as a 2 touch and an indirect free kick will be given closest to where the Goalkeeper received the ball, but must be given outside of the penalty area.

CORNER KICK

- When the whole of the ball has crossed the goal line, excluding that portion between the goal posts, having last been played by the defending team, a corner kick shall be awarded to the attacking team.
- The corner kick shall be taken from the corner of the court and within 4 seconds from the time the player takes possession of the ball. Opposing players must be at least 5 metres away from the ball where the kick is being taken.

GOAL KEEPING RULES

- When the Goalkeeper comes into possession of the ball in general play, the Goalkeeper may throw or kick the ball into play. The Goalkeeper must release the ball within 4 seconds of taking control of the ball. A goal may be scored by a kick but not by a throw, unless it touches a player from either side before it goes into goals.
- If the Goalkeeper has control of the ball inside or outside of the penalty area and in his/her own half of the court he/she has only 4 seconds to release the ball. If the Goalkeeper goes over the half way line the 4 seconds does not apply nor does the 2-touch rule.
- If the ball is deliberately kicked back to the Goalkeeper by a teammate, the Goalkeeper cannot pick it up with his/her hands. The Goalkeeper may use his/her feet if the 2-touch rule is not applied.
- The Goalkeeper, after releasing the ball or throwing it clear, cannot receive the ball from a team mate, without it first having passed beyond the half way line or having been touched by an opponent.

Schedule 2: Hot Weather Policy

Phase 1 - 30° Celsius in Stadium

- All teams advised to increase fluid intake before and during the game.
- Game reduced to 18-minute halves.
- Two-minute drink break at 9-minute mark.

Phase 2 – 31-35° Celsius in Stadium

- Game reduced to 15-minute halves.
- Two-minute drink break at 7-minute mark.
- Five-minute half time break

Phase 3 - 36° Celsius in Stadium

- Teams given option to cancel or defer game.
- If one team wants to cancel/defer, the game will be called off.
- Cancelled games given as 3-3 draw.
- Deferred game will be played within 3 weeks at the discretion of the NCF Points Registrar.
- No refund of fees is available for cancelled games.

Determination of temperature can only be made by the NCF futsal venue manager and/or NCF committee member.

These guidelines have been devised in accordance with the Hot Weather Guidelines issued by Sports Medicine Australia.

Schedule 3: Offences

Part 1: YELLOW CARD CODES

Y1 is guilty of unsporting behaviour

Y2 shows dissent by word or action

Y3 persistently infringes the Laws of the Game

Y4 delays the restart of play

Y5 fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in

Y6 enters or re-enters the field of play without the Match Official's permission

Y7 deliberately leaves the field of play without the Match Official's permission

Part 2: RED CARD CODES

R1 is guilty of serious foul play

R2 is guilty of violent conduct

R3 spits at an opponent or any other person

R4 denies 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 or her own penalty area)

R5 denies 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

R6 uses offensive or insulting or abusive language and/or gestures

R7 receives a second caution in the same Match

Schedule 4: Fixed Penalties for Offences

FIXED PENALTIES AGAINST ANY CLUB ASSOCIATE

Offence	Grading Guidelines Offences	Penalty
R1: Serious Foul Play	Tackle endangering an opponent e.g., over the ball tackle or tackle from behind not trying to play the ball.	Auto plus one match
	Tackle endangering an opponent coming from distance; involving speed or brutality	Auto plus two matches
	Tackle inflicting injury on an opponent.	Auto plus four matches
	Accidental elbow to the face in contest for the ball.	Auto plus two matches
	Intentional elbow to the face in contest for the ball	Auto plus four matches
	Any other more serious offence.	Auto plus Tribunal
R2: Violent Conduct	Attempts to kick, strike or stomp.	Auto plus one match
	Pushes or throws to the ground or up against an object or fixture or rugby style tackle.	Auto plus two matches
	Violent charge or body contact.	Auto plus two matches
	Strikes with the ball or other object.	Auto plus three matches
	Kicks, strikes, elbows, or stomps.	Auto plus four matches
	Holds by the throat or genitals.	Auto plus six matches
	Any other more serious offence.	Auto plus Tribunal
R3: Spitting at an opponent or any other person	Spits at a player not hitting the player.	Auto
	Spits on a player making contact other than face.	Auto plus two matches plus Tribunal
	Spits at or on a Club Associate.	Auto plus five matches plus Tribunal
	Spits in face of opponent	Auto plus Tribunal
R4: Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball		Auto
R5: 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		Auto
R6: Using offensive, insulting or abusive language and/or gestures Note: Penalties prescribed apply to coaches, players and vested match officials for bringing the game into disrepute	Swearing or offensive, insulting or abusive gestures because of frustration and not maliciously directed personally at a Match Official.	Auto plus one match
	Conduct (whether before, during or after any match) by a coach or vested match official which in the opinion of the match official is directed at a match official in an offensive insulting or abusive manner	Auto + Tribunal
	Any coach or club official sent from the technical area	Auto + plus Tribunal
	Making discriminatory, racist, religious, ethnic or sexist remark and/or gesture.	Auto plus Tribunal
	Threaten by word or action.	Auto plus Tribunal
R7: Receiving a second caution in the same match	Nil	Auto

FIXED PENALTIES AGAINST ANY MATCH OFFICIAL

Offence	Grading Guidelines	Minimum Penalty
R2: Violent Conduct	Attempts to kick, strike or stomp	Auto plus 6 months + tribunal
	Pushes, grabs or holds	Auto plus 6 months + tribunal
	Tripping	Auto plus 12 months + tribunal
	Pushes or throws to the ground or up against an object or fixture or rugby style tackle	Auto plus 2 years + tribunal
	Strikes with the ball or other object	Life ban
	Kicks, strikes, elbows, or stomps	Life ban
	Holds by the throat or genitals	Life ban
	Any other form of violent conduct	Auto plus 6 months + tribunal
R3: Spits at an official	Spits at an official but not hitting the official	Auto plus 12 months + tribunal
	Spits on an official, their clothing or equipment	Auto plus 2 years + tribunal
	Spits in the face of a match official	Life ban
R6: Using offensive, insulting or abusive language and/or gestures	Swearing, or offensive, insulting or abusive language and/or gestures directed at a match official	Auto plus 3 weeks
	Accusing a match official of being a cheat	Auto plus 3 weeks + tribunal
	Use of discriminatory, homophobic, racist, religious, ethnic or sexist language and/or gestures	Auto plus 6 weeks
	Commits any R6a or R6b offence having previously committed any one of these offences before in the season	Auto plus 6 weeks
	Commits any R6a, R6b or R6c offence having previously committed any two of these offences before in the season	Auto plus 9 weeks +tribunal
	Threaten or intimidating a match official by word or action	Auto plus 1 year + tribunal
	Threat of physical violence towards a match official or his/her family or property	Auto plus 2 years + tribunal

SCHEDULE 5 – DETERMINATIONS BRINGING THE GAME INTO DISREPUTE

1. For the purposes of these Disciplinary Regulations a charge of “Bringing the Game into Disrepute” shall be considered as a charge of “misconduct or of behaviour prejudicial to the interests of the game” when referring to disciplinary procedures, penalties and other disciplinary matters.
2. In addition, failure to comply with any of the following specific directions shall also be an offence and shall be deemed as “Bringing the Game into Disrepute”:

Conflicting Sponsorship

No participating club shall grant approval to any player or club official of that club for any individual sponsorship agreements with any company or products which conflict with the aims and objectives of North Canberra Futsal, Capital Football, FFA or its sponsors.

Detrimental Statements – Match Officials

Players and Club Officials shall not make any detrimental statement to the public or the media in respect to the performance of any Match officials.

Detrimental Statements – Capital Football Policy

Players and Club Officials shall not make detrimental public statements in respect of any policy decisions of North Canberra Futsal or Capital Football.

Detrimental Statements – Sponsorship

Players and Club Officials shall not make any public statements detrimental to the image of the sponsors of North Canberra Futsal and Capital Football and its members.

Wearing of Detrimental Logos, etc.

Players and Club Officials shall not wear any apparel bearing any insignia, logo, or sponsorship message, which knowingly may be detrimental to the image of the sponsors of North Canberra Futsal and Capital Football and its members.

Inciting of Violence

Players and Club Officials shall not do anything by act or omission, which in the normal course of events is likely to incite spectators to violence or other acts of disorder.

Disobey Reasonable Direction

Players and Club Officials shall accept and obey all reasonable directions from Match Officials, Ground Officials, committee members of North Canberra Futsal and Capital Football Staff and Board Members.

Comments on Committee Matters, etc.

Players and Club Officials shall not make any statements to the media in respect to any matters set down for hearing at any Committee, Disputes Committee or Committee of inquiry and shall include Appeals in respect to the decisions of these Committees and Committees.

Inducement to Act Contrary to the Rules

Any player or club official who induces any player or any official to act contrary to the provisions of the North Canberra Futsal Rules and Regulations or By-Laws, or Articles of Association of Capital Football and FFA shall be deemed to have brought the Game into disrepute.