

# **PCYC MARRICKVILLE**

# **531 ILLAWARRA ROAD, MARRICKVILLE**

PH 9559 7722 E marrickvillecomps@pcycnsw.org.au

www.pcycnsw.org.au/marrickville

**Senior Futsal Competition** 

**BY LAWS** 



PCYC Marrickville futsal competition is conducted is not in any way affiliated with Futsal NSW. However, we have adopted Official Futsal Rules and Referee's Manual as adopted by FIBA. These Rules and Regulations are variations enforced by referees and officials of the PCYC Marrickville stadium. The competitions coordinator of PCYC Marrickville reserve the right to amend, alter, add or delete items from these Rules and Regulations at whichever time it sees fit. These amendments however, cannot be made retrospective and must be produced in writing

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### Last Amended: 04/12/2017

#### Effective as of 16th of October 2017

Futsal Laws of the Game 2014/15 are used in all competitions with the additional by laws:

# **Registration Process**

#### New teams

- Register via Sports TG: "New Team Registration"
- Purchase your player registration for Active Carrot
- Complete and return the <u>team nomination</u> form with all fields to marrickvillecomps@pcycnsw.org.au
- Photo ID and identification for new teams are required

### **Existing Teams**

- Renew via <u>Sports TG</u> My team is registered in this league/association and I know my team code and password
- Renew your player registration for <u>Active Carrot</u> member portal
- Complete and return the team nomination IF you have added new players

# **Competition Structure**

- All games under the jurisdiction of PCYC Marrickville shall be conducted according to the rules of the game as set out in the Futsal Laws of the Game 2014/15 except where variations are listed.
- All games will be under the control of PCYC Marrickville who will be responsible for receiving competition nomination forms, collecting registration fees, bond/nomination fees, court fees and fines.
- The day to day running and administration of competitions is the responsibility of the Competition Manager employed by PCYC Marrickville for this purpose. The Competition Manager will ensure that Competition by-laws are adhered to. Any changes to the by-laws will be made by the competitions manager.
- The Competition Manager has the right to promote and relegate teams based on their performance in the previous competition.
- Any request for exemptions to the by-laws must be in writing, signed and addressed to the Competition Manager for consideration.
- All competition fees shall be an amount determined by the Competitions Manager / Club Manager
- PCYC Marrickville runs one competition for senior teams. This competition has multiple divisions:
   Div 1, Div 2 and Div 3
- Round 22 will contain both semi and grand finals

### Referees

- Each match shall be controlled by a referee, who will have full authority to enforce the laws of the game about the match to which they have been appointed.
- The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

# **Deadlines**

- The deadline to submit teams are ONE WEEK BEFORE the start of the competition
- Additional teams may be accepted up to week 6 of the 22-week season
- Early discounts may apply

### **Team Nomination**

- A team nomination must be completed and submitted to the relevant sporting coordinator
- This form must include all details such as captain's details, player details, shirt numbers
- This form must be resubmitted IF you are adding for removing players.

# **Insurance Claims**

- All insurance claims must be submitted to <a href="mailto:marrickvillecomps@pcycnsw.org.au">marrickvillecomps@pcycnsw.org.au</a> within 24 hours of the incident
- An incident report must be submitted by front desk, prior to you leaving
- The insurance claim must address the following:
  - → Did the injured person have any time off work?
  - → What is the name of the injured person's Medical Practitioner who attended to the injury? The Medical Practitioner will be required to complete a separate report for the insurer.
  - → What is the name of the injured person's usual Medical Practitioner?
  - → Did the injured person require any accommodation or transport assistance, domestic home help, rehabilitation or out of pocket expenses? This may include if they have to travel from the country to the city for medical treatment, physiotherapy or medication prescriptions or over the counter not covered by Medicare or the PBS.

# **Timeslots**

- First games are scheduled at 7:00 pm
- Last game is scheduled at 10 pm
- Teams will expect a rotating roster

### **Fees**

Item	Cost	Description		
Round fees	\$70.00 p/round	Match fees		
Forfeit Fee 1	\$70	Notified Forfeit within 24 hours (regular season AND finals)		
Forfeit Fee 2	\$140	Not within 24 hours/no notification (regular season AND finals)		
		The round fees must be paid BEFORE the start of the games during the final series.		
Competition Bond	\$350.00	<ul> <li>Valid for the entire time you are in the competition</li> <li>Must be paid if NOT paying upfront</li> <li>PAYG fees apply each week</li> <li>Removed in the event of forfeits or withdrawal of the competition</li> </ul>		
Withdrawl Fee	\$300.00	In the event a team has to withdraw from the competition		
Registration Fee	\$50.00	<ul><li>22-week season</li><li>Covers insurance</li></ul>		
PCYC Club Membership Fee	\$0.00	<ul> <li>Compulsory for all fill ins and registered members</li> <li>Senior membership for 2018 will change to \$20.00</li> </ul>		

- All new teams MUST choose and pay using the two options:
  - Option A: PAYG (bond payment of \$350 paid online PRIOR to start of the comp
  - o Option B: Upfront payment with a 10% discount PRIOR to the start of the comp

# **Team Captain**

Defined as the nominated individual who manages every aspect of their team and is responsible for:

- 1..1. Paying of game fees
- 1..2. Communicating to the competitions coordinator and relaying messages from the coordinator to their team
- 1..3. Organising uniform
- 1..4. Ensuring all participants of their team are PCYC club members and are registered
- 1..5. Renewing/updating team details

Should the nominated captain fail to adhere to the above obligations will result in the withdrawal of their team.

# **Duration of Games**

- Matches consist of 2 x 17 minute halves.
- Finals consist of 2 x 17 minute halves.
- Running clock

#### Kick Off

- The team captain is required to complete and sign off the team sheet (10) minutes prior to kick
  off. Ensuring all players have signed in with their membership card/surname and provided shirt
  numbers (if not provided already)
- Game clock will start on scheduled time.
- Kick Off: The ball is to be placed in the Centre Circle and played forward when the referee
  whistles for the start of the game. All opposition players must be at least three (3 metres) away
  from the ball. A goal CANNOT be scored directly from the kick off, unless it touches another
  player.
- If team has less than 3 players they will forfeit 1 goal for every 3-minute waiting.
- If the game has not commenced after 10 minutes due to players it will be an automatic loss (5-0 win).

# Sign on

#### **Registered Players**

- Players must present and scan their membership card at front desk at all times. Failure to do so
  will result in your game not being counted towards your eligibility.
- Players must write down clearly their shirt number on the scoresheet and intial their names.

#### Fill-ins

- Complete a PCYC membership prior to playing
- Write your full name on the scoresheet and state "fill in"

### **Registration Process for New Players**

- Pay the registration fee
- Team captain must resubmit the team nomination form

# Teams and players

- There are a maximum number of 10 players per team, with 5 (Including goalkeeper) on the pitch at any one time.
- Where a club has two (2) or more teams entered in the one level of competition e.g. Div4MA, they will be treated as two (2) separate clubs and no movement of players will be permitted between the two (2) teams.
- A team captain must be nominated on the team nomination form. In the event of a forfeit, the
  team captain will be contacted by the Centre VIA PHONE on 9559 7722. It will be the
  responsibility of the team captain to pass all correspondence onto their team players. The team
  captain alone is responsible for organizing team fees from his team mates and pay his/her team
  registration fee in full by the fourth game of the competition (including grading rounds of the
  competition).
- There must be at least 3 on the court to begin a match.
- Mixed teams must have a minimum of 2 female players on the court always.
- A team can only have a maximum of 10 players.

# **Competition Points**

Round	Win	Loss	Draw	Forfeit	Notified Forfeit	Bye
Single point	3	1	2	-3	-1	3

# PCYC Marrickville use's Sports TG, get the APP to see your results and standings available at the App Store and Android

- The following will incur a loss of three (3) competition points and a set fine
  - 1..1. Playing an unregistered player
  - 1..2. Playing a player under an assumed name
  - 1..3. Playing an over aged player in the junior competition
  - 1..4. Playing a player from a higher grade/division
  - 1..5. Playing a player who has not been cleared by the Competition Manager.
  - 1..6. Playing a player who is currently suspended from playing

# **Competition Roles**

# **Competitions Coordinator**

- Editing, amending and enforcing the competitions by laws
- Creation of fixtures and draws
- Managing all teams
- Maintaining communication with teams
- Collecting of payments: registrations, bonds, match fees
- Conflict management and dispute resolution
- Disciplinary Action

#### Referee Manager

- Rostering and management of referees/bench officials
- Training of referees/bench officials
- Dealing with complaints/issues arising from referees/bench officials

# **Uniforms**

- Necessary Equipment: Numbered shirts, shorts, long socks, protective shin-guards and footwear with rubber soles.
- All players must wear shin pads.
- Uniforms are mandatory, however teams without a club uniform must be wearing matching tshirts and a contrasting shirt or bib for the goalkeeper.
- Uniforms are mandatory, however teams without a club uniform must be wearing matching tshirts and a contrasting shirt or bib for the goalkeeper.
- NO jewellery of any kind to be worn by players during the match.

### **Forfeits**

- If a referee has to abandon a game due to the behaviour or the misconduct of a team(s) the game will not be replayed. The team which is deemed to have incited the misconduct or unsportsmanlike behaviour either through violence, abuse or intimidation will automatically lose the game on forfeit. Otherwise the result will be a scoreless draw. If a game is abandoned due to these reasons teams will be required to show cause as to why they should be allowed to continue in the competition.
- Games abandoned due to other factors may be replayed only if they have a bearing on the teams final outcome in the table. Teams unable to play their game at the scheduled time should give as much notice as possible to the administrator. If it is not possible to mutually reschedule the game at a different timeslot with the other team, the game will be forfeited. Games cannot be moved to other nights or carried over as the field is booked in advance. This is also due to the time constraints of the competition and the burden of teams playing two games in a night. The penalty for forfeiting is a 3-0 loss.
- a forfeit will incur your match fee plus opponents (\$140)

### Variations for Mixed Futsal

For safety of all players, male players can only shoot/pass with reasonable force.

# **Futsal Slide tackles**

#### Sliding

Sliding is the act of playing the ball when no opponent is in playing distance of the ball. Playing distance quite simply means that they are able to play the ball and is often defined as one metre or one yard. There is no offence for sliding. Popular reasons for sliding are to keep the ball in play or to save a shot on goal.

# Slide Tackling

Slide tackling is challenging for the ball when an opponent is in playing distance of the ball. If the referee deems this dangerous, it will be considered an offence and penalised accordingly. If contact is made, a direct free kick is awarded (or a penalty kick if the offence occurs inside the offending team's own penalty area) and an accumulated foul recorded. If no contact is made, an indirect free kick is awarded for playing in a dangerous manner.

# Code of Conduct

Members are committed to the mission of PCYC to provide recreational activities including sport,s arts and lfie skills that offer young people the chance to lead and enjoy a good life.

In participating in a PCYC program or activity, members agree too:

- respect the rights and dignity of all members, participants and the wider community
- do not abuse or harass others with actions or words, place them in danger, treat them in a discriminatory way, or take advantage of them
- respect the privacy of other members;
- help us provide a safe environment and safe activities
- let us know if things are broken
- report problems or behaviour that put yourself, or others, at risk of harm or abuse;
- a drug, alcohol and smoke-free PCYC;
- a zero-tolerance policy on prohibited drugs, stimulants, steroids or doping for physical performance and;
- follow all PCYC rules and policies.

# **Borrowing Players & Fill ins**

## Borrowing Players from another Team

A team may only borrow a maximum of (1) registered player under the following circumstances:

- A player filling in for a higher division/grade may only play for one team if their club has two (2) or more teams in that division/grade.
- A player who has been reallocated to a higher division/grade may not play in any lower grade or division for the remainder of that competition.
- No team shall have more than twelve (12) players for any one game.
- A player shall be eligible to represent his/her club in any division/grade in which he/she is eligible.
   However no player shall play in two games where the game times overlap. The first game has to be finished before the player can play in another game in a different competition.

#### Fill ins

- Only allowed a maximum of ONE (1) fill in
- Cannot fill in a WEEK before the final series and during the final series
- After their first fill in, they must register with that team

# Promoting and Relegation of Teams

- The Competition Manager has the right to promote or relegate teams if necessary for the benefit of the competition.
- A winning team may be promoted to the next higher grade for the next competition provided the team contains substantially the same players.
- Any team who does not take up the opportunity to play a higher grade or division shall not be eligible for playoffs in the next competition.
- PCYC reserves the right to re-schedule, alter or cancel, the fixtured games and/or finals as the need may arise and re-grade teams if it is to the betterment of the competition.

### Final Series

- No player shall be eligible to play in the finals series unless they have played at least fifty-five percent (55%) of the games in their grade or division. Eligibility criteria regarding draws and byes will be distributed with the draw
- The Competition Manager may exempt players from the above for the following;
  - → A player who has played up into a higher division/grade will qualify for finals if they have played at least 2 games in the higher division/grade and qualify for their original team under the above
  - → Players who produce a medical certificate for games missed. Medical certificates will not be accepted on the day of the semi-finals or final. Medical certificates must be forwarded to the Competition Manager prior to the commencement of the final round of the competition.
- A player is deemed to have played if they have intialed the scoresheet, provided their shirt number, present at the game and has signed in with their membership card. Placing a name on the scoresheet does not automatically qualify a player for finals series eligibility.
- No player can transfer from a club or team without the prior permission of the Competition Manager
- Provided all monies due to the CSBA have been paid and the player has clearance from their current club/team the player may apply to the Competition Manager for permission to play for another club/team.
- A player may not play for different clubs/teams in different competitions held by the CSBA. This
  means a player playing in the junior competition may not play for a different club in the senior,
  wheelchair, unisex or any other competition which may be run by the CSBA.
- Only twelve (12) players can be eligible to play in the final series per team.

# **Final Placings**

- Positions within a competition will be decided on the points awarded to each team. The team with the most points will be placed at the top of the ladder.
- In the case where teams play an uneven amount of games, the final placing will be determined by the win/loss percentage.
- In the case where points are equal, the position will be decided by the team that won the match involving those two (2) teams.
- If three (3) or more teams finish equal, then the position shall be decided by points for and against on the matches involving only those teams. If points are still equal then points for and against will be tallied for all games played by those teams.
- The structure of a competition finals series will be determined by the Competition Manager and distributed to teams once nominations are closed and draws are finalised.
- The Competition Manager may alter the finals series after draws are distributed as long as all teams are notified of the change.
- For a team to be eligible to play in the finals series they must have paid all monies due to PCYC
- Where scheduled games cannot be played, the Competition Manager has the authority to decide whether those games shall be played at an alternative time and date.

### **Penalties**

- The PCYC reserves the right to withdraw any player/team if they deem it to be in the best interest of the competition.
- The following will result in an automatic ban:
  - Punching/striking with an open fist
  - Attacking a referee, staff, volunteer
  - The use of weapons or dangerous objects
  - Causing or inflicting damage

#### **Yellow Card**

- A yellow card will service as a warning to a player in a match that do not follow appropriate game rules.
- 4 Yellows in one season = 1 Match suspension

#### **Red Card**

Any Red Cards given to players will be an automatic 1 week suspension. A Red Card will be issued if a player is guilty of:

- Violent conduct toward opponent, official or spectator.
- Spitting at an opponent, official or spectator.
- Foul and abusive language directed at players and officials.
- Throwing or kicking the ball at an official in an aggressive or dangerous manner or threatens to strike or attempts to strike an official.
- Deliberately stopping the ball from entering the goal with his/her hand with the exception of the goalkeeper.
- Receiving a second yellow card during the one game.
- Incidents of abusive/aggressive behaviour will result in suspension until further review.
- Zero tolerance on fighting.

# **Reported Players**

- Any player reported by a referee, court supervisor or duty officials, may be subject to disciplinary action under the control of the Competitions Manager.
- Reported players will be notified by the court supervisor, referee or duty official at the time of the disqualification or within forty eight (48) hours, where possible, by the Competitions Manager.
- Players coaches or spectators who have been placed on report may not continue playing and/or attending PCYC run competitions until their case has been assessed by the Competitions Manager
- The player will be advised of the decision made by the Competitions Manager
- PCYC has in place throughout the stadium and its environs CCTV cameras. The footage from these
  cameras is confidential and will be treated as such. The footage from these cameras will be made
  available to the Competitions Manager when considering actions of players, coaches and spectators
  who have been placed on report.
- The Competition Manager when investigating reports of misconduct by players, coaches and spectators may use where possible, footage provided from security CCTV cameras.

# **Disputes**

Any protest against a team, referee, or a decision of the Court Supervisor/Referee Manager or any other member of PCYC must be in writing, signed and addressed to the Competition Manager within seven (7) days from the time of the incident. The Competition Manager will deal with all protests without prejudice as soon as is possible.

# **Bench and Spectator Area**

• All spectators must be upstairs during competition nights on the balcony

# **Heat Policy**

Level 1 - 32 Degrees in Stadium

• All teams, players and officials are advised to increase the intake of fluids.

Level 2 – 35 Degrees in Stadium Running Clock Games

- Games reduced to 17 minute halves
- Compulsory 1-minute time out (clock stopped) when the clock is at 11:00 and 5:00 minutes remaining. Scorers stop the clock and sound the siren. The referees stop the play as soon as practicable. For example, if a team is on a "fast break", they can complete the lay-up attempt. • 4-minute break at half time Fully Timed Games
- Games reduced to 14 minute halves
- Compulsory 1-minute time out (clock stopped) when the clock is at 8:00 minutes remaining. Scorers stop the clock and sound the siren. The referees stop the play as soon as practicable. For example, if a team is on a "fast break", they can complete the lay-up attempt.
- 4-minute break at half time Officials
- Referees must not do more than 3 games in a row at this temperature.

# Level 3 – 38 Degrees in Stadium All Games

- Teams are given the option to cancel the game. If one team wants to cancel the game is cancelled. The cancelled game will be given as a "no game" for the purpose of the Standings at the end of the season.
- If the game goes ahead, the same variations to timings as for 35 degrees in the stadium apply. Officials
- Referees must not do more than 2 games in a row at this temperature.

### Level 4 – Greater than 40 Degrees in Stadium

- At this temperature games are cancelled and will be recorded as a 'No Game'.
- SDBA will endeavour to contact the manager of each team to advise of game cancellations. Please ensure your team's contact details are up-to-date with the office. However, teams are encouraged to check the SDBA Facebook page regularly in cases of extreme weather.

### Additional Rules

- Substitution must take place at the Substitution Zone. The player being replaced must be completely off the court before the replacement enters the court. The Referee need not be informed.
- Kick In: If the whole of the ball crosses the touchline or the ball hits the ceiling, a Kick in is awarded to the opposing team. The ball must be stationary, from the point where it left the pitch, on the sideline or outside it at a distance no greater than 25 cm and put into play within 4 seconds. A Goal cannot be scored directly from a Kick In. The player taking the kick must have any part of his foot on or behind the touchline for the kick to be taken correctly or will be turned over to the opposing team. All opposing players must be at least 5 metres from the ball.
- For a ball to be out of play or a goal scored, 'ALL' of the ball must be over 'ALL' of the line.
- There is a 4 second time limit at kick ins, corner kicks, free kicks and goal clearance.
- A player can score direct from a corner.
- Players are not allowed to play at the ball whilst on the ground, except for the goalkeeper who can only do so within the goal 'D'.
- For every 'Direct' foul after the fifth in one half of the game, the team that the free kick is awarded to is given a 10-metre penalty.
- Once a goalkeeper has released the ball from their possession, they may not receive it back unless it has been touched by an opposing player (2 touch rule).
- The goalkeeper has a 4 second time limit to release the ball unless they are in the opposing half of the court, at which they have unlimited time and touches.
- Games duration: Juniors (5yrs to 17yrs) 2 x 15 mins, Seniors (18yrs and over) 2 x 18 mins
- Fouls or misconducts leading to a direct free kick:
  - o Kicking or attempting to kick an opponent-tripping or jumping at an opponent.
  - Charging an opponent in a violent or dangerous manner.
  - o Striking, attempting to strike, or spitting at an opponent.
  - Holding/pushing an opponent.
  - o Handling the ball (except goalkeeper).
- Leading to an indirect free kick:
  - o Dangerous play (e.g. attempting to kick ball held by goalkeeper).
  - o Obstruction.
  - Charging the goalkeeper in the penalty area.
  - Goalkeeper picks up or touches with his hands a back pass or a kick in from team mates.
  - Goalkeeper controls the ball with any part of his body for more than 4 seconds.
  - Goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has been touched by an opponent.
- Red and yellow cards are given in a similar manor as original football.