



Arana United Futsal Club Inc.

Club Rules / Competition Rules

Playing Requirements

- Players must wear matching team jerseys with numbers
- Players must wear appropriate footwear (Non-Marking)
- Players must wear shin pads
- Teams must be ready to start play at game kick-off time (minimum 3 players as per FIFA Futsal Laws of the Game)
- Players, team officials and spectators must adhere to the Football Australia (FA) Code of Conduct and competition rules at all times
- A team member must report to the club official bench pre-match to sign off players.

Arana United Futsal Club: Social Competition Rules (Read in conjunction with FIFA Futsal Laws)

- 5 players per team on the pitch (4 players, 1 goalkeeper)
- 20 minutes each half
- Sideline restart by kick in
- Goal clearance restart is with the ball in keepers hands
- Interchange – substitute must not enter field of play until substituted player exits
- Goalkeeper can throw and kick over half way on the full with no restrictions
- Appropriate footwear must be worn (non-marking)
- Two touch law applies when goalkeeper has possession
- No time outs
- 6 team foul law applies
- Players must show proof of registration and age if required
- Players must have matching shirts with numbers on back; matching shorts and socks is preferred
 - 'Away' kits are not required to have numbers, though on 'Home' kits this is required
- Shin pads and long socks (that fully cover shin pads) must be worn

BY-LAWS

1. Organisers

Arana United Futsal Club Inc.

Hills District PCYC, Everton Hills, Queensland 4053

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2. Preamble

The competitions are open to all players (male, female and other). All players must be registered with Football Queensland to be eligible to participate in club competitions. Registered players are also eligible to participate in Football Queensland State Championships and Premier League competitions, along with Football Australia National Championship events. Club matches will be conducted and governed by FIFA Futsal Laws of the Game 2021/22. Arana United Futsal Club is affiliated to Football Queensland, Football Australia and FIFA.

3. Venues

- Hills District PCYC, Olearia Street West, Everton Hills

4. Cost and Registration

- Sign-on fees are \$250 per player (Winter 2022). This includes Football Queensland Registration, weekly match fees and club operations levy. Fees are non-refundable once a player plays their first game.
- All players MUST be registered before taking the field of play.

5. Insurance

- Registration fees include Football Queensland registration and Football Australia registration.
- If a player is seriously injured, they must fill out an incident report form on the day of the accident occurring.

6. Eligibility

- All players must be registered.
- Playing a non-registered player will result in the team losing the match 6-0.

7. Age groups

- Will be determined on year of birth. Make up of competitions may be determined by player numbers in respective age groups.
- Players outside particular age groups may discuss with the club for permission on a case by case basis

8. List of Players

- Each team is entitled to list up to (and including) ten (10) players for each game.
- The players on the team sheets must be identical to those on the registration form.

9. Competition Structure

- All fixtures, results and points tables will be available on the respective website. Any changes will be posted on the website and an email or SMS may be sent to the team managers. Competitions will be structured depending on team nomination numbers.
- The structure of the Finals series will be determined prior to its commencement for each respective competition. The structure is dependent on the number of teams; each respective age group will have the finals structure determined individually to best suit the competition.
- Premiers are the team which concluded the preliminary rounds in first (1st) position. Champions are the team that wins the Championship Grand Final.

10. Duration of Matches

- Each match will consist of two (2) x twenty (20) minute halves with a three (3) minute half-time break.
- The game will start on time. The Club Official will start the clock at the scheduled time of kick off regardless if teams are ready to play or not. If teams are not ready to play within five (5) minutes of the official kick off time, the match will be deemed a forfeit and the result will be a 6-0 win to the opponent.
- There will be no time outs and the clock will run for the duration of each half
 - No added time will be played during the regular season.
 - Finals series matches may play added time at the discretion of the match officials

11. Match Balls

Under 6 yrs to Under 12 yrs will play with a size 3 match ball. Under 13yrs and above will play with a size 4 match ball. All balls will be supplied by Arana United Futsal Club.

12. Variation to FIFA Futsal Laws of the Game

- The ball size will vary depending on age groups (FIFA Law #2). Under 6yrs to Under 12yrs will play with a size 3 match ball. Under 13yrs and above will play with a size 4 match ball.
- There will be no time outs. (FIFA Law #7).
- The clock will run for its entire duration of each half. (FIFA Law #7).
- The FIFA Laws of the Game will be applied.

13. Competition Rules

(a). Players Equipment

- The basic compulsory equipment shall consist of an identical jersey or shirt and similar or identical shorts, socks, shin pads and footwear.
- Each team's shirts shall be identical in colour, design and style with numbers on the back. Identical shorts and socks are preferred, but not required; similar shorts and socks are sufficient.
- The player's shirts shall be numbered with each player in the same team having a different number. The colour of the number shall contrast with the colour of the shirt.
- Numbers are required for teams' 'Home' kits (base kit); they are NOT required for 'Away' kits (alternate kit)
- Players shall not wear anything that is considered dangerous to another player.
- Shin pads shall be entirely covered by socks, and shall be made of a suitable material to afford reasonable protection to the user.
- Goalkeepers shall wear colours that distinguish them from other players and from the referee.
- Only Futsal shoes and non-marking sneakers can be worn – no Football (Soccer) boots.
- The club representative shall reserve the right to reject any uniform if considered inappropriate or undesirable. No appeal will be considered.
- Where there is a clash of colours, the home team shall change to an alternate strip. The home team is the first team mentioned on the team sheet and fixture list. The club will have bibs available to use.

(b). Officials

- The club will provide qualified referees to officiate at all matches.

(c). Match Score Sheets

- The match team sheet shall be completed before each game at the Club Official desk.
- Players must be on pitch ready to start at the scheduled kick off time.
- If there are not three (3) players from a team to start a game after five (5) minutes of the scheduled kick off time, the match will be deemed a forfeit and the result will be a 6-0 win to the opponent.
- Players can only register with one (1) team in a particular competition for the duration of the season.
- Only players nominated on the registration forms can appear on match team sheets.
- Players must compete in a minimum of four (4) competition matches to be eligible to take part in the finals series - This can be reviewed by the club on a case by case basis in exceptional circumstances.

(d). Technical Area (Benches)

- During the match, teams are permitted to have one (1) coach or manager at a time on the bench.
- Minors of Managers and/or coaches are permitted to sit on the bench if no other parent or guardian is able to care for them.

14. Disciplinary Cards

(a). Yellow Cards (Caution)

- Any yellow cards issued will be recorded by the club representatives.
- Any player who accumulates four (4) yellow cards will be suspended for their next competition match. This is a cumulative total over the season.
- Should a player accumulate a further four (4) yellow cards in a season, the player will incur an automatic suspension of two (2) matches.
- If a player receives two (2) yellow cards in one (1) match, the player must leave the playing area and must not remain on the substitute's bench. A player who receives two (2) yellow cards in one match will serve the Mandatory Match Suspension (MMS) of one (1) competition match.
- Disciplinary cards issued throughout the competition will continue into the finals series.

(b). Red Cards (Send-off)

- A player who receives a red card must leave the playing area and must not remain on the substitute's bench.
- A player receiving a red card can be replaced by a substitute after two (2) minutes following the expulsion of that player unless a goal is scored by the opposition before the two (2) minutes has elapsed.
- A player receiving a red card will serve at least the Mandatory Match Suspension (MMS) of one (1) competition matches; the suspension length may be longer, depending on the severity of the Send-off offence.
- The club reserves the right to ask a player sent from the field of play to face a Disciplinary Committee.
- A player has the right to appeal a decision made by the Disciplinary Committee.

15. Discipline

The club has a Zero Tolerance Policy. Any persons (team officials, players, spectators) who breach these competition rules and/or the Football Australia code of conduct may be asked to leave the premises and the game shall not continue until the person has complied. Teams that field unregistered or suspended players will forfeit the matches the players participated in. The result will be recorded as a 6-0 win to the opposing team. There will be no refund of match fees.

16. Forfeits

Forfeits relate to the following;

- Teams that can't produce three (3) registered players on the field of play ready to play after five (5) minutes from the scheduled kick off time.
- Teams that play unregistered or suspended players.
- Teams forfeiting a match will lose the game 6-0. There will be no refund of fees if a match is forfeited.

TEAMS MUST PROVIDE 48 HRS NOTICE THAT THEY INTEND TO FORFEIT TO AVOID BEING PENALISED.

16(a). Borrowing of players

FIFA Futsal Law 3 - 'The Number of Players'

'A match may not start if either team consists of fewer than three players. The match is abandoned if one of the teams has fewer than three players on the pitch.'

Club by law - If the opposition team official/captain is agreeable, teams may borrow registered players from other teams in order to field a team of five players maximum (no reserves). During fixture matches, the team official/captain has the right to refuse any borrowed player from other teams that the opposition requests to assist; this right does not apply to Friendly matches, both sanctioned and unsanctioned. This by-law implies, however, that players play regularly for one designated team only. Suitability of borrowed players (age / skill level) will also be at the discretion of the Club Official. Teams cannot borrow players for Finals Series matches.

17. Match Points

In accordance with the FIFA Laws of the game, the points shall be;

- (a) 3 points for a win;
- (b) 1 points for a draw;
- (c) 0 points for a loss.

18. Finals Series

- To be eligible for the Finals Series, players must be registered and play a minimum of four (4) matches throughout the season.
- If at the conclusion of the preliminary rounds, teams are equal on points, the following qualifications apply to determine team places in order;
 - (a) goal difference;
 - (b) head to head result;
 - (c) Fair Play Award (least number of disciplinary cards);
 - (d) number of goals scored;
- If at the conclusion of normal time, the scores are level, an additional two (2) periods of equal length will be played.
 - The length of these periods will be determined prior to the commencement of the Finals Series for each respective competition.
- If the scores remain level after extra time, Kicks from the Penalty Mark will be used (FIFA Law #10).
- Kicks from the Penalty Mark will be conducted in accordance with Law 10 of the FIFA Futsal Laws of the Game.