

The world's biggest and best
biennial masters games.



2018 Futsal Rules and Regulations

GAME DURATION

The following applies to all round and pool games, elimination matches and finals.

- Games of 2 x 20 minute halves duration run off the clock will be played for all age categories
- **Half time Intervals** straight turn around.
- **Time Outs** will only be permitted in **Grand Final** matches
- Each team in a **Grand Final** match will be permitted one (1) timeout only for the entire match.
- Time Outs are **not permitted** during extra time periods.

The start and finish of each game will be activated by the hooter system. Please note however that the referees whistle officially starts and ends each game, ie a goal can be scored after the hooter has sounded if the referees final whistle has not been blown.

POINTS ALLOCATION (RESULTS)

The following system details the number of points to be allocated to teams competing at Pan Pacific Masters for round pool games. Any team forfeiting a match will be asked to show due cause as to why they should remain in the tournament.

- **Win** – Three (3) Points
- **Any Draw** – Two (1) Points
- **Loss** – Zero (0) Points
- **Forfeit For** – Three (3) Points plus the average of the goals against the team that cause the forfeit result
- **Forfeit Against** – Zero (0) Points

DETERMINATION OF FINAL PLACING

- At the completion of round/pool games, teams will be ranked for placement in elimination matches based on the number of points accrued during the round/pool stage of the tournament.
- Teams not placed in elimination matches will take no further part in the tournament unless play-off games for 5/6 7/8 etc. form part of the tournament.
- The team with the highest number of points will be placed first and the next highest number of points will be placed second and so on.

In the event that two teams are equal on points then following will apply.

- The team with the highest **goal difference** will be deemed the higher place getter.
- Should teams still remain equal the team with the highest number of **goals for** will be deemed the higher place getter.
- Should teams still remain equal the team with the least number of **goals against** will be deemed the higher place getter.
- Should teams still remain equal the team with the most **games won** will be deemed the higher place getter.
- Should teams still remain equal the team that **won the round games** between the two teams will be deemed the higher place getter.
- Should teams still remain equal the team with the **least number of disciplinary cards** will be deemed the higher place getter.

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If teams are still equal then a **penalty shoot-out** will determine the higher placing. Penalty shoot-out will take place according to AFA Laws of the game.

ELIMINATION MATCHES

In the event that an elimination game results in a draw at the completion of regulation time the following shall apply:

Quarter/Semi/Grand Finals – If at the conclusion of regular time the game results in a draw, the following shall apply:

- i. Golden Goal extra time of 5 minutes each way will be played. The team scoring first during this period will be declared the winner and progress to the next round. If however the teams are still equal at the completion of Golden Goal extra time then the following will apply. (No Drop Off System).
- ii. A Penalty shoot-out will take place in accordance with the Laws of the Game, with the team completing the most successful penalties progressing to the next round.

TEAM MANAGEMENT AND RESPONSIBILITIES

The coach and or manager of each team is responsible for all matters relating to the team including the conduct of the team members and supporters, disciplinary matters, adherence to local regulations and appropriate use of venues.

Code of Conduct/Ethics

Individual Coaches and Managers are required to issue and enforce their respective codes of conduct/ethics.

The conduct of all players, team officials, referees, tournament officials and spectators who participate in the Futsal Component of the 2018 Pan Pacific Masters Games is governed by a Codes of Conduct/Ethics generally accepted as endorsing the values of fair play, respect and tolerance but not limited to:

1. Co-operation with tournament, venue and game officials, or their delegates
 2. Compliance with venue rules and guidelines.
 3. Behaving in a professional, responsible and courteous manner towards participants, team officials, referees, tournament officials and spectators.
 4. Adherence to the Laws of the Game
 5. Participation in the spirit of the game
 6. Refraining from the use of offensive, abusive or insulting language and/or gestures
 7. Refraining from behaviour that is violent or offensive
 8. Refraining from engaging behaviour that aims to harass or discriminate against other persons on the grounds of race, sex, religion, or for any other reason.
 9. Abstaining from the use, possession or promotion of any banned substance or drugs of dependence.
- Failure to comply with the Codes of Conduct as set out in the document may result in the offender/s being dismissed from venues or suspended from play or officiating for a fixed period of time and/or indefinitely.

COMPLETION OF MATCH SHEETS

Official Match Sheets will be provided for all games by the tournament organisers.

Match Sheets will be located in an area accessible to all team officials and will be available for completion 20 minutes prior to scheduled kick-off.

Team officials are required to complete the match sheets at least 20 minutes prior to the scheduled kick-off (earlier if possible) and include all relevant details such as:

1. First Name and Surname of Players
2. Shirt Number
3. Year of Birth

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Only the names of players present on the day who have been officially nominated to participate in the tournament should be included on match sheets. All players must be registered through the Pan Pacific Masters Games system and have subsequent I.D to prove if asked. Any player found to be breaching these rules will class as an automatic disqualification from the competition.

Players not entered on the match sheets at the time the games commence, will be deemed ineligible to participate in that game.

The name of any suspended player will appear on the match sheet of the game that the player is suspended. The word 'suspended' will appear beside the payer's name.

Players are only permitted to nominate and play in one team only within the same age group. Any player found breaching these guidelines will be expelled from the tournament.

UNIFORMS

It is **compulsory** for all team members who are not nominated Goalkeeper to wear a colour co-ordinated uniform comprising of the following:

- A Numbered Shirt – the number must clearly contrast with the shirt colour.
- Shorts (may be numbered)
- Long Socks
- Suitable Non-Marking Shoes
- Shin Pads that provide a reasonable degree of protection

Goalkeepers Must Wear:

- A Numbered shirt of a colour that distinguishes him/her from the other team members (the number must clearly contrast with the shirt colour.)
- Shorts (may be numbered) or Pants
- Long Socks
- Suitable Non-Marking Shoes
- Shin Pads
- Knee/Elbow Pads and Keepers Gloves (Optional)

DELAYED STARTS/FORFEITS

Under certain extenuating circumstances, (deemed acceptable by the tournament organisers) a team not ready to take the court at the time the game commences will be granted a ten (10) minute extension of time to take the court.

In this situation a shortened half will be played. For example if the offending team takes the court five (5) minutes after the referee has commence the game, the playing time for that half will be shortened those five (5) minutes.

At the completion of the ten (10) minute extension period the game will be declared a forfeit by the offending team and a forfeit win will be awarded to their opponents – with a forfeit score calculated as per outlined in the points section of this documents.

Any team forfeiting a match will be asked to show due cause as to why they should remain in the tournament.

PLAYERS REQUIRED FOR PLAY

In accordance with the Australian Futsal Laws of the Game, each team must have at least three (3) legal players to commence the game. One (1) of which must be the designated goalkeeper and one (1) the team captain.

Age Exemption:

30+ Age Divisions Only: A player no more than 6 months younger than the minimum age of entry (determined as at 2nd November 2018) for the futsal competition may be approved to play on a case by case basis by the futsal convenor. Limited to a maximum of one allowance per team. Contact the sport convenor for approval.

DISCIPLINARY CARDS

The Australian Futsal Laws of the Game LAW 5 – state ‘the decisions of the referee regarding facts connected with play are final.’ Whilst a team may exercise the right to appeal, that right of appeal is restricted to grounds set out the **Appeals** section of this booklet.

General Information in Relation to Disciplinary Cards:

- Yellow Cards accumulated in preliminary matches do not carry over to finals.
- Red Cards carry an automatic one (1) match suspension (in addition to any further suspension imposed by the tournament judiciary panel) for the next scheduled game(s).
 - o If a red card is issued and the following game is a forfeited match, the suspension must be served in the next ‘played’ game.
 - o If a red card is issued in the last preliminary match then the suspension is served in the first game of the final series.
- A substitute player may enter the pitch two (2) complete minutes after the teammate has been sent off unless a goal is scored against their team before the two minutes have elapsed.
- Any team that plays a suspended player will automatically forfeit that match.
- Any player who is sent off (shown a red card) is prohibited from:
 - o Taking any further part in that match; or
 - o Sitting on the team bench for the remainder of the match or for the period of their suspension; or
 - o Remaining in the vicinity of the playing arena as designated by the referee.

Disciplinary Cards: Specific Circumstances:

Where a player receives two (2) Yellow Cards in a single match the following applies:

- The Player is shown a **Red Card** after receiving the second yellow card and must vacate the court and leave the playing arena.
 - The player receives an automatic one (1) match suspension that must be served in the team’s next game.
 - The players name will appear on the match sheet for the next game as ‘suspended’.
- Note: These two yellow cards will not count in the players accumulated yellow card tally as they are regarded as a red card for the purpose of suspension

Where a player receives a single Red Card in a match the following applies:

- The player must vacate the court and leave the playing arena.
- The player receives an automatic one (1) match suspension in addition to any further penalty awarded by the tournament judiciary panel if a report by either of the match officials warrants a judiciary hearing. The suspension must be served in the teams next game. Any additional suspension period must be served in subsequent game(s).
- The players name will appear on the match sheet for the next game as ‘suspended’.

When a player accumulates three (3) yellow cards through the course of a tournament the following applies:

- The player shall receive an automatic suspension of one (1) game.
 - The suspension is served in the next game immediately following the issue of the third yellow. If the third yellow card is issued in the last preliminary match the suspension will be served in the first match of the final series.
 - The players name will appear on the match sheet for the next game as ‘suspended’.
- Note: The yellow card tally for that player is reset to nil following their suspension.

ABANDONED MATCHES

Matches may be abandoned when it is deemed by the Match Official that the game cannot continue due to any of the following:

- For disciplinary reasons – where violent conduct by players, team officials or spectators creates an untenable situation for others.
- Where the playing surface or court area is deemed dangerous or unstable.

Where a match is abandoned for disciplinary reasons, the Match Officials are required to ascertain the team at fault and award the following:

- To the team deemed **at fault** – a 0-3 forfeit loss or the match result at the time the game was abandoned (whichever provides the most advantageous result for their opponents)
- To the team deemed **not at fault** – a 3-0 forfeit win or the match result at the time the game was abandoned (whichever provides the most advantageous result for them.)

The team deemed at fault will be asked to show cause as to why they should remain in the competition.

Where a match is abandoned for non-disciplinary reasons, the Tournament Officials are required to take all the possible steps to either:

- Reschedule the game (reset to 0-0) when the tournament schedule allows; or
- Recommence the game (score line carries over) in due course to allow for a full time reset.

JUDICIARY PANEL AND PROCEDURE

The tournament Judiciary Panel will convene when:

- A report by either of the match officials warrants a hearing
- An appeal is lodged.

Judiciary outcomes are final. See **Appeals** for more information.

APPEALS – GROUNDS AND LODGEMENT

Grounds for Appeal:

The Australian Futsal Laws of the Game LAW 5 – The Referee’ state ‘The decisions of the referee regarding facts connected with play are final.’

Whilst a team official may exercise the right of appeal, that right is restricted to one or more of the following grounds:

- Severity of the sentence imposed
- Inconsistency in the judiciary process of sentence imposed
- Inconsistency in the judiciary process of sentencing
- Mistaken Identity
- New Evidence

Lodging an Appeal:

An appeal will only be considered by the tournament Judiciary Panel if it is:

- Lodged within 30 minutes of the incident specified
- Lodged in writing by a team official
- Accompanied by a fee of \$60 (refundable **only** if the appeal is upheld)
- Based on and identifies one or more of the grounds for appeal as set out above.

The Appeals Process:

Upon receipt of an appeal, the Tournament Judiciary Panel will convene in accordance with the requirements of the Judiciary Procedures set out in the **Judiciary Panel** section of this document.

SIMPLIFIED RULES OF THE GAME

- 1) Each team must have five (5) players on the court – one of who must be the designated Goalkeeper.
- 2) Team squads can have up to twelve (12) players nominated.
- 3) 30+ Age division teams may have up to one (1) player in the team no more than 6 months younger than the age minimum.
- 4) Unlimited 'flying' substitutions are allowed throughout the game without notifying the referee. Players must substitute within their own half.
- 5) A goal cannot be scored directly from a goal clearance, sideline kick, indirect free kick or a kickoff (starting or restating the game).
- 6) Other than listed above, a goal can be scored from anywhere on the court.
- 7) The whole ball must cross the whole of the line to award a goal, corner kick, sideline kick, goal clearance.
- 8) There are no offsides.
- 9) Slide Tackles are not permitted in any AFA officiated game by any player other than the Goalkeeper (See #19)
- 10) Shoulder charging is not allowed.
- 11) Aggressive/Dangerous play is not allowed.
- 12) There is a five (5) second limit placed on all set plays (corners, kick ins, free kicks etc)
- 13) Five (5) accumulated team fouls are allowed during each half of play (per team). Each subsequent foul is rewarded by a ten (10) metre penalty kick to the opposition team.
- 14) To restart the game from the sideline the ball must be placed on the ground and kicked in. The player must have both feet on the outside of the sideline when the kick is taken.
- 15) A corner kick in restarts the game when the ball crosses a goal line (outside of the goal) after being touched last by a defending player.
- 16) When the ball goes 'dead' over the goal line (being touched last by an attacking player) the goalkeeper must throw the ball back into play within five (5) seconds but not over the 2/3rd line on the full.
- 17) If a goalkeeper catches the ball during the game (within his/her penalty area) he/she may throw, dribble or kick the ball back into play (throws not over 2/3rd line). Goalkeeper drop kicks are not allowed.
- 18) Goalkeepers are allowed to play/touch the ball in the opposition half of the court with no restrictions. However they have a five (5) second time limit in their own half. There are no restrictions on how many times they can touch/play the ball within their own half.
- 19) A goalkeeper may NOT handle the ball from a back pass (from a team mate).
- 20) Goalkeepers can only slide (side on) within the confines of their own penalty area. Sliding feet first towards an opponent is illegal (dangerous play).
- 21) Goalkeepers may only handle the ball legally within their own penalty areas.
- 22) Players must retreat at least three (3) metres from the ball at all 'set plays' (corners, free kicks, etc)
- 23) Players cannot play the ball whilst 'lying' on the ground if a player is within playing distance of the ball.
- 24) Referees always have the final say in all match decisions.
- 25) Referees control games, if necessary with Yellow (caution) and Red (expulsion) cards.
- 26) AFA Judiciary Panel is responsible for deciding penalties (match suspensions) for those players found guilty of persistent rule breaking, foul play, dissent etc

MIXED RULES

- 1) Each team must have a minimum of two (2) women/girls on the court at any one time.
- 2) 30+ Age division teams may have up to one (1) player in the team no more than 6 months younger than the age minimum.
- 3) If a male scores then a female must score next.
- 4) At the start of the second half it goes back to either a male or female can score, irrespective of who scored the last goal in the first half.
- 5) Goalkeepers may not be changed after a penalty/free kick has been awarded by the referee (until after the conclusion of that particular free kick/or unless a goalkeeper has been injured and not able to continue playing).