

BYFORD VENOM SOCIAL LEAGUES

COMPETITION BY-LAWS

1. PLAYER REGISTRATION

Each team must be registered and paid for prior to the commencement of a season.

A paid registration acknowledges that you are solely responsible for anything that happens to you during competition.

2. FIXTURES

The Competition Manager will determine fixtures for the season, and reserves the right to make changes (forfeits, withdrawals, requested times etc) up until midnight Monday.

The Competition Manager will endeavour to provide an even spread of games and take into consideration any time requests prior to creation of fixtures.

The league is full of busy people and acknowledges that time concessions are sometimes the only way some people can remain playing, these requests are the top of the list, followed by changes to accommodate Church home visits, School or Work meetings. Changes for family events are down the bottom just ahead of accommodating around other sports.

Fixtures will be available online and on the SportFix app

3. SCORE SHEETS

Score sheets are premade by the Competition Manager with the names of all registered players. Depending on the season: Goals, Assists and the referee's Best and Fairest 3-2-1 votes are recorded on them. Golden Glove stats are also taken according to the conceded goals. Clean sheet = 4 points, 1 conceded = 3 points, 2 conceded = 2 points, 3 conceded = 1 point. A forfeit (3-0 win) = 3 points. Yellow or red cards are also noted on score sheets, Red cards leave a player ineligible to win Best & Fairest

4. PLAYERS

Players are not permitted to fill-in for other teams in their division, nor fill-in down a division. They can fill-in up a division. If you choose to use an 'illegal' player, you forfeit the game 3 – 0. Stats will still be recorded for all legal players.

The minimum age to join the competition is 15, this is a men's only competition.

A team must have a minimum of 4 players entered on the score sheet who are ready to take the court at the commencement of the game. Consequences outlined in point 9.

A team can use a maximum of 2 fill-ins. Team is still legal at 4 players if you are made up of 2 registered + 2 Fill-ins.

Fill-ins cannot take you past 6 players in a game.

There is no maximum number of players allowed in a team.

5. PLAYER EQUIPMENT

All players must remove objects such as watches/jewellery that may be dangerous to other players. Anything necessary for medical reasons are allowed.

Appropriate non-marking footwear must be worn to play. A player may be excluded from playing if they do not have appropriate footwear.

Shin pads are compulsory and must be covered by long socks – if a team has any member not wearing shin pads, the opposing team is given a goal before kick-off, if both teams are missing pads, the game starts 1-1, affecting your Goal Keepers glove stats.

It is requested that teams wear at minimum, shirts that are close in colour. Bibs are available in a range of colours.

6. PLAYER RESPONSIBILITIES

Players are responsible for their conduct. Players are expected to participate in accordance with the ethos of fair play.

It is the competition organisers discretion to speak to any regular problem makers. They may be asked to leave or be banned from the competition.

Swearing and cursing is the discretion of competition organisers or referees at the time. It is important to keep the Christian image of the competition forefront.

7. REFEREES

Prior to the game, the referee is responsible for:

- Inspecting the condition of the court, balls, and equipment.
- Decide whether players are wearing close enough uniforms and providing bibs as necessary.
- Checking players' equipment.

The referee will start the game on time; and inform the players and apply late penalties as needed.

During the game, the referee is responsible for:

- Filling in the score sheet.
- Ensuring that the rules of Futsal are adhered to.
- Sanctioning misconduct and delays.
- Educating players on rules.
- Monitoring the court to ensure a safe playing environment.

After each game, the referee is responsible for:

- Voting on their 3-2-1 B&F.
- Reporting any disciplinary or disrespectful issues to competition manager.

8. GAMES

****We play 28-minute games to fit the fixture into 1 night. In future this may change according to the size of the League.**

Games will consist of 2 x 14-minute halves, with 1-minute break for half time.

The clock will not be stopped for injuries.

The clock will begin counting down at the allocated match times regardless of teams being ready to play.

The game will end when the time is up. Only penalties and 10 Meters penalties can be taken after.

9. LATE ARRIVALS

Any team not meeting the minimum 4 player requirement by game start time will incur the following:

- 3 minutes late - 1 goal
- 4 to 8 minutes late - 2 goals
- 9 to 14 minutes late - 3 goals
- Not 4 players by H/T – forfeit

10. COMPETITION POINTS

Points are awarded as follows:

- Win- 3 points
- Draw- 1 point
- Loss- 0 points
- Forfeit- 3 nil victory & 3 points to non-forfeiting team
- Both teams forfeiting – the game is void and no points awarded

11. SUSPENSIONS

Players issued a yellow card are to leave the court for a period of 2 minutes, or until the opposing team scores. 2 yellows in the same game result in a red card.

Players issued a red card are evicted from the game and automatically suspended for the next game. All red cards are up for review by the Competition Manager and can face a partial or complete suspension

A Straight red card can result in a 1 or 2 game ban depending in the referee's report of the incident, and a 2 yellow -> red is penalised with 1 game.

Misconduct includes, but is not limited to:

- abusive language
- unsporting conduct
- undue rough play
- resistance to obey a reasonable instruction from a referee or Competition Manager
- striking
- attempted striking

Competition Management reserves the right to expel or suspend players from the competition.

12. FINALS

To participate in the finals, a player must be registered to the team.

For teams having injury issues and require the use of fill-ins during Finals, they can acquire a player that has played the minimum 2 legal games for them during the regular season. These players are locked to that team for the duration of Finals and can not play for other Finals teams.

In the event of a draw at the end of normal time, the game will be decided by a penalty shoot-out 5 penalties each. (note: up from 3 after recent FIFA rule changes)

13. Byford Venom's Social adaptation of FIFA Futsal Rules

General Rules

Teams are comprised of four outfield players and one goalkeeper.

There is no offside in futsal.

Defenders are to remain 5 meters away from all restarts and free kicks until the kick is taken. (3 meters at kick off)

All restarts, including Kick off must be taken within 4 seconds from the whistle being blown or when a player puts the ball down. If a player takes too long to put the ball down, the referee may start his count at his discretion.

In social play, NO sliding is allowed at all. To keep it simple and eliminate grey areas; any time a player goes to ground to play the ball or tackle it will be paid a free kick.

Substitutions

All substitutions are on the fly, this includes goalkeeping substitutions. Referees must be notified of goalkeeping substitutions.

A substitute may not enter the pitch until the player leaves the pitch, and this must happen in their defensive half. Failure to do this properly, the game is stopped, and a free kick is awarded against the offending team where the ball was situated when whistle was blown.

Restarts

Kick-offs: A goal may now be scored directly from a kick-off. The ball no longer needs to be played forward first.

Kick-ins are indirect. A part of the ball must be 'touching' the line when kicked and the kick must be taken within 4 seconds. The kicker's non-kicking foot no longer needs to be on or behind the line. (A kick-in that goes directly in the opposing goal is a goal clearance for the opposing team. A Kick-in that goes directly in the defensive goal is a corner kick of the opposing team.) If the kick-in does not enter the pitch or if the kick is not taken within 4 seconds the kick-in is taken by the opposing team.

Goalkeeper Restarts are taken when the ball wholly crosses the by line. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area. (NOTE: the 2 second restart given if a teammate receives inside GK's D has been removed, this is now allowed.)

Corner Kicks are direct. The ball must be placed directly on the corner arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

Free Kicks may be indirect or direct. The ball must be stationary before the kick may be taken.

Penalty Kicks are taken from the penalty spot and must be taken by a clearly identified kicker. All other players must remain behind the penalty kicker in a line until the ball is kicked.

Fouls and Misconduct

Indirect Free Kicks:

- When a player prevents the goalkeeper from releasing the ball with their hands.
- Goalkeeper takes more than 4 seconds to release the ball when in possession in his own half, plays the ball again within his own half after releasing the ball and the ball doesn't touch an opponent or has gone out of play.

Direct Free Kicks:

- When a player kicks an opponent, tackles an opponent, trips an opponent, jumps at an opponent, charges an opponent, strikes an opponent, pushes an opponent, holds an opponent, or handles the ball deliberately.

Yellow Card: The offending player is shown a yellow card, and must leave the court for 2 minutes, or until opposition scores. If a player is shown two yellow cards in a match, he is shown a red card.

Red Card: Same as with above, except that the offending player may not come back on, you can only return to a full compliment if you had a substitute player.

Accumulated Fouls:

From a team's 5th direct free kick of a half, the opposing team will take a direct free kick without a wall. If the foul occurs farther from the attacking goal than the second penalty spot, the Direct Free Kick Without a Wall is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the Direct Free Kick Without a Wall from the second penalty spot or from the spot of the foul With a Wall.

All Direct Free Kicks Without a Wall must be kicked with the intention of scoring a goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 5 meters and be even or behind the ball when the kick is taken. The goalkeeper may be off the goal-line but may not be nearer than 5 meters from the ball. Accumulated fouls are reset to zero at the beginning of the second half.

Penalty Spot: The 1st Marked spot

Second Penalty Spot: The 2nd Marked spot

Advantage: Advantage can be given after a foul, but the foul is still accumulated.

The Goalkeeper

May receive a kick-in directly, with feet.

May score directly with his feet during the run of play. Not from a restart.

May not possess the ball for more than four seconds in his own half.

May throw the ball directly across the half-way line.

May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)

Cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it, or it has gone out of play.