



2024

Futsal Ballarat

Competition By – Laws

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The following competition by-laws apply to all teams entering Vic Country Futsal competitions. It is the team managers responsibility to ensure that all players are fully aware of the rules of the competition.

Having not read these rules does not qualify as an excuse for not obeying them

2 Organisation

2.1 Scope of Application

- 2.1.1 Where these competition by laws are silent on any aspect, then all teams, affiliated bodies and organisations shall first have regard to the Football Victoria Constitution, competition By-Laws, Football Australia rules and regulations and where applicable rules and regulations of the Asian Football Confederation and FIFA.
- 2.1.2 Futsal Ballarat, in consultation with Football Victoria and Football Australia, will have the power from time to time to make, alter, or rescind the by-laws.
- 2.1.3 Futsal Ballarat has the power to consider individual circumstances outside the prescribed limits of the by-laws should it be clear those special considerations are in the interests of the game.
- 2.1.4 Futsal Ballarat will interpret and apply all articles of these by-laws and any such interpretation or application will be final and binding on all parties.
- 2.1.5 All decisions made by Futsal Ballarat are not subject to appeal or review.

2.2 Knowledge of the Rules

- 2.2.1 The rules of Futsal Ballarat competitions are based on the FIFA Futsal Laws of the Game (2022/23) edition.
- 2.2.2 The FIFA Futsal Laws of the game are available on the Futsal Ballarat website.
- 2.2.3 It is the responsibility of each player to be familiar with these rules.
- 2.2.4 Some age groups may have rules altered or modified should it be clear those modifications are in the best interests of the game or participants.
- 2.2.5 Failure to meet the rules of competition can result in competition removal of players and/or teams.

3 Players, Teams & Divisions

3.1 Team

- 3.1.1 A team shall consist of a minimum of five (5) registered players.
- 3.1.2 A maximum of five (5) players, one of whom must be the goalkeeper are permitted on the pitch at any one time.
- 3.1.3 A team can commence a game with a minimum of three (3) registered players.
- 3.1.4 Should a team have less than three (3) registered players either at the commencement of the match or at any point during the match, that team will have been deemed to have forfeited the match.
- 3.1.5 A player whose name is not on the team sheet prior to the commencement of the match is not permitted to take the pitch.



3.2 Player Eligibility

- 3.2.1 Players must have a current and active 2023 registration with Futsal Ballarat on Play Football.
- 3.2.2 Players are eligible to play for only one team per division.
- 3.2.3 Players must meet the age requirements for their age category.

3.3 Age Eligibility & Age Groups

- 3.3.1 Junior competition age eligibility is determined by a player's year of birth.
- 3.3.2 The minimum age for senior competition is 15 years old.
- 3.3.3 Age Groups may be cancelled or merged if there are not enough team entries received.

3.4 Registration Costs & Periods

- 3.4.1 2024 Futsal Ballarat Registration fee is \$150
- 3.4.2 Futsal Ballarat Registration will cover players from 1 January to 31 December 2024.
- 3.4.3 As futsal is classified through FV as a separate registration category, players registered with FV for outdoor football are required to register for Futsal separately.

3.5 Fill Ins

- 3.5.1 Teams are only permitted to have a fill in if they have less than 6 players.
- 3.5.2 Teams are only permitted to have fill ins up to 6 players.
- 3.5.3 The fill in player must be registered with Futsal Ballarat
- 3.5.4 The fill in player must play in the same division or lower.

3.6 Forfeits

- 3.6.1 Teams will be deemed to have forfeited a match when:
 - I. They fail to fulfil an engagement to play a match on the appointed time
 - II. They refuse or fail to begin a match within 10 minutes of kick-off
 - III. They field less than three (3) of their registered players at the start of any match
 - IV. At any point during the Match, they cannot field at least three (3) of their registered Players
 - V. They field an ineligible Player
- 3.6.2 Any team attempting to forfeit more than once will have their position in the competition reviewed.
- 3.6.3 Game fee will be forfeited



3.7 Substitutions

- 3.7.1 Coaches and substitutions must swap benches at halftime to allow coaches to make subs from their defensive half.
- 3.7.2 Substitutions may be made at any time during a game without informing the referee.
- 3.7.3 Unlimited substitution of all players listed on the match sheet is permissible at any time during the game.
- 3.7.4 A substitution may be made at any time, whether the ball is in play or not.
- 3.7.5 The substitute can only enter the pitch after the player being replaced has left.
- 3.7.6 All substitutes are subject to the authority and jurisdiction of the referees.
- 3.7.7 The referee must be notified of goalkeeper substitution and will stop play for this to occur.
- 3.7.8 If a period is extended to allow a penalty kick or a 10m penalty kick, only the goalkeeper of the defending team may be substituted.
- 3.7.9 Substitutions must be done at designated areas for both teams.

4 Equipment

4.1 Authority and Scope

- 4.1.1 The wearing of any clothing or apparel onto the pitch is subject to the approval of the Match Officials regardless of any article contained in these Regulations stating otherwise.
- 4.1.2 Match Officials may request that any item breaching these regulations be removed.
- 4.1.3 All equipment and clothing must comply with the FIFA Equipment Regulations and as elaborated in these Regulations.

4.2 Playing Attire

- 4.2.1 All team members must wear matching jerseys. If one player does not have the same jersey, then all players must wear bibs. This includes if the jersey is of a similar colour.
- 4.2.2 All jerseys must be numbered and there are to be no duplicate numbers.
- 4.2.3 All jerseys must have sleeves (singlets / sleeveless jerseys are not permitted)
- 4.2.4 Appropriate footwear is mandatory

4.3 Goalkeeper Jerseys

- 4.3.1 Goal keepers must wear colours that easily distinguish them from the other players and the referees. This can either be a different jersey, or a bib.

4.4 Shin Pads

- 4.4.1 Shin pads must be worn by **ALL** players at **ALL** times in **ALL** competitions.
- 4.4.2 Long socks must cover the whole of the shin pads.
- 4.4.3 Any player that doesn't have shin pads, will be unable to enter the field of play.



4.5 Jewellery and Glasses

- 4.5.1 Players are permitted to wear a medical alert bracelet or necklace. The bracelet or necklace must be taped or bandaged to the body, covered by a wrist band, or otherwise appropriately padded.
- 4.5.2 Players are permitted to wear sports goggles, sports glasses, and sports sunglasses if, in the Match Official's opinion, the glasses pose no danger to the player wearing the glasses or to any other player on the pitch.
- 4.5.3 All other jewellery is not permitted

4.6 Head Wear

- 4.6.1 Players are not permitted to wear hats and or beanies.
- 4.6.2 Players are permitted to wear a Hijab or a headscarf subject to:
 - I. The Hijab or headscarf being black or of the same main colour as the jersey.
 - II. Not being attached to the jersey.
 - III. Not posing a danger to the Player or any other Player on the pitch (e.g., opening / closing mechanism around the neck).
 - IV. Not have any part(s) extending out from the surface (protruding elements).
 - V. For religious reasons, Match Officials shall not check the affixing of the Hijab or headscarf of a Player and under no circumstances touch the garment.

4.7 Protective Equipment

- 4.7.1 Modern protective equipment such as headgear, face masks and knee and arm protectors made of soft, lightweight padded material are not considered dangerous and are therefore permitted.

4.8 Other equipment

- 4.8.1 Watches and fit bits are not permitted.
- 4.8.2 Cloth head bands and wrist bands are permitted.
- 4.8.3 Material and elastic hair ties are permitted.

4.9 Captains Arm Bands

- 4.9.1 The captain of each team can wear a distinguishing arm band to indicate their status.

4.10 Clash Of Colours

- 4.10.1 The Referee will be the sole decision maker of a clash of colours.
- 4.10.2 In case of a clash of colours, the away team shall change to an alternate strip or are to wear bibs. The home team is the first team named on the team sheet.
- 4.10.3 The goalkeeper must wear a colour that clearly distinguishes them from the referee and all outfield players.
- 4.10.4 In the case of goal keeper's colours clashing with either the opponent's field players, goalkeeper, or the Match Official's, they must wear a bib.



5 Technical Regulations

5.1 Match Format

- 5.1.1 All junior matches up to Under 10 will be conducted with two 13-minutes halves.
- 5.1.2 All Under 11 and above matches will be conducted with two minimum 18 minute and maximum 20-minute halves.
- 5.1.3 Teams will change ends at half time.
- 5.1.4 There will be a maximum three – minute break at half time.
- 5.1.5 Teams should be on pitch 2 minutes before the scheduled game time so the referee can check the team sheet, correctness of uniforms and shin pads.
- 5.1.6 The referee will start the clock at the scheduled game time to ensure that all matches are facilitated at the correct time
- 5.1.7 Teams that are running late must take to the pitch when they have a minimum of three players.
- 5.1.8 An automatic forfeit will apply if a team is not on pitch within 10 minutes of kick-off.

5.2 Ball Size

- 5.2.1 Under 6 – Under 10: Size 3
- 5.2.2 Under 11 – Open: Size 4

5.3 Finals

- 5.3.1 Primary school competition finals will be played as Gala Day tournaments scheduled over the last two weeks of the season. Age groups are scheduled to play in one Gala Day to allow multiple games per team.
- 5.3.2 Secondary school and senior competition finals will be held over the last two weeks of the season and include Semi Finals and Grand Finals
- 5.3.3 All secondary school and senior teams will play both weeks of finals.
- 5.3.4 The ladder will be updated weekly and will be available on the website.
- 5.3.5 Ladder positions are determined by total match points.
- 5.3.6 The following procedure will be used to determine positions in the case of teams having equal points.
 - I. Team with the greater Goal difference
 - II. Team with the most Goals For
 - III. Greater goal difference resulting from the Competition match/s between the teams concerned: Head-to-Head result
 - IV. Toss of a coin by the competition manager.



- 5.3.7 Players must have played a minimum of 6 games for the team throughout the season to be eligible for finals.
- 5.3.8 Accumulated fouls will carry over from the second half into extra time.
- 5.3.9 There will be no extra time played in any league matches in the event of a draw at the conclusion of normal time.
- 5.3.10 There will be no extra time played in Semi Finals in the event of a draw at the conclusion of normal time and penalty kicks will determine the winning team.
- 5.3.11 There will be one period of 3 minutes of extra time played in Grand Finals in the event of a draw at the conclusion of normal time.
- 5.3.12 There is no golden goal in extra time
- 5.3.13 If at the end of extra time, scores are still drawn, alternate kicks from the penalty mark shall be taken after the Referee's whistle to determine the winner.
- 5.3.14 Penalty shootout is best of 3 kicks per team
- 5.3.15 If scores are still level after both teams have taken three (3) kicks, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- 5.3.16 Penalty kicks can only be taken by the 5 players that were on pitch at the conclusion of extra time.
- 5.3.17 If required, all five players must take a kick prior to any player having a second.
- 5.3.18 Goalkeeper cannot be substituted during a penalty shoot-out and must be determined prior to the commencement of the penalty shoot-out.

5.4 Promotion, Relegation & Grading

- 5.4.1 At the commencement of each season, senior competition grand final winners will be promoted and the team that finishes in last place in each senior division will be relegated.
- 5.4.2 Up to the first four weeks of all competitions are used as grading to ensure that all teams are in an appropriate division regarding their ability.
- 5.4.3 Futsal Ballarat reserve the right to move any team into any division, or merge multiple divisions to protect the competition integrity.

5.5 Competition Points

Result	Points
Win	Three (3) points
Draw	One (1) point for each Team
Bye	No points
Loss	No points
Forfeit	The team winning by forfeit will receive 3 points with five (5) goals for and zero (0) goals against



5.6 Referees

- 5.6.1 There will be a minimum of one FV qualified referee appointed to each match.
- 5.6.2 Each match shall be controlled by the referee, who has full authority to enforce the laws of the game, from the moment they enter the premises where the match is located until they leave the venue.
- 5.6.3 The referee's decision is final.
- 5.6.4 All referees are members of FV.

5.7 Blood Rule

- 5.7.1 In the event of a player suffering from an injury or wound which results in the loss of blood, the match official will request that the injured player receives attention outside the field of play.
- 5.7.2 Only when the match official is satisfied that the injury or wound has been safely covered and contained, will the player be allowed to re-join the game.
- 5.7.3 In the event the player's playing attire is splattered with blood, the player will be required to change their playing attire before returning to the field.

5.8 Injury

- 5.8.1 All injuries must be reported to the Competition Manager who will record details. Anybody injuring themselves during a Futsal game under auspice of Futsal Ballarat must record their injury directly, before leaving the venue where the game is hosted in which that injury was sustained.
- 5.8.2 Anyone who fails to report an injury may not be able to claim insurance.
- 5.8.3 If first aid is required, please see the Competition Manager who will assist.

6 Rules of Competition

The FIFA Futsal Laws of The Game apply to all competitions. In any case where there is a conflict between FIFA Futsal Laws of The Game and Futsal Ballarat By – Laws the Futsal Ballarat By – Laws will prevail.

6.1 Match Clock

- 6.1.1 The referee will start the clock at the scheduled game time regardless if both teams are ready to kick-off.
- 6.1.2 The referee will not stop the clock

6.2 Slide Tackles

- 6.2.1 Slide tackles are not permitted.
- 6.2.2 Slide tackles are a cautionable offence.
- 6.2.3 A sliding action can be used to block or keep the ball in play if the action cannot make potential contact with the surrounding player/s.
- 6.2.4 A goalkeeper can slide in the defence of the goal inside the goalkeeper's D only, provided that the slide is not reckless, careless or with excessive force.



6.3 Kick Off

- 6.3.1 Each team must start in their own half.
- 6.3.2 The ball can be played forward or backwards.
- 6.3.3 A goal cannot be scored directly from a kick off. If they do, it is a goal clearance.

6.4 Kick In

- 6.4.1 The ball must be stationary on the line. If the ball is rolling it is a turnover.
- 6.4.2 Players cannot score directly from a kick in. If they do, it is a goal clearance.
- 6.4.3 A goal can be scored directly from a corner kick as it is a direct free kick
- 6.4.4 Opponents must stand at least three metres from the ball.

6.5 4 Seconds

- 6.5.1 At free kicks, corners, kick ins, goalkeeper clearance and goalkeeper possession in play there is a four second time limit.
- 6.5.2 The goalkeeper can maintain possession for longer than 4 seconds in their attacking half.
- 6.5.3 If the four second time limit is breached at a free kick, the result is a direct free kick to the opposing team
- 6.5.4 If the four second time limit is breached at a corner, the result is a goal clearance to the opposing team
- 6.5.5 If the four second time limit is breached at a kick in, the result is a kick in to the opposing team
- 6.5.6 If the four second time limit is breached at a goalkeeper clearance, the result is an indirect free kick just outside of the penalty area in line with where the goalkeeper was.
- 6.5.7 If the four second time limit is breached at a goalkeeper possession, the result is an indirect free kick from where the goalkeeper was in possession of the ball

6.6 Ball In/Out

- 6.6.1 For a goal to be scored or for the ball to be considered out, the whole ball must cross the whole of the line.

6.7 Goalkeeper

- 6.7.1 The goalkeeper can touch the ball with their hands only within the penalty area.
- 6.7.2 The goalkeeper cannot touch the ball with their hands if deliberately played to them by a teammate.
- 6.7.3 If the goalkeeper plays the ball to a teammate, it must touch an opposition player before they touch it again, unless they are in their attacking half of the pitch.
- 6.7.4 The goalkeeper has four seconds to release the ball (unless in their attacking half).
- 6.7.5 If the ball goes out for a goalkeeper throw, they must throw the ball back into play, however if they save the ball they can throw, kick, or dribble the ball.
- 6.7.6 A goalkeeper cannot throw a goal directly into the opponent's goal, however they can kick a goal.



6.8 Accumulation of Fouls

- 6.8.1 Each team has five fouls per half. Any fouls after the fifth will be penalised with a 10m penalty kick.
- 6.8.2 Only direct fouls are counted towards the accumulation of fouls.
- 6.8.3 Accumulated fouls reset at halftime.
- 6.8.4 Accumulated fouls carry over into extra time from the second half

6.9 Miscellaneous

- 6.9.1 If the ball hits the roof or other structure a kick in will take place from the side of the pitch, equal to where the ball went out.
- 6.9.2 If another ball enters the pitch and impacts the play, a drop ball will be facilitated.
- 6.9.3 If the referee needs to facilitate a drop ball, they will drop the ball to the team who last had possession.
- 6.9.4 During a free kick, if the defensive team has setup a wall (2 or more players) the attacking team cannot be within 1m of the wall

7 Disciplinary Policy

7.1 Yellow Cards

- 7.1.1 If a player receives a 4th yellow card in a single competition, they will be suspended for one (1) week
- 7.1.2 If a player receives a 7th yellow card in a single competition, they will be suspended for two (2) weeks
- 7.1.3 Yellow cards earned in the regular season accumulate through to the Finals Series.
- 7.1.4 If a player receives 2 yellow cards during the same match and therefore receives a red card, the 2 yellow cards are expunged from his or her record and are not accumulated.
- 7.1.5 If a player receives a yellow card and then a direct red card in the same match, the yellow card will not be expunged and will be counted in the player's accumulation of yellow cards.

7.2 Red Cards

- 7.2.1 A player that receives a red card must serve the Mandatory Match Suspension of 1 week plus any additional suspension as determined by Futsal Ballarat management.
- 7.2.2 A player that receives a subsequent red card in any Competition will be required to serve the Mandatory Match Suspension of 2 weeks plus any additional suspension as determined by Futsal Ballarat management.
- 7.2.3 If a player receives a 3rd red card in a single season, that player will be unable to play in any Futsal Ballarat competition for the remainder of the season, including finals.
- 7.2.4 A Team Official that receives a red card are required to serve a minimum 1-week suspension plus any additional suspension as determined by Futsal Ballarat management.
- 7.2.5 Substitution players cannot be used to replace any player who has been sent off by the referee, until the required time lapse of five (5) minutes, irrelevant if a goal has been scored by the opposition.



8 General Information

- 8.1.1 By registering a team in any Futsal Ballarat competition, you have read and agreed to comply with the by-laws and disciplinary regulations which govern them.
- 8.1.2 Futsal Ballarat will interpret and apply all articles of these by-laws and any such interpretation or application will be final and binding on all parties
- 8.1.3 All coaches and players must be within their teams designated technical area.
- 8.1.4 Maximum two coaches permitted in the technical area
- 8.1.5 No parents or spectators permitted in the technical area
- 8.1.6 Only players and coaches are permitted onto the field of play. This includes the coach's benches.

