



COMPETITION BY-LAWS

Contact: el@profutsal.com.au - 0449553499 - www.profutsal.com.au

1. INTRODUCTION

1.1 Welcome to the WA State Futsal League. These rules are written with the intention of creating an environment that not only promotes healthy competition, but also the ideals of fair play and good conduct. The competition will be played at the Pro Futsal Centre at 25-27 Port Pirie St Bibra Lake 6163. The league is affiliated to the governing body of Futsal in Western Australia, Football West.

1.2 Please make sure that you read the by-laws carefully, as they will be referred to whenever a dispute or protest is made.

1.3 The SFL & WSFL generally follow the FIFA rules. Some changes have been made to the times to accommodate all the leagues.

2. INTERPRETATION

2.1 Day-to-day interpretation of these by-laws shall be the responsibility of the game officials. Clarification can be sought from the Competition Manager on the day/ night.



3. NOMINATION

3.1 All teams must complete a team nomination form for each season and pay the team nomination fee before the start of the season.

3.2 All nomination forms must be completed in full. The team manager / contact is responsible for the team including any team fines and communication. The team contact must be aged 18 or over.

4. PLAYER REGISTRATION

4.1 Each team must ensure players are registered with Pro Futsal and Football West prior to the commencement of the first game of the season. The registration process is done online through Play Football (FFA).

4.2 New players can be registered at any time throughout the season (except finals), provided they comply with the by-law requirements.

4.3 New players can only register not less than 24 hours before the kick off

4.4 Players are not permitted to fill-in for other teams in the same competition (except draft or players playing up).

4.5 Minimum age eligibility:

- WSFL Draft: 14 years old (2004)
- WSFL Premier: 15 years old (2003)
- SFL Draft: 15 years old (2003)
- SFL Premier: 16 years old (2002)



STATE FUTSAL
- LEAGUE -

- a. All players must be registered and playing in their own age group to be eligible to play the age group up
- b. A player must play a minimum of 3 games in their own age group to be eligible for finals in the upper age group.
- c. No player/s are allowed to play two age groups up.
- d. It is the club's responsibility to ensure players are eligible to play. If a non-eligible player is fielded, the game may be called a forfeit.

5. FIXTURES

5.1 Pro Futsal will determine fixtures for the season, and reserves the right to make changes (forfeits, withdrawals, etc).

5.2 Pro Futsal will endeavour to provide an even spread of games amongst the available time-slots. This may not always be achievable.

5.3 Fixtures will be available online on our website gametimes.profutsal.com.au or on the Sports TG App (Game Day).

6. SCORE SHEETS

6.1 Team Sheets must be prepared by the coach or team manager prior the game including names and shirt numbers.

6.2 iPads will be available at the centre's front desk for managers/coaches to fill out team sheets. Team managers will have access through Sports TG to fillout team sheets at anytime before a fixture)

6.3 Any mistakes in the scoresheet or not filling it properly may end up in a forfeit.

6.4 Results and stats are updated live on the Sports TG App and every 48 hours on the State Futsal League website.

6.5 If iPads not available, then manual scoresheets may be used. They must still be filled in properly or the result may end up a forfeit.

7. PLAYERS

7.1. 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.

7.2. A maximum of four field players and a GK may be on each team's bench.

7.3. Only the coach and assistant coach can be on the bench with the teams.

7.4. Players must play in their actual age group a minimum of 3 games during the season if playing an age group up.

7.5. Fill in players from other clubs is not permitted.

7.6. Players cannot change clubs once the season has commenced. There will be a transfer window half way through the season where players can transfer. The league may not allow transfers if a player owes fees to the departing club.

8. PLAYER EQUIPMENT

8.1. On Friday and Saturdays, all players are required to wear the team jersey provided by Pro Futsal. Shorts and socks must be Macron or unbranded and the same for all the players. Please note that referees have been instructed not to allow players that are wearing the wrong uniforms to play.

8.2. All players must remove objects such as watches/jewelry that may be dangerous to other players. A medic alert bracelet may be worn.

8.3. Appropriate non-marking footwear must be worn to play. A player may be excluded from playing if they do not have appropriate footwear. Guard stays must be the same colour as the socks.

8.4. Shin pads are compulsory and must be covered by long socks.

8.5. Goalkeepers, as an exception, are allowed to wear gear from different brands as long as the logo is taped up or can't be seen.

8.6. Coaches and Managers must also look presentable, as they are supposed to be a respected representation of your Club. No thongs or sunglasses on the

8.7. head will be allowed either. Macron or non-branded attire will only be accepted. Referees have been instructed to remove anyone not in compliance and the games will not continue unless appropriate outfit is worn, or they have left the pitch.

8.8. Goalkeepers must wear an appropriate jersey. No bibs allowed.

9. TEAM RESPONSIBILITIES

Teams are responsible for the conduct of their players AND spectators. Teams are expected to participate in accordance with the ethos of fair play. Please refer to the code of conduct

10. TEAM CONTACT/ COACH / MANAGER

10.1. During the season, the team contact/ coach is responsible for:

- a. payment of game fees and any forfeit fees incurred by the team; and
- b. notifying management of any changes to the status of the team (withdrawal, change of contact, adding new players, etc).

10.2. On game day, the team contact/ coach is responsible for:

- a. completing the team score sheet in full PRIOR the start of the game and checking correctness at the end of the game;
- b. ensuring the behaviour of both players and spectators is kept in line with the by-laws and ethos of the Pro Futsal Centre;

c. only the team contact/coach is allowed to sit on the bench to manage the team unless informed with the competition manager;

and

d. only the team contact/ coach is allowed to communicate with the referee and competition manager.

11. REFEREES

11.1. Prior to the game, the referee is responsible for:

- a. inspecting the condition of the court, balls and equipment;
- b. collecting payment receipts before the game (if required);
- c. ensuring players are wearing correct uniforms and providing bibs as necessary;
- d. checking players' equipment;
- e. checking score sheets are filled (it is the team coach's responsibility to complete the score sheet on behalf of their team).

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

11.2. During the game, the referee is responsible for:

- a. ensuring that the rules of Futsal are adhered to;
- b. sanctioning misconduct and delays;
- c. educating players on rules; and
- d. monitoring the court to ensure a safe playing environment.

11.3. After each game, the referee is responsible for completing the score sheet and signing off on the score sheet.

11.4. The referee's decision is final. Any discussion about their decision must come at the request of the Team Contact/ Coach.

12. ILLEGAL PLAYERS

12.1. The penalty for playing an illegal player is automatic forfeiture of points for the game in which the offence occurred.

12.2. Illegal players are defined as:

- a. players under suspension;
- b. players participating under an assumed name;
- c. non-observance of qualification criteria for finals; and
- d. unregistered players without a signed waiver.

13. GAMES

13.1. The game fee must be paid prior to the game commencing.

13.2. Games will be played on a time limit of 2 x 20 minute halves with a 1 minute half-time.

13.3. The clock may be stopped for injuries at referees discretion.

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

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

13.6. Only SFL & WSFL Premier division matches will play stop clock in the final minute of the game.

14. LATE STARTS

14.1 Late starts are penalised as follows:

- 5 minutes late- 1 goal
- 5 to 8 minutes late- 2 goals
- 8 to 10 minutes late- 3 goals
- 10 minutes or longer- forfeit

15. COMPETITION POINTS

15.1 Points are awarded as follows:

- Win- 3 points
- Draw- 1 point
- Loss- 0 points
- Forfeit- -1 points

16. FORFEITS

16.1 Teams must notify the Centre of any forfeits no later than 24 hours prior to their scheduled game.

16.2 Teams not notifying of forfeits will be penalised with the loss of 1 point.

16.3 A forfeit fee of \$300 must be paid by the forfeiting team before or on the night of the team's next scheduled game. Should the fee not be paid, the team may be subject to removal from the competition. No competition points shall be awarded to forfeiting teams until they have paid their fine.

16.4 Any team forfeiting three or more times in a single season may be

removed from the competition.

16.5 Results for forfeits will be recorded as a 5-0 score against the forfeiting team.

17. ABANDONED GAMES

17.1 If a team is unable to continue playing due to injury of a player that cannot be removed from the court, the game will be ended and the following results take place:

- a. Match stopped before half-time, the score will be a 0-0 draw;
- b. Match stopped after half-time, the score at the time will stand as the final result.

17.2 If a game is abandoned due to lack of team cooperation, misconduct, or any other incidents at the referee's discretion, the game will be ended and called a forfeit by the offending team. A win will be awarded to the opposition team.

18. PLAYER SUSPENSIONS

18.1 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 from the Centre.

18.2 Straight red card is normally penalised with a 2 game ban, and 2 yellows = red is also normally penalised with 1 game. This is subject to the referee's report.

18.3 A decision appeal can be made by clubs or the team manager at a cost of \$50, and must be submitted by email to el@profutsal.com.au by Monday following the game. The action, decision or incident will be reviewed by the competition manager and head of referees Chris Colley if necessary. The final decision will be communicated by email to the team contact.

18.4 5 Yellow card accumulation:

- 5 yellow cards = 1 game suspension
- 9 yellow cards = 1 game suspension
- 12 yellow cards = 1 game suspension
- 14 yellow cards = 1 game suspension
- 15 Yellow cards = 1 game suspension (every yellow card will result in 1 game suspension)

18.5 Yellow cards do not reset for finals

19. PLAYER REPORTS

19.1 Players and spectators can be reported by any referee or staff member for any form of misconduct.

19.2 Misconduct includes, but is not limited to:

- a. abusive language
- b. unsporting conduct
- c. undue rough play
- d. resistance to obey a reasonable instruction from a referee or Competition Manager
- e. striking
- f. attempted striking

19.3 Reported players and spectators will be advised of the date and time of the incident.

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

19.5 If a player has been reported, the team captain, coach or contact will be notified with the details of the report and the suspension (if any) to be served.

19.6 Parents and spectators are strongly encouraged to support the teams. However, any verbal or physical abuse from parents and spectators towards any player, staff, or spectator will not be tolerated. Management reserves the right to expel spectators for the above.

20. FINALS

20.1 To participate in the finals, a player must be registered prior the last game of the season.

20.2 In the event of a draw at the end of normal time, the game will be decided by a penalty shoot-out (3 penalties each).