



Weston Indoor Sports Junior Rebound Soccer Rules 2016/2017

Competitions

Teams will be placed into competitions based on their ages. All age groups from Under 10s and younger will be non competitive. Girls may be allowed to play one age group below in mixed competitions (upon approval of the management committee). The competition will run from the 22th October - 12th December, then break for Christmas and recommence on 6th February and conclude on the 2nd April (there will be no games on the Canberra Day Weekend - 12th March or Easter 26th March).

Game Duration

Each game will consist of 6-minute quarters, with a 1-minute break between each quarter. All games will be timed off the same clock with a buzzer indicating the approximate end and start of each quarter. The referee's whistle will still determine the start and end of games. No extra time will be played for injuries or late starts. Games that need to be abandoned after half time will have the result at that point entered as the final result. Games that are abandoned before half time will have the option of being replayed. Referees will be reminding coaches to there is only a minute between quarters so everyone has maximum playing time.

Competition points

For competition games, the points system will be **3** points for a win, **2** for a draw, **1** for a loss and **0** for a forfeit. A forfeit brings a **0 – 5** score to the team forfeiting, with the other team registering a **5 – 0** win. The competition table will reflect the points for each team. Where more than 1 team has equal points, goal difference (goals scored less goals against) will be used to separate teams. If scores are still equal, goals scored by each team will be used. If still equal, the result when the teams played each other will be used.

Teams moved between divisions

The venue managers will observe the matches during the first 4-5 weeks. If a team is obviously not in the appropriate division based on age, size and ability, the team may be moved to a different division to ensure everyone is confidently playing to their best of their ability. Any teams moved to a different competition will enter the new competition in the middle of the ladder, (i.e. they will be awarded the grade average points of the division they moved to, as at that round). To gain the grade average, (total points of the existing teams are added, and that total is divided by the number of teams, (rounded up)). Teams can be regraded at any time throughout the competition if the management committee feels the team requires a change in their division.

Players Away

If your team is unable to field three players within 5 minutes of kick off time they shall forfeit the game. See above for points allocations. Please provide as much notice as possible if your team is unavailable to attend a game so we can notify the appropriate team and defer your game.

Extra players may be used if a team is short on the day to make up to no more than two substitutes. These players can be any player (not currently playing in any competition at W.I.S) who qualifies for that age division of the team. The player must bring proof of age ID and a \$10 per game fee will apply per player. Players are able to fill in a maximum of three games during the season before they must register with the team. Penalty for using an illegal player will be loss of **3** competition points with a 5 - 0 result awarded to the other team. Players from a

younger competition may also be used to fill in. They are also only allowed a maximum of 3 games in the higher division during the season. Finals - See "Semifinals and Finals" section.

Cards

Referees may inform a player that they have received a **yellow** or **red** card for an offence on the court. If a player receives a yellow card they must leave the court immediately and stay off for a period of 6 minutes playing time. (A substitute player can replace the player who received the yellow card during the six minutes). When 3 yellow cards in a competition accumulate, the penalty is an automatic one week suspension from that competition. 2 yellow cards in one game will result in a red card. If a red card is issued to a player they must leave the court immediately. They can be replaced by a substitute after 2 minutes of play or if the team receiving the red card has a goal scored against them. For all red card offences an automatic one week suspension will apply and the management committee will extend the suspension if deemed necessary.

A coach, manager or spectator may be asked to leave the centre for unsporting behaviour, either during or immediately after a game. This means that the offending person must immediately leave the centre and further action by the management committee will be sought.

Score Sheet

Team managers are responsible for filling in their player's names and shirt numbers 15 minutes prior to the commencement of the game. The game is unable to start until this information has been completed. If a team has not completed it within 5 minutes of the start of the match they may forfeit the game. Score sheets are kept at the Venue Managers desk and must be returned there prior to K.O. Match scores are not recorded for Roo Ball games (U5-U9).

Uniforms

Each team is responsible for wearing the same coloured (shade) shirt, with each player having a different number on the back (Players 11 years and under do not need numbers). Each player must also wear shorts, long socks and shin pads. Goalkeepers are allowed to wear tracksuit pants. Suitable shoes (non marking soles) must be worn by all players.

No jewellery will be permitted on the court. No jeans will be worn on the court.

The goalkeeper must wear a different shirt to their team mates. (This could be a bib)

If two teams wear the same colour, bibs will be provided by the venue manager for the away team (2nd team listed on the draw) to wear.

Match Balls

The venue manager will provide the match ball. We will be using a Futsal size 3 or 4 ball for all matches.

Registration Fees

Players are required to pay their registration fee by the 15th of October.

Insurance

Weston Indoor Sports has players insurance for those who are registered. Please see the venue manager for more details. All players must complete the registration to be covered by the centre's insurance. Any player who has not lodged a completed registration form and paid their fees will not be allowed to participate in the match.

Complaints

If you have any complaints please refer them to the venue manager in writing. Please do not argue with referees. Not complying with Weston Indoor Sports code of conduct will result in you

being removed from the venue and will appear before the management committee to determine further consequences.

Game Laws

Kick off

The kick off will be determined by a toss of a coin. The winning team chooses the direction and the losing team gets to kick off in the first and third quarter. The other team shall kick off in the second and fourth quarters. The ball must be kicked forward to commence the game and opponents must be 5 metres from the ball.

Free Kicks

Free kicks will either be direct (A goal can be scored directly from this kick) or indirect (The ball must touch any person before entering the goal)

Direct Free Kicks – If given against the defending team in their last third of the field a penalty kick will be awarded. No wall is allowed and the keeper must be within 1 metre of their line. Everyone else must be behind the ball and no closer than 5 metres. The penalty mark is the top white line outside the circle. Otherwise the kick will be taken from where the infringement occurs.

* Hand Ball * Tripping * Pushing * Holding *Violent conduct

* In mixed, boys and girls matches, kicking the ball too hard at a female player, especially the goalkeeper. (The referee will use their discretion to determine “too hard” but generally considering distance from the player, powerful kicks directed at the player or the ball hitting the player above the knees). Players may be given a yellow card for repeat offences during the match.

Indirect Free Kicks – If given against the defending team in the last third of the court a free kick will be taken from the yellow line with defenders staying at least 5 metres from the ball. Otherwise it is taken where the infringement occurred.

- * Entering the keeper semicircle
- * Dangerous play (e.g. high foot or bicycle kick or playing from the ground).
- * Pass back - keeper is not allowed to handle the ball deliberately kicked to them by a teammate
- * Kicking ball twice from kickoff or free kick without being played by another player
- * Obstructing a player from playing the ball especially using hands or arms
- * Deliberately touching or holding the net to maintain balance
- * Keeper holding ball for more than 4 seconds
- * Unsporting behaviour

If the ball gets stuck between the net and players for longer than a few seconds the referee can call a drop ball to allow the game to flow. If one player was deliberately trapping the ball there for longer than a few seconds an indirect free kick can be awarded against them.

Foul or abusive language towards a referee, player or spectator will result in that player or spectator receiving a red card and leaving the court. If they are already off the court they must leave the venue.

Scoring a Goal

To score a goal the whole of the ball must pass through the goals. The whole of the ball must be outside the goal area when kicked by an attacker to be counted as a goal. If any part of the ball was on the line or inside the goal area when kicked by an attacker the goal will be

disallowed and the keeper shall restart play with an indirect free kick. A goal cannot be scored directly from a goal keeper throw.

The goal keeper and their area

The goal keeper is allowed to kick or throw the ball out as long as it passes outside their goal area and bounces or is touched by a player before the half way line. They only have 4 seconds to do so otherwise a free kick will be awarded against them.

An indirect free kick will be awarded against any player who enters the goal area other than the goalkeeper. The goal keeper can not leave their goal circle during the game. For all the above offences an indirect free kick will be awarded.

Number of players

5-8 years Roo Ball– Teams will play with 5 players on the court. If both coaches agree, teams may play with more than 5 players per team on the court at any time. (Teams may lend the opposition players to ensure all kids get good playing time). - When the keeper has the ball, the opposition must retire to behind the 1/3 line until the ball has passed outside the goal keeper circle. No direct free kicks will occur in this division. Each foul will result in an indirect free kick being awarded.

9-18 years – Teams will play with 5 players on the court. Teams must have 3 players to begin the game. If they don't get 3 players within 5 min of K.O time they shall forfeit the game.

Interchange of players during the match

We recommend that coaches interchange their players during the breaks, however if they wish to interchange during the game they must ensure the player on the court has fully left before the other player can come on. The new player must place a foot in their team's defending half before participating in the game (i.e. cross the half way line into their own half if they enter the court from their attacking end). The game will not be stopped for interchanges. If the goalkeeper needs to be swapped the referee will stop the game to allow this to happen. An infringement of this rule will result in a free kick given to the opposition team where the infringement occurred.

Semi Finals and Finals

Semifinals and Finals will only be played in age groups from 12 Years and older.

Players are eligible to play in a final with one team if they are registered with that team and have played 5 matches with that team.

Borrowing Players - If a team can't field a full team in the Semi Finals or Grand Final they are allowed to borrow players (at the management committee's discretion), so they have no more than 5 players in total. These borrowed players must be from a younger age group (Not another division in the same age group) or if they are not in a regular team registered with WIS they must have played previous as a "registered fill in player" with that team (recorded on the score sheets).

If a semi-final is drawn at the end of the scheduled time, then the team who was placed higher on the ladder at the completion of the last round will be declared the winner. If a grand final is drawn at the end of the scheduled time, then **3 minutes of extra time** shall be played. The first team that scores during this time (AKA Golden Goal) shall win the match. If it is still a draw it will go to penalty shoot-out. In a Penalty shoot-out each team will take 5 kicks (5 different players) alternately. The goalkeeper must remain within 1 metre of their line and the kick will be taken from the penalty spot. If the teams are still tied after 5 kicks they will continue shot for shot until one team has scored more goals after the same amounts of shots have occurred. Players taking the penalty kick can only take a second penalty kick after everyone in their team who is uninjured has taken a penalty kick.