City of Wanneroo

JUNIOR SOCCER RULES

Kingsway Indoor Stadium

Junior Soccer House Rules

Unless stated below, all rules are consistent with the current **FIFA Futsal Laws Of The Game.** Where stadium house rules or by-laws conflict with the document, stadium rules or by-laws take precedence.

AGE ELIGIBILITY

To be eligible for a junior competition, a player must be the age of or younger than the competition they wish to participate in as of the end date of the season. Allowances may be made, but these are considered on a case-by-case situation by the Sports Programs Officer. The decision that is made will be final and no correspondence be entered into.
e.g. In U10's all players must be 10 years old or younger on the date of the grand final of that current season.

TEAM RESPONSIBILITIES

1.1 Teams may be of any number, however only 5 are allowed on the playing area at one time, one of which must be the goalkeeper.
1.2 Substitutes are permitted at a maximum of 4.
1.3 An unlimited number of "flying" changes may be made (substitutions can be made while the ball is NOT in play). All substitutes must leave or enter in the middle third of the court
1.4 Teams are permitted to use fill-in players from the same age group but not a higher age group if they do not have 5 players
1.5 It is the responsibility of the manager to register the players and pay for your team prior to the commencement of the match.
1.6 All team managers are responsible for the conduct of their team members.
1.7 If a team has less than the required minimum of 4 players, they will give away 1 goal per minute until another player arrives or the match is forfeited (5 minutes maximum).
1.8 A team is not allowed to continue if their team is reduced to 3 players (forfeit).

TEAM REGISTRATION AND FEES

2.1 Please refer to section 2 & 3 in the stadium by-laws.

FORFEITS:

3.1 If your team forfeits a match, please ensure you advise the centre as early as possible via phone. Your team will be issued with the appropriate forfeit fee according to the amount of notice given. For more information please see the forfeit & withdrawal fee document.

-Between 24 hours' and 7 days' notice – 1x Game Fee
- < 24 hours' notice – 2x Game Fee.

3.2 On occasion, teams have elected not to attend a scheduled match without notifying the centre. This is considered highly disrespectful to the opposition that has made the effort to attend the game. A simple phone call will avoid this.

UNIFORM

4.1 All players must wear the same-coloured shirts

4.2 Players may wear long pants provided they do not have a zipper or belts

4.3 All players must remove objects such as watches or jewellery that may be dangerous

4.4 Failure to have all players in the same-coloured top by Week 3 of the season will result in a 1-goal penalty applied to the team for each player without the correct coloured top.

LENGTH OF GAMES

5.1 A total of 30 minutes will be played with two 15-minute halves and 1 minute half time

5.2 3 points are awarded for a win, 1 point for a draw and 0 points for a loss.

5.3 If a direct free kick is awarded before time expires, the team may be allowed to take the free kick after the siren has sounded. Only one touch of the ball is allowed for the free kick, any touch from an attacking team thereafter ends the play.

5.4 Time may also be extended for the taking of a penalty kick.

FINALS

6.1 Should the scores remain drawn at the end of a finals match, one 3-minute period of extra time is played.

6.2 If scores are still identical, the match will be decided by penalties. Penalties will be the best of 5. Should scores be tied then penalties will continue in a sudden death scenario.

6.3 A winner is determined when a team finishes the period or overtime with the lead.

6.4 Teams may not borrow players in semifinals or finals, otherwise penalties apply as per the by-laws.

6.5 All players participating in a finals match must have played at least 3 fixtured games for their respective team to be eligible.

METHODS OF SCORING

7.1 A goal can be scored from anywhere within the playing area.

7.2 A goal cannot be scored directly from:

- Side ball kick in
- Indirect Free Kick
- Goal kick or goalkeeper throw

KICK-INS

8.1 The ball is to be placed on the line or no more than 1-meter behind and must be stopped before being kicked into play.

8.2 The kicker cannot touch the ball a second time unless another player has played it.

8.3 If the team attempts to kick a ball into play and the ball does not enter the area of play, the player may retake that kick at the discretion of the umpire.

8.4 Defenders must stand at least 2 meters away. The referee will ask only once for them to step back after which a yellow card can be issued.

CORNER KICK

9.1 The ball must be placed on the corner of the sideline & goal line.

9.2 If the ball is misplaced the kick will be taken again.

9.3 You can score a goal directly from a corner kick.

9.4 Defenders must stand at least 2 meters away.

GOALKEEPER

10.1 The goalkeeper cannot play on from a goal kick and must distribute the ball outside of the defending circle.

10.2 A goalkeeper cannot pick up a deliberate back pass from one of their teammates.

o If this happens an indirect free kick will be awarded to the opposition and taken from the Penalty Spot.

10.3 A teammate may touch the ball before leaving the "D"; however a member of the opposition may not enter the "D" during a 'goal-kick'.

10.4 The goalkeeper may only slide inside the "D", if the goalkeeper slides outside the "D", a direct free kick will be awarded to the opposing team.

10.5 There are no restrictions on the goalkeeper leaving the "D" or players entering it in open play

TACKLING

11.1 No sliding tackles are permitted and a player on the ground cannot play the ball. Sliding tackle consists of any part of the leg or a hand/arm touching the ground at time of contact.

11.2 The referee may take further action depending on the severity of the sliding tackle as per the FIFA Laws of the game

PENALTIES & FREE KICKS

12.1 Players taking a penalty may only take a maximum of 2 steps before striking the ball.

12.2 Players must retreat 2 meters from both an opposing free kick and a side ball kick in. Only 2 players are permitted in the wall when free kicks are taken.

12.3 Referees may allow play to continue rather than award a free kick for an infringement of any of the rules if they feel advantage is gained by the non-offending team. This is solely at the referee's discretion.

12.4 All opposing players must remain behind the Red Netball 3rd line at a kickoff, or penalties may apply.

12.5 The match official will not tolerate swearing whether it is at your own actions, at fellow players or at the match official. A free kick to the opposition can occur at the match official's discretion.

12.6 Time can be extended for the taking of a penalty kick.

DISCIPLINARY ACTION

Penalties will be enforced as rough play; threatening language and poor behaviour have no place and will not be tolerated.

13.1 Team co-ordinators will be informed of players who receive yellow or red cards. Repeat offenders may have their suspensions doubled from the previous time or have the prescribed penalty doubled if a different incident has occurred involving the same player.

13.2 Management issue penalties in accordance with the stadium's suspension sliding scale, for more information on this scale please contact the Sports Program Officer.

13.3 Following misconduct by a player or substitute, the following action may be taken:

-YELLOW CARD (player removed from the game for 2 minutes without being replaced).
-RED CARD (player removed from the game without replacement).

13.4 A red card will result in an Automatic One Game suspension. Depending on the nature of the send-off, a further suspension may be imposed by management and will be communicated with the Team Contact.

Any playing member or spectator acting in an inappropriate manner may be removed from the Stadium by the Team Leader, Sports and Programs Officer or Duty Officer. Failure to follow instruction will lead to the Police being called.

*Management reserves the right to amend competition rules when deemed appropriate. This may be undertaken at any point throughout the season. Teams will be notified of any rule changes throughout the season and should always refer to the latest competition rules.

*Management reserves the right to evict teams and individuals from the competition and stadium if any of the rules are breached.

USE OF RECORDING EQUIPMENT

Please note that Kingsway Indoor Stadium does not permit the filming of games for either personal or public use, without prior expressed written consent from stadium management, the match referee, and the opposing team captain. All three parties must provide such consent for filming approval. Only under exceptional circumstances will such permission be granted, and the stadium reserves the right to revoke such permission at any time.

We wish you and your team good luck, and hope you have an enjoyable season