



# COMPETITION RULES

## 1. COMPETITION STRUCTURE

- Competition will be consisting of 11 teams in one division.
- Each team will play each twice over 18 weeks.
- Top 8 teams will go through to quarter finals, and then Semi's in week 19 followed by the grand final in week 20.

### Draw

- The draw will be randomly selected which will allow all teams to play each other twice. Every week, one team will double up. For teams playing two games on a night, the draw is such that there will be a one game break between games. Time allocations were looked at to give every team the opportunity to play at all time slots.

## 2. ELIGIBILITY:

### Player Registration

- To be eligible to play in the M- League competition, all players must be registered and pay the registration fee (see below). Unregistered players will not be allowed to play under any circumstances.
- To register Each Player MUST:
  - Pay Registration Fee (Per Player) \$60
  - Fill in Registration paperwork.
  - All Fees to be paid to Yousef
- A maximum of 10 players can register and a minimum of 6 players per team

### Team Sheets

- Team registration sheets including all player details must be completed as part of the registration process. ONLY players who appear on the team sheet will be eligible to play.
- Players may be added to the competition prior to the last 5 rounds of the competition provided the registration fee is paid.
- To be eligible to play in the finals players must play a minimum of 5 competition games.

## 3. COMPETITION FEES:

### Game Fees

- Teams will be required to pay a game fee of \$60 per week
- Team fees must be paid on the Thursday night of the competition weekly.
- Teams who fail to pay team game fees on the Thursday night will forfeit the game until the payment is received.
- If any team chooses to withdraw early from the competition, ALL game fees owing up until the date of departure are to be paid in full
- A bond of \$180 must be paid for within the first 3 rounds. This bond will cover the fee for the last 3 rounds of the competition.

## 4. UNIFORMS

- All players in each team must wear provided team shirts with the exception of the goalkeeper. He may wear whatever suitable shirt he chooses.
- All players must wear shorts (Provided) or pants below the knee
- All players must wear long socks and shin pads
- Players must maintain the same number or shirt throughout the competition
- All jewellery must be removed prior to the commencement of any game.

## 5. GAMES

### Scoring

- During the match it will be the responsibility of the referee to keep score; at the completion of the match the referee will provide the scorecards to the M – League administrators to update the Table.
- The Table will be as follows:

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No.	TEAMS	PLYD	Win	Loss	Draw	Bonus	Penalty	G/ F	G/ A	Points
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										

## Points

- Win                    3 points
- Draw                 1 point
- Loss                 0 points
- Forfeit              -1 point
  
- The table will be updated weekly and displayed on [www.giyc.com.au](http://www.giyc.com.au)
- **Penalties** will be imposed for certain rules being broken including
  - Red cards result in a 1 match suspension.
  - 3 min sin bin for swearing. Player may not be replaced.
  - -1 point and 2-0 deficit for a team playing with a borrowed player. (See below for more details)
- 1 Bonus point is awarded for a match result yielding a goal difference of 5 or more. E.g a team winning 8-3 will be awarded 4 points (3 points for win + 1 bonus point). Bonus points cannot be granted for a win were a borrowed player was used in that match.

## Timekeeping

- Timekeeping will be the responsibility of M – League administrators and will run strictly to the timing schedule
- There will be no timeouts or stopping of the clock in any game whatsoever
- Game duration will be 30 minutes, 1 min half time, Switch sides at 15min.
- Games will commence at:                    9.25pm                    10.00pm                    10.35pm

## Referees

- 2x Accredited Futsal Football NSW referee will be appointed to all competition games

## Forfeits

- A minimum of 4 players are required to start play / avoid forfeit
- Any team who cannot make a scheduled match on the fixture will forfeit the game. The forfeitee will still be liable for payment of the match fee of \$60. Games will not be rescheduled unless otherwise notified
- Teams running late to games will forfeit after 5 mins of game start time. For each minute the other team is not on the court, one goal is awarded to the opposing team.
- **Borrowing players:**
  - To avoid forfeit, teams can borrow registered players. Only one player can be borrowed to start play. Point deduction applies only if borrowed player has played for more than half the match. 2-0 deficit applies regardless of time player was borrowed.

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- Bonus points will not be awarded for any match where a player was borrowed regardless of time on court. Only one player can be borrowed.
- Players cannot be borrowed as a substitute.
- Teams forfeited against will be credited back there game fee for that week
- The opposing team will be awarded 3 points with 5-0 victory for a forfeited match.

## Final Series

- Finals for the competition will be played in a 'knockout' format as follows:

Quarter Final Game A (QFA)	1 <sup>st</sup> place v 8 <sup>th</sup> place
Quarter Final Game B (QFB)	2 <sup>nd</sup> place v 7 <sup>th</sup> place
Quarter Final Game C (QFC)	3 <sup>rd</sup> place v 6 <sup>th</sup> place
Quarter Final Game D (QFD)	4 <sup>th</sup> place v 5 <sup>th</sup> place
Semi Final A	QFA winner v QFC winner
Semi Final B	QFB winner v QFD winner
Grand Final	Winner Semi A v Winner Semi B

- To be Eligible to play in the finals, players must play with their team for a minimum of at least 5 games in the round robin competition
- Players cannot be borrowed for finals matches, only registered players on team sheets will be eligible to play
- At the end of normal game time, if scores are tied, extra time (2x5 mins) will be played with a golden goal rule. At the end of extra time, if scores are still tied a penalty shootout will be played. Each Team will have 5 attempts; the best of 5 will win. Only the 5 players who remained on the court at the completion of the extra time are eligible to take penalty shots.
- The final series is subject to modification depending on venue arrangements.

## 6. **PLAYER CONDUCT**

- At no time will aggressive, insulting or dangerous behaviour will be tolerated.
- No swearing, fighting, disrespecting behaviour or comments towards referees, players or officials will be tolerated

## Blue Card

- Foul language and swearing will result in a blue card and 3 min sin bin. Player may not be replaced.

## Yellow Cards

- Referees will issue yellow cards based on what they see is un-sportsman like behaviour.
- The issue of 2 Yellow cards in a game will result in the issue of a RED card
- There may be no challenge to a yellow card issued by the referee. The referees decision will be final
- Slide tackling will result in a yellow card.
- Arguing with a referee may also result in a yellow card.
- Players who accumulate 3 yellow cards throughout the competition will receive an automatic 1 match suspension

## Red Cards

- Players will receive a red card for:
  - Slide tackling from behind.
  - Refusing to leave the court when referees request wearing shin pads
- All Players who receive a Red card will automatically receive a 1 match suspension
- During Play a Red carded player may not be replaced by a substitute player