

# Westgate

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## INDOOR SOCCER



## RULES & POLICIES

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THE RULES OF INDOOR SOCCER ARE DESIGNED TO ALLOW PLAYERS TO PARTICIPATE IN A MINIMAL CONTACT SPORT, ENSURING A HIGH LEVEL OF SAFETY. OUR MAIN OBJECTIVE IS TO PROVIDE OUR CUSTOMERS WITH AN ENJOYABLE, COMPETITIVE SPORT, THAT IS WELL ADMINISTERED AND REGULATED AND RUNS AS SMOOTHLY AMIDST THE POSSIBLE FACILITIES

**THE TEAM/COMPETITION**

**MENS – LADIES – JUNIORS Grade 9/10**

Each team consists of 4 on field players and 1 goal keeper. Teams may if they wish have a maximum of 3 substitutes. The minimum requirement of players for any games to commence is 3 on field players and a goal keeper. Females are permitted to play in the men’s competitions however, males may not play In the ladies competition.

In order for a game to be played for points each team must have at least 3 of its original members playing. Anything less than 3 players will be considered a forfeit. A match fee receipt must be produced by both teams to the referee in order for the game to begin otherwise penalties may be imposed to either team.

**MIXED TEAMS**

Consist of 2 males and 2 females on field, with a male or female in goals. Males may be replaced with females on the field (maximum 1) however Females cannot be replaced with males.

**JUNIORS**

All junior teams will be played with 5 on field players and goal keeper.

**FEES**

Fees are set out as follows, regardless of the number of players.

	<b>GAME FEES</b>	<b>REGISTRATION FEES</b>
<b>MENS</b>	\$75	\$15 per person
<b>LADIES</b>	\$65	\$15 per person
<b>MIXED</b>	\$75	\$15 per person
<b>JUNIORS</b>	\$45	\$15 per person

**REGISTRATION**

All players must pay a \$15 registration fee to be registered as part of a team and all details of each member must be recorded in full on the team registration card. All new registrations are payable prior to commencement of starting the season.

All teams renewing their registration have 2 weeks to finalize their fees. Points will be deducted off team the ladder for all late registration payments **Note.** Any players not registered on team card will not be recorded as playing any games. It is each team captain’s duty and responsibility to ensure that all their team players are correctly registered. A person under 15 years of age is not permitted to play open competition except with parental permission. Management must be informed of any under age players. Players can only be registered with the one team in their respective grade. They may however fill in for other teams within that grade. ( Please see "fill- in players") All teams and players will be graded to the best ability by management. Upon joining the competition captains are required to produce photo I.D of all players within the team

**GRADING**

All new teams are graded before entering the competition or during the competition. If in the opinion of management a team is graded incorrectly, then the team will be re graded no later than round 5. Teams that are re-graded shall keep the points that they have earned in the first 5 rounds.

**FILL - IN PLAYERS.**

If a team is short of regular players they may have a maximum of 2 players to help in their game. Only one of those players can be a same grade or higher grade player. If a higher grade player is selected to play then the opposition will be awarded 2 goals for each difference in grade standard of that player. Eg. Division 3 games using division 1 player = 4 goal difference. Teams that have five players available cannot use other players from other teams as substitutes.

**SUBSTITUTIONS**

A substitution can be made in the following ways.

1. When a goal is kicked by either team.
2. During the run of play when the keeper has possession of the ball. Only the team in possession of the ball can make a substitution.
3. A substitution can be made at half time.
4. A substitution can be made when there is an injury on the field. At all times a referee must be informed of any substitutions. Failure to do so may result in a yellow card (Penalty). No team is able to a make a substitution during the last 3 minutes of either half. Changing a player on the court with the goal keeper during this time is not permitted. Substitutions during extra time in finals is not permitted.

**LATE TEAMS**

All games must run according to scheduled time. If a team is running late and is the cause of a delayed game, they will be penalized in the following way.

1. An initial goal will be awarded to the opposition and against the late team for

not being on court at the scheduled time.

2. In addition a goal will be awarded to the opposition every 3 minutes that the late teams arrives from its scheduled time.

3. If the team fails to arrive within the first 10 minutes of the first half, then it will be considered a forfeit and the opposition will be awarded full win points.

## **POINT SYSTEM**

WIN 4 POINTS  
DRAW 2 POINTS  
LOSS 0 POINTS  
FORFEIT -4 POINTS  
FORFEIT WIN = 7-0 Goal difference

## **INJURIES**

The game clock shall only stop if an injury or illness occurs. The umpire may stop the clock for alternate reasons if they feel it is necessary or if warranted by centre management. Once play stops the umpire holds time. When a player is injured or ill, a stoppage of up to 2 minutes is allowed to find a replacement or have the injured person cleaned up and ready to the umpires satisfaction to resume play.

## **BLOOD RULE**

The umpire is required to stop the clock to substitute a player who is bleeding when injured on court. If the team does not have a substitute player, then the referee will allow the team a 2 minute break to find a replacement or have the injured person cleaned up and ready to the umpires satisfaction and resume play. The wound must be cleaned and adequately covered. The ball and the court shall be cleaned if necessary. If longer than 2 minutes is taken for the injured person to be cleaned up or a replacement found, then the umpire will call for the time to start and resume play.

## **UNIFORM**

All on field players and substitutes must wear identical shirts and 80% same colored shorts or track pants.

Plain bonds type shirts will not be accepted as a team uniform.

Plain tops will only be accepted when they clearly have identical logos or sponsors on them. Numbers, badges, long/short sleeves are all optional.

Teams will not be penalized for having these. Teams will be penalized if they are out of uniform or if there is a difference in color or style. Teams wearing "Country or Club" uniforms that are of different seasons will be acceptable. The penalty given will be 1 goal per item, with a maximum of 3 goals for shirts & 3 for shorts. Substitute players may not change tops with an on field player. Goal

keepers wishing to change with on field players must also change tops. Bibs are available at the front counter but do not count as a substitution for a team shirt.

All teams have two weeks into the new season to arrange team uniforms.

Teams arriving late into the new season have an allowance of 1 week.

## **DRESS CODE**

Acceptable items of clothing are:

Shorts, track pants, t-shirts, windcheater, runners and caps.

Non acceptable items are:

Jeans, singlets, tank tops, boots, thongs, sandals and beanies.

Persons with plaster covering an injury cannot take part in a game.

## **FORFEITS**

Any team that is fixtured to play a game but fails to turn up and play to Westgate requirements is considered to have forfeited the game.

Any team that does not notify the office at Westgate within 48 hours informing that there team has cancelled their fixtured game will have their game forfeited.

A team that forfeits their game will be penalized in the following way.

1. 4 points taken off the team ladder.
2. Goal difference of 0-7.
3. Fined \$45.00.
4. Play a catch up game

Forfeit fees are payable within 14 days.

Teams owing any money after the 14 day period will lose 4 points off the team ladder each week that the payment is overdue.

Any teams that forfeit in the last week of the season or during any finals will receive a fine of \$120. This is payable prior to re-registering in new season.

A team must have all its outstanding fees up to date prior to playing any finals.

Any team which forfeits twice in the season will be excluded from further competition. Teams and/or individual players that are omitted from the competition due to money owing cannot renew or register in any new season until all payments are up to date.

## **TEAM WALK OFF & INCOMPLETE GAMES**

Should a team walk off prior to a match being completed without due cause and regardless of how much time is left, any points in that game will be lost and awarded to the opposition.

Game fees in these circumstances will not be refunded

*Any team who has no game due to the opposition team forfeiting will be notified and awarded full win points as well as 7-0 goal difference.*

*The team will have the option of playing a friendly game organized by management and will be discounted to \$50.00 for the game.*

## **TEAMS JOINING LATE, TEAMS WITHDRAWING TEAMS EXPELLED**

A team replacing a withdrawn team or filling a bye after the season has commenced will be awarded with average points.

No team will be given points nor will they qualify for finals if registering in the last 6 weeks of the season.

In the event that teams withdraw or are removed from competition, the grades fixture will not be redrawn except at management discretion.

Team that withdraw or are expelled from competition will not have fees refunded.

A team drawn to play a team out of competition will be awarded with full points and either a friendly game organized by management or a "bye".

## **COMPLAINTS**

If there are any concerns on or off the field which involve players or referees, only the captain or acting captain can make any queries or complaints.

If the captain wishes to make a complaint or query, they may do so in person to the duty manager, by letter or over the phone.

All complaints must be supported with evidence and notified to management within 5 days of alleged problem.

## **RE-SCHEDULING SEASON GAMES & FINALS GAMES**

Teams that are fixtured to play at times which they cannot make, may be rescheduled if all the following can be met.

1. 48 hours notice is given.
2. There is a vacant court available.
3. If the captain of the opposing team also agrees to have the game rescheduled.

If the above conditions cannot be met then the game will count as a forfeit. Games will not be rescheduled during any finals as well as the last 2 games of the season. Allowances on ( game times only ) may be made during Grand Finals with advanced notice of at least 2 weeks and the above conditions be met.

**All Grand Finals are held on a Sunday.**

## **FREE KICKS**

All free kicks can be taken as a direct or indirect kick.

A person taking a free kick has only 5 seconds to release the ball.

A 3 meter distance is allowed between the ball and the opposition.

There are 2 types of free kick that may be played.

### *Quick Free Kick.*

This is best defined when the ball is quickly placed on the spot of the infringement and played on immediately by the free kick taker.

Here the person kicking the ball doesn't ask for a 3 meter distance and the referee calls play on and does not need to blow the whistle for the kick to be taken.

### *Free kick.*

This is when the person kicking the ball asks for a 3 meter distance between the ball and the person standing on the wall.

In this situation the referee must blow the whistle in order for play to go on and kick to be taken.

Anybody playing the quick free kicks cannot argue for the 3 meter rule.

At all times the referee will ask for 3 meters. The choice is up to the player.

## **BASIC GUIDELINES FOR FREE KICKS**

The following are the most common forms of free kicks and will be called as an infringement by the referee.

1. Contact from behind
2. Holding, pushing an opponent
3. Playing in an unfair manner
4. Obstruction
5. Hand ball. (un-intentional)
6. Grabbing hold of nets. (Note, open hand is allowed)
7. Player backing into opponent who is standing their ground
8. Player leaning over opponent who has possession of ball
9. Leg raised at a dangerous height from any angle
10. Leg raised high when a player is attempting to header the ball

(This does not apply when players leg is already raised high and the non offending player approaches from behind)

## **TACKLES FROM BEHIND**

Tackles from behind are not permitted at any time. An infringement in this case may result in a yellow or red card. A player does not need to make contact with the opposition in order for this infringement to be called.

*A tackle from behind will  
Be considered anywhere  
In the shaded area*

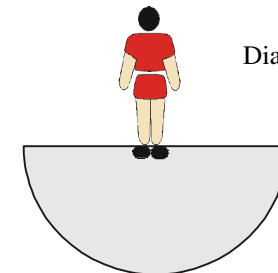


Diagram 1

## TACKLES FROM SIDE

Tackling from the side is not permitted, however playing the ball from the side is permitted. Players are allowed to play at the ball if they are at a side on position with their opponent. They may do this as long as there is no body contact made, such as pushing or tripping.

Playing the ball from the side may best be defined by diagram (2).

Anywhere along the dark area and in front is allowed to be challenged, as long as contact is not made.

*Side will be considered anywhere along dark area. Anywhere behind this area will be called behind*

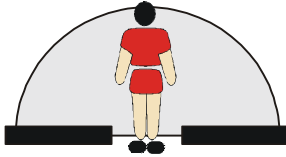


Diagram 2

## SLIDE TACKLING

Any **slide tackling** will automatically result in a yellow card or red card. Slide tackles will be judged and defined to the referees best ability and called when a player deliberately slides/jumps with one or both legs, any part of the body or hand(s) are along the ground without control of their stance at another player or an attempt to stop the ball.

Slide tackles will not be called when a player is at a controlled position at full stretch attempting to solely go for the ball and still have one or both feet grounded.

All slide tackles will be either a yellow or red card, depending on the severity of the foul.

## HANDS ON NET

An open hand on the net is permitted as long as in doing so it does not disadvantage the opposing team.

Once the players hand grips onto the net the referee will call for an infringement and a free kick will be awarded.

This rule does not apply to the goal keeper inside their yellow area.

## BACKING/PUSHING INTO PLAYERS

Free kicks will be awarded to non offending players when an offending player in possession of the ball deliberately begins backing into their opponent trying to gain a better position. This rule will only be called when the non offending player stands their ground. The foul will be called as a "push".

This also applies when a player in possession of the ball is at a stand still move and the opposition player leans over the top of them and makes contact foul will also be called as a "push".  
(Both these fouls are most common in the corner or in front of goals.)

## FIGHTING

In the event of a fight occurring on or off the field, the referee is advised to stop any game played.

The referee will endeavor to do their best to control the situation.

Management will then decide the appropriate action to be taken.

This may result in the game being abandoned and players or teams being suspended for a period of time decided by management. The points for the game will be decided by management. There are no refunds for any misconduct on the field. All players are responsible for how they act on court.

**Please note that the clock will not stop during this disruption.**

## GOAL KEEPER

The goal keeper once outside their area cannot use their hands. In order for the keeper to handle the ball, the whole of both their feet must be inside the yellow area and the ball must be in the air. If the keeper picks the ball up on the outside of the yellow area whilst it is on the floor, he will be called for a penalty. Once the keeper picks the ball up in their hands, they must throw it. The keeper cannot play the ball to themselves and kick it once they have picked it up. The only time the keeper can kick the ball is when they have possession with their feet and not their hands. **(In the ladies/Mixed and Junior Grade  $\frac{3}{4}$  competitions, the goal keep is permitted to kick the ball).** If the keeper does pick the ball up then plays it to themselves and kick it, the referee will call for a penalty. If the keeper plays the ball to themselves and guards/shepherds it not allowing another player to get possession, the referee shall only call a free kick. When a keeper slides, they must remain within the yellow area. If they do slide and end up out of the yellow area, then the referee will award a penalty. This applies whether the keeper saves the ball or not. The goal keeper once on the ground must remain inside the yellow area. If the ball hits the hand of a keeper intentionally or un-intentionally, outside their yellow area, the referee will call for a penalty.

The keeper cannot jump off the ground and save a ball that is outside the yellow area. They may only do so if the ball is clearly in their area. A goal keeper has only 5 seconds to free the ball from within the yellow area, this includes the ball being on the ground. Failure to do so will be a penalty. The keeper is allowed to play outside the yellow area but may only go as far as the half way line. If they do go beyond the halfway line it will result in a penalty. When a keeper chooses to take a penalty kick but in the process they miss, the opposition team will be awarded a penalty, this is because the keeper is caught over the half way line when play has resumed. A keeper that holds any part of the oppositions

clothing or body will concede a penalty.

The goal keeper may also throw the ball into the opposition goals.

This will count as a goal.

## YELLOW CARD OFFENCES

The following are the most common forms of yellow cards.

1. Deliberate hand ball anywhere on the field.
2. Foul on player having shot on goal. ( may also result in red card )
3. Slide tackling. (See note on definition of slide tackle)
4. Arguing or swearing at the referee or opposition.  
( may also result in red card )
5. Late tackles. (Depending on severity may result in a red card)
6. Tripping an opponent. (Depending on severity)
7. Persistent infringement.
8. Playing in an unfair manner.
9. Racial or abusive language to anyone on or off the court.
10. Abusiveness from spectators.
11. Pestering and being a nuisance to the referee.
12. Rude and obscene gestures to others.
13. Man handling/confrontation between to or more players.
14. Continuously questioning referees decision.

In the situation of a last man foul, a person must clearly be facing in a goal scoring position for a penalty to be awarded.

Note. All yellow card offences are automatic penalties.

If a yellow card is issued to a person from either side at the same time, then penalties will not be awarded

## RED CARD OFFENCES

The referee will automatically award a red card for the following offences.

1. Directly or Indirectly swearing at the referee.
  2. Deliberately bringing down a player who is last man goal bound and no other players around. (simply, put a one on one with the keeper.)
  3. Persistent arguing and swearing at the referee or other players
  4. Playing in a dangerous and unfair manner.
  5. Any player punching or swinging to punch at own or opposition player.
  6. Spitting at referee or any player.
  7. Head butting.
  8. Rude and obscene gestures to the referee.
  9. Two yellow cards during game.
  10. Tripping or body checking a player in a dangerous manner.
  11. Any player that lashes out in bad tackle.
- Any player (s) receiving a red card will be ordered off the court.

This player cannot be replaced by another.

If a player refuses to leave the court after being issued with a red card, then the referee shall call the game off. and Full points awarded to the opposition.

The team must play with 4 players on field.

Any 2 players sent off from the one team will result in game being finished.

All red cards are automatically penalized and are automatic suspensions.

A player that receives 2 red cards in the one season cannot play for the remainder of the season.

## SUSPENSIONS

Any player(s) that are involved in a suspension are not permitted to play for any team or sport until the suspension is fully served.

Players directly involved may appeal the decision via their captain.

All appeals must be done within 2 days.

All final decisions made by management will be final there will be no further appealing.

Suspensions arise in the following ways.

1. Any red card offences.
2. Any player receiving 2 yellow cards within 3 consecutive weeks.

Eg 1st yellow card in game 1 = penalty kick only.

2<sup>nd</sup> yellow card in game 2 or 3 = one week suspension.

3rd yellow card anywhere in the season will be an automatic suspension.

4th yellow card in the season will result in a suspension for the remainder of the season.

If a player receives 2 yellow cards in 3 non-consecutive weeks, then a suspension will not apply, only if a 3rd card is given at a later date.

Any player given 2 red cards in a season will miss the remainder of that season.

***With this formula, 2 yellow card is equivalent to a red card***

## HOW THE FINALS WORK

In a 6 team grade the top 4 teams will progress through to the finals.

In a grade where there is 8 teams or more, there will be a separate play off for the top 4 teams as well as for the bottom 4 teams.

1st Vs 4th. Winner through to the Grand finals.

Loser gets knocked out.

2nd Vs 3rd. Winner through to the Grand finals.

Loser gets knocked out.

Finals are set at 2 x 20 minute halves.

In the event of a game being a draw, an extra time of 1 x 3 minute game will be played.

During this time, the first team to kick a goal will be the winner.

If in the end of extra time the score is still drawn, then a penalty shoot out will

determine the winner.

During the 3 minute extra time, no team is allowed to substitute.

Substitution can only be made at half time or during an injury.

During the penalty shootout period, only the last 5 players on the field can take the penalty kicks.

If in the event all players have taken their kicks and no winner declared, those

Same 5 penalty takers must take the penalties again in the same order.

## **FINALS**

To qualify for finals a team must play all its fixtured games

Each member playing in the finals must have paid their \$15 Registration Fee.

All players must have played 1/3 of its teams total games. It is each players and captains responsibility to have all names recorded on the team card and

**marked off each game played.**

Any cheating on player registration, can result in the team being disqualified.

Semi Finals are all played on the same week night as domestic fixtured games.

**All Grand Finals games are played on a Sunday.**

There are no exceptions to this rule.

## **TEAMS SHORT OF PLAYERS DURING FINALS**

If only the minimum number of players are qualified and available to play in a particular grade, then that team must play with those players only.

If less than the minimum number of players qualified and available, then the final will be forfeited to the team they were scheduled to play.

Only on special circumstances will an unqualified player be permitted to play.

## **INELIGIBILITY CAUSED THROUGH INJURY**

Management will allow concessions for teams whose players are injured towards the end of the season and therefore have no time to qualify a replacement player.

Terms and conditions for concession will be as follows:

1. A medical certificate must be produced. ( for the injured person )
2. A replacement player will be permitted to play providing he/she has played 3 registered games and paid a registration fee of \$15  
Anything less than 3 games will not qualify a replacement player.
4. If the injured player becomes available after recovery, then the replacement player will need to step down from playing and take no part in further games.