



## Harry's Corporate Futsal League Season 13 2017

### Rules and Regulations

#### GAME FORMAT

- Approximately 40 minutes per game
- 2 halves of approximately 20mins with a 2 minutes interval in between
- There will be kick in, corner kick and goal kick. For goal kick, goalkeepers can only throw/roll the ball.
- There is no offside rule
- Rolling substitutions. Players are only allowed to enter play when the substituted player leaves the field of play; they do not need to wait for stoppage in play for the substitution to take place but the referee needs to be informed of the substitution before it takes place.
- Goalkeepers are only allowed to be substituted when the ball is out of play.
- Players are allowed to score directly from kick off but not kick in and goal kick (throw).
- In a league game, if a game ends in a draw there will be no penalty kicks to decide the winner.
- **No** sliding tackles that endanger an opposition player are allowed. A direct free kick will be awarded to the opposing team if the referee blows for a foul.
- **No** tackles from behind are allowed. A direct free kick will be awarded to the opposing team if the referee blows for a foul.
- There will be a 4 second rule for the goalkeeper to release the ball.
- A free kick taker or kick in taker only has 6 seconds to release the ball.
- Each team is only allowed to foul 6 times in each half during a match. At the end of the first half, the foul count for each team would be reset to 0 ahead of the second half. A team that exceeds 6 fouls, would concede a penalty which will be taken from the secondary penalty spot for every foul subsequent foul they commit.
- Goalkeepers are allowed to come out of the penalty area but can only use their hands in the penalty area.
- If the goalkeeper handles the ball outside of the penalty area, a direct free-kick will be awarded at the point the incident took place and a yellow card will be shown.
- Back pass rule applies; an indirect free-kick will be awarded to the opposition outside the penalty area if the goalkeeper collects a back pass with his hands.

- In event of when the ball hits the ceiling net, a kick in will be awarded to the opposing team, parallel to where the ball touches the net.
- If a foul occurs inside the penalty area, either a penalty will be awarded to the attacking team or a direct or indirect free-kick will be awarded to the defending team based on the referee's discretion.
- In event of a penalty, all players except the penalty taker and the goalkeeper, will have to stand at the centre line.
- All free-kicks are direct unless there's an infringement due to the back pass rule.
- In event of a direct or indirect free-kick, kick in or corner kick, the defending team will have to be 3m (the equivalent of about 4 big steps) away from the ball before the kick is taken or choose to take it quickly with the permission of the referee.
- In event of an indirect free-kick, the ball must be touched on by a player for a goal to be counted.
- If an indirect free-kick goes directly into an opponent's goal, a goal kick (throw) will be awarded.
- If an indirect free-kick goes directly into the taker's own goal, a corner kick will be awarded to the opponents.
- The referee restarts the game with a drop ball if the play is stopped by the referee for any reason other than an infringement of the rules of the game.
- Play restarts when the ball touches the ground.
- If the ball goes out of play after a drop ball without touching a player OR a player touches the ball before the ball touches the ground OR a player is infringed before the ball touches the ground, a drop ball is called again.

## **LEAGUE FORMAT**

- The team that finishes top of the division would be the champions of the Division.
- The champions will be the team that ends the season with the most number of points.
- Teams that are level on points will be differentiated first by the team that has the better goal difference, followed by the team that has scored more or conceded the least, followed by the team that has the better head-to-head record and if both teams still cannot be separated, a penalty shootout of 3 penalty kicks will take place to determine the final standings.

## **CUP FORMAT**

- The top 4 teams in the league would progress to play in the semi-final and final of the Cup which would be held on the same day.

## **PUNCTUALITY**

- All games need to commence at the scheduled kick-off time.

- It is imperative that all teams should arrive at the field at least 15 mins before the scheduled kick-off time to ensure sufficient time to be ready for the game as well as for the teams' pre-match pep talk / warm up as needed.
- A game should commence once both teams have **at least 3 players** each. The team with less than the minimum number of players cannot request to wait for the remaining players to turn up before starting. For every 5 minutes a match does not commence due to a team's lack of punctuality, a goal will be awarded against the team that is late. If a team is unable to have 3 players, 15 minutes after the allotted kick-off time, the game shall be cancelled and awarded to the opposition on the basis of a 3-0 win.
- The "no-show" rule would apply to those that boycott their match completely or fail to turn up without any reason being made known to the management of D2D Sports prior to the team's absence or are unable to play on the day of the match for any reason and are unable to postpone their match. In such cases, the team that FAILS to turn up would need to bear the ENTIRE cost of the match which would include theirs and the opponent's cost and a 3-0 win would be awarded to their opponents.
- If a team boycotts their match completely and FAILS to play theirs and the opponent's cost, they would be served a notice from our legal advisor.
- Both teams can decide to play a friendly match (after the 15 mins) utilizing the referee in which case, the "no show" rule will not be applied (in terms of cost) and both teams will be charged as per usual.
- The game must end by the stipulated time as given
- The above terms are to protect the integrity of the League and to encourage teams to turn up to matches to be ready to kick off at the allotted kick-off time. However, exceptions for the rule would be made for bad weather / lightning, with which all matches, must end by the scheduled slot-time. Referees will be asked to enforce this rule to be fair for the team turning up on schedule.

## POSTPONEMENT

- The schedule of matches and its timings are fixed. No changes will be entertained after the fixtures are posted on D2D's website.
- However, each team has the liberty to postpone ONE league match for the entire season with a valid reason. The team would be scheduled to play during the mid-season break week and it's the onus of the team managers' to find out when this break is during the season.
- If a team has already had a fixture arranged during the mid-season break, the postponed fixture would be replayed during a weeknight subject to the pitch and teams availability.
- The request for a postponement must be made at least 72 hours before the day of the match. Any request thereafter will not be entertained and if the team is unable to play, it would be treated as a walkover and a 3-0 win will be awarded to their opponents and the team would need to pay the match fees for themselves and their opponents.
- If a match is abandoned due to bad weather before, during half-time or before the 30<sup>th</sup> minute mark, the match would be replayed from the start and each team would have to pay half their match fees.
- If a match is abandoned due to bad weather at the 30<sup>th</sup> minute mark or more, the score-line at that time would remain and each team would have to pay the full match fees.

## SUSPENSIONS, YELLOW & RED CARDS

- It is the responsibility of the team managers to state clearly in the Match Report the name of their team's players, who have received **RED** cards. This would be tallied with the referee's copy.
- Any teams caught playing **with a current S-League, Prime League or a suspended player** will result in the match being awarded to the opposition; 3-0. If the actual result is a higher goal difference to the opposition, the original result will still stand. In addition, the infringing team will be deducted a further penalty of up to three points if the disciplinary committee decides as such.

- Any team manager failing to report a red card (or reporting a false name for a red card) within 48 hours of their match being played will automatically have 1 league point deducted.
- Any players receiving 2 red cards in league games will automatically be banned for the rest of the season.
- If the event of a direct red card, the player will be suspended for **TWO** games.
- The player who is sent-off may be replaced within 2 minutes of his sending off or if the opponent's score within 2 minutes unless the player is sent off due to violent conduct.
- A player who receives two yellow cards in one game will be suspended for **ONE** game.
- In the event of a sending off for violent conduct or an incident that constitutes as violent conduct by the referee, the said player will be suspended for SIX matches and the team will be handed a warning letter.
- In the event of a repeat offence of violent conduct, the player will be banned indefinitely from the league, the team would be handed a FINAL warning letter and will be deducted ONE point.
- Violent conduct will constitute any incident that is deemed as voluntarily causing grievous hurt for example, throwing a punch at an opponent, spitting at a player or referee.
- Subsequent decline in the team's discipline will result in the team being expelled from the tournament.

- In the event that a team and its supporters, enter the field of play before, during or after match and engage in violent conduct, the team would be disqualified immediately from the league and is required to pay the rest of the season's league fees.
- Disqualification due to violent conduct would include intimidating and threatening behaviour from the team and its spectators.
- D2D management has the right to fast-track the punishment of a team and/or player who has been deemed to have committed an act of violent conduct at the recommendation of the referee.
- Any player found guilty of insinuating or directing racist remarks (ie remarks against a person's race, religion or nationality) towards an opposition player, member of the opposing team or supporter would be disqualified for the rest of the season.

## **PLAYERS REGISTRATION**

- The team captain/manager is responsible to provide the D2D management with the full details of any new player registered during the course of the season before he plays a game for the team.
- If a player is caught attempting to play a game as an unregistered player, he will be denied the opportunity to play.
- If an unregistered player is caught playing, the result will be deemed as NULL and VOID and a 3-0 win will be awarded to the opponents.

## **ATTIRE**

- Team captain/manager of teams that have 2 different jersey colours are required to take note of the jersey colour assigned to the team for each match day.
- If a team wishes to play with a jersey colour that is not assigned to the team, the team's official representative should inform the D2D management by 12 noon on the day of the match.

- It is **COMPULSORY** for ALL players to wear full-length football socks and shin pads.
- Failure to comply will result in a disqualification of the player or team for the match the player or team fails to comply.

## **APPEALS**

- An appeal will only be considered at D2D management's discretion and only after a non-refundable fee of \$100 has been made to D2D.

## **REFEREE**

- A referee's decision during the game is FINAL.

## **LIABILITY & MEDICAL**

- All teams and their players will release Dare to Dream Enterprises (D2D) its agents, sponsors and employees from any and all responsibility and liability for, any injury, loss, death or other damage incurred to the team or their players, their family, heirs, assigns and/or property, howsoever caused, as a result of the team's and their players participation in any of the football league activities and/or use of equipment and/or facilities in connection with the football league activities.
- All team managers are fully aware and agree that no medical staff or trained staff will be provided at any of the fixtures as organized by D2DSports.
- All team managers agree that they are responsible to ensure all their players are aware of the above rules and regulations regarding liability and medical.
- All teams are recommended to bring their own first aid kit to every game.

## **BONUSES & PENALTY**

- Any teams that accumulate **8 yellow cards or 4 red cards** will have **ONE point deducted**.
- For every collection of 4 more cards; either yellow or red for example 12 yellow cards or 8 red cards, the team will be deducted a further **ONE** point.
- For teams that collect more than 12 yellow cards, they would be fined \$100.

- The team with the **BEST** record will be awarded a memento.

## **PAYMENT**

- Each team is required to pay 30% deposit (last 3 matches) before the start of the season during the team managers' meeting.
- All cheque payments should be made to "Rasvinder Singh".
- If a team wishes to withdraw after D2D's management has received its official registration or approval to continue its participation in the new season, they would need to pay the full season's match fees or the remaining match fees of the season.
- All payments are non-refundable or non-transferable.
- Failure to do so would mean the team will be excluded from the tournament.

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