



## Women's Futsal Crazy League Season 7 2017

### Rules and Regulations

**To promote sportsmanship and fair play amongst all players.**

#### 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 to endanger a player or tackling from behind is 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.
- 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 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.
- 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.
- 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.
- A player has 6 seconds to take a kick in, corner kick or free kick.
- 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**

- Each team will play the other twice in "Home" and "Away" legs of the league.
- The team that emerges top of the league would be the champions of the league.
- Teams will be differentiated in the following order; most number of points, greater goal difference, most goals scored, least goals conceded, head-to-head record and finally if 2 or more teams are not differentiated for one of the top 4 positions, 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-finals of the cup.
- The semi-finals and final would be held on the same day.
- In the event of a tie in the semi-finals and final, a penalty shootout of 3 penalty kicks would take place to determine the winner.

## DIZZY GOALS FORMAT

- Each team will have 2 attempts at the Dizzy Goals during the course of the season.
- At each attempt, only 3 players per team can participate.
- Points are awarded according to the conclusion of the penalty. If the penalty is scored, the team is awarded 3 points, if the penalty hits the post, the team is awarded 1 point. The whole of the ball has to cross the line to be considered as a goal.
- A player is allowed a second attempt at the penalty if she completely miskicks the first attempt.
- The points are added at the end of each team's second attempt and the team with the highest points tally wins the competition.

## 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 to the team that is not 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 choose to award a walkover or fail to turn up without any reason being made known to the management of D2D Sports prior to the team's absence. 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.

- 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.
- The schedule of matches and its timings are fixed. No changes will be entertained after the fixtures are posted on D2D's website.

## POSTPONEMENT

- Each team has the liberty to postpone ONE league match for the entire season with a valid reason.
- In the event of a postponement, the team would be scheduled to play during the mid-season break week, it's the onus of the team managers' to find out when this break is during the season.
- If both teams or either team has already got a match scheduled for the mid-season break, the postponed match would take place either on a weeknight or Sunday afternoon subject to the pitch and teams' availability.
- If both teams are unable to come to an agreement for the rearranged match, D2D Sports would decide on the date to replay the match.
- All postponed or abandoned matches are to be replayed within the stipulated period of the league.
- The request for a postponement would have to be made within 72 hours of the match day.
- If a match is abandoned due to bad weather before or during half-time, 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 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 4 red cards in league games will automatically be banned for the rest of the season.
- In 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
- 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 TWO matches and the team will be handed a warning letter.

- In the event of a repeat offence of violent conduct, the player will be suspended for TWO matches, 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 she plays a game for the team.

- If a player is caught attempting to play a game as an unregistered player, she 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 at least 72 hours before 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.

## **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** from their league points.
- For every collection of 4 cards thereafter; either yellow or red for example 12 yellow cards or 8 red cards, the team will be deducted a further **ONE** point from their league points.

## **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.
- D2D reserves the right to transfer the prizes in kind to the next deserving team if the deserving team receives the disciplinary penalty during the course of the league season or receives 4 yellow cards in the cup final and/or is involved in an outbreak of violence during the cup final.
- Match fees may vary according to the pitch type and the day the match is played on.
- The match fees would be increased by SGD5 for matches played on Monday, Tuesday & Friday between 7-9pm or 9-11pm and by SGD15 for matches played on any other day and time besides Sunday afternoon.
- The match fees could be subject to changes according to any change in pitch fees as dictated by the management of Home United Youth Football Academy.



- Failure to make payment would mean the team will be excluded from the tournament.
- A team that fails to make any payment due to D2D either in the form of match fees, deposit, early withdrawal from the league or chooses to leave the league without any notification, would need to bear the cost of the letter sent by D2D's chosen legal representative.

END

D2D Sports