

2020/21

North Canberra Futsal Competition Rules

(updated October 2020)



Table of Contents

GLOSSARY.....	3
COMPULSORY EQUIPMENT AND OTHER ITEMS	3
1. Basic Uniform	3
2. Match Balls	4
3. ID cards	4
4. Jewellery.....	4
5. Trophies.....	4
COMPETITIONS	4
6. Competitions.....	4
7. Draws	4
ELIGIBILITY	5
8. Age Based Competitions.....	5
9. Skills based or divisional competitions	5
10. Mixed Competitions	5
REGISTRATIONS	5
11. Players must be registered.....	5
12. Invalid registrations due to false statement.....	6
13. Registration periods.....	6
14. Late applications	6
FEES.....	6
15. Registration Fees	6
CONDUCT OF GAMES.....	6
16. Game duration.....	6
17. Courts	7
18. Points allocation	7
19. Determination of Points Table	7
20. Match sheets.....	7
21. Late Start.....	8
22. Rescheduling of Matches	8
23. Forfeiture of games	8
24. Abandonment of games	8
25. Minimum number of players	9
26. Unregistered players	9
27. Withdrawal of teams.....	9
28. Borrowing of players.....	9
29. Spectators	9
CONDUCT OF FINALS SERIES GAMES.....	10
30. Player Eligibility for Finals.....	10
31. Game duration.....	10

REFEREES	10
32. Appointments	10
33. Persons not to approach referee	10
34. Referee unable to complete game.....	10
35. Reporting.....	10
DISPUTES, DISCIPLINE, PROTESTS AND APPEALS	11
36. Disputes and Disciplinary Regulations.....	11
TIME OUTS, YELLOW AND RED CARDS AND SUSPENSIONS	11
37. Time Outs in Non-Competitive Games	11
38. Yellow Cards	11
39. Red Cards	11
40. Suspensions.....	11
SCHEDULE 1: Hot Weather Policy.....	12
SCHEDULE 2: Offences.....	12
Part 1: Yellow Card Codes	12
Part 2: Red Card Codes.....	12
SCHEDULE 3: Fixed Penalties for Offences.....	13
Fixed Penalties Against Any Club Associate	13
Fixed Penalties Against Any Match Official	14
SCHEDULE 4: Determinations Bringing the Game into Disrepute	15

The delivery of football and futsal has been significantly impacted by the COVID-19 pandemic. A range of government restrictions and requirements have been put in place to ensure a safe sporting environment for all. For up to date information refer to the Capital Football COVID-19 resources page <https://capitalfootball.com.au/covid-19-resources>

NORTH CANBERRA FUTSAL COMPETITION RULES 2020/21

GLOSSARY

Away team means the team listed second in the draw

CF means Capital Football

CFDDR means the CF Disputes & Disciplinary Regulations

Championship or Finals series means the matches played as part of the Finals series which is separate from the regular season competition.

Club means a North Canberra Futsal club registered with FFA and affiliated with Capital Football

Disciplinary Committee means a NCF Disciplinary Committee

Delegate means the official representative for a team

Federation means Capital Football, CF Futsal, North Canberra Futsal or South Canberra Futsal

FFA means Football Federation Australia

FIFA means Federation Internationale De Football Association

FLOTG means Futsal Laws of the Game, the FIFA endorsed futsal laws for officials

Home team means the team listed first on the draw

Junior competition means open to any player under 18 years of age (refer age criteria)

Match Official means a referee, assistant referee, third official or Referee Assessor/Coordinator

NCF means North Canberra Futsal club

National Registration Regulations (NRR) means the set of regulations that govern registrations throughout Football in Australia

Play Football means the national database administered by FFA for the purposes of registering all participants in Football in Australia

Player means a person who is, from time to time, registered to a club

Team means a group of Players fielded to participate in an NCF Fixture

VM means an NCF staff member or person appointed to manage a venue as directed

COMPULSORY EQUIPMENT AND OTHER ITEMS

1. Basic Uniform

- 1.1 Playing shirts with sleeves are compulsory. Playing shirts for all team members must be matching with numbers clearly marked on the back. No two shirts may display the same number. Numbers must be permanently fixed to the back of the shirt; use of tape is not permitted. Numbers on shirts are not compulsory for U7 – U9 non-competitive age groups.
- 1.2 Playing shorts for all team members must be matching. Playing shorts may or may not be numbered. If undershorts are worn, they must be the same colour as the playing shorts.
- 1.3 Goal Keepers must wear uniforms that clearly contrast with the rest of the team, the opposing team and the referee/s. Goalkeeper shirts must be clearly numbered on the back. For non-competitive games (U7-U9), goal keeping shirts do not need to be numbered, but must clearly contrast with the rest of the team and the opposing team.
- 1.4 Teams must not have all black uniforms as it clashes with referee uniforms. Teams with all black uniforms will be required to wear coloured bibs supplied by NCF.
- 1.5 Matching long socks must be worn by all team members. Tape or any material applied or worn externally must be the same colour as that part of the sock it is applied to or covers. Socks must cover the shin pads entirely.
- 1.6 Shin pads must be worn. Shin pads must comply with Law 4 of the FIFA Laws of the Game.
- 1.7 Non-marking shoes must be worn always.
- 1.8 Teams should have the complete uniform from the first week of the competition.
- 1.9 No State or National Futsal representative playing gear, either past or current, will be permitted as part of the team uniform, including for keepers.
- 1.10 In the opinion of the referee, where the colours of both teams are sufficiently similar it is the responsibility of the away team to change into an alternate coloured strip or bibs provided.

2. Match Balls

- 2.1 Match balls must futsal balls not football (outdoor) balls.
- 2.2 Size 3 match balls are to be used for all age groups up to and including under 12's. Size 4 match balls are to be used for all other age groups including open age.
- 2.3 Five minutes before the scheduled start of a game, each team must give the referee one ball. The referee may choose either ball or request that another ball be brought on to the court.

3. ID cards

- 3.1 Upon request of match officials, players must provide valid photo identification. Where a player is unable to produce proof of identification, the matter will be reported to the NCF Registrar who will subsequently take the appropriate disciplinary action against the player and team involved.

4. Jewellery

- 4.1 As per Law 4 of the 'FIFA Laws of the game' the wearing of jewellery is not permitted.
- 4.2 Official Medic Alert bracelets are the only jewellery approved to be worn. All Medic Alert bracelets must be securely taped to the body and the referees informed of them being worn prior to the game.
- 4.3 As per Rule 1.10 of the Futsal Referees Handbook, religious artefacts may be worn provided the player can produce written approval from NCF or CF to wear the artefacts including the conditions for wearing it. In the event where written approval from NCF or CF has not been permitted and it is the player's first offence, the match officials may approve a one-off on the spot exemption provided the artefact is not deemed dangerous and can be covered.
- 4.4 Fake nails are considered jewellery.

5. Trophies

- 5.1 All perpetual trophies remain the property of NCF and cannot be won outright. Trophies must be returned in good condition or the holders of the trophy shall be liable for the full value of the damage to any trophy.

COMPETITIONS

6. Competitions

- 6.1 Junior competitions are open to players aged 5-18 years.
- 6.2 All junior competitions will be run on an age-based criterion (see Rule 8).
- 6.3 Where enough teams allow, junior competitions may also be run on a skill based divisional basis within a specific age-based category (Division 1 and 2).
- 6.4 All junior competitions under 9 and younger are non-competitive and therefore results will not be recorded.
- 6.5 All teams must have at least one person over the age of 18 as a registered team official.

7. Draws

- 7.1 Draws for all competitions will be published on [SportsTG](#)
- 7.2 Draws will be based on the length of the competition (venue availability) not necessarily the number of teams. This may mean an unequal fixture list as there may not be an even number of rounds and there may be an uneven number of teams leading to competition byes.
- 7.3 Draws are subject to change at late notice for a variety of reasons. NCF will endeavour to contact all teams affected by such changes but may not always be able to do so.
- 7.4 Teams are responsible for checking the draw regularly prior to their matches to ensure that they are aware of any draw changes.

ELIGIBILITY

8. Age Based Competitions

- 8.1 No player may play for any team unless he/she is correctly registered with North Canberra Futsal in line with registration guidelines (Rule 11).
- 8.2 It is deemed that a player's age is based on their actual age as of 31 December, that year.
- 8.3 Minimum age for players to play in any age-based futsal competition is five (5) years of age.
- 8.4 Male players are not permitted to play in female competitions.
- 8.5 Female players playing in mixed or open competitions are permitted to play down one (1) age group below their defined age group. Female players playing in female competitions must play in their respective age group.
- 8.6 Players are permitted to play up to two (2) chronological year above their respective age groups in their gender specific competitions. Players are not permitted to play in any age groups below their respective age group except for female players as outlined in Rule 8.5 and players with special exemptions (including medical issues and RAE exemptions) permitted by the NCF committee.
- 8.7 Each junior team must have a minimum of 7 registered players with a maximum of 10 registered players plus a coach and/or manager and/or third official, at least one of whom must be over 18 years of age.

9. Skills based or divisional competitions

- 9.1 No player may play for any team unless he/she is correctly registered with North Canberra Futsal in line with registration guidelines (Rule 11).
- 9.2 For the 2020/21 competition, players can only register for one (1) team unless an exemption is given by the NCF Committee.
- 9.3 Teams are free to nominate for any division within divisional or skills-based competitions (taking into consideration Rules 9.4-9.5), although the final decision on divisional placement rests with the NCF committee.
- 9.4 There are no restrictions on the number of representative or premier league players in any Division 1 team.
- 9.5 There will be only one representative player or premier league player (futsal or football, male or female) allowed in Division 2 teams. A team with more than one representative player or premier league player (futsal or football) should not play in a Division 2 competition. Teams in breach of this rule will not be eligible to play in finals. The final decision regarding team grading remains with the NCF committee in the interests of providing a fair and equitable competition.

10. Mixed Competitions

- 10.1 Teams must have a minimum of two female players registered in their team.
- 10.2 Teams playing in mixed competitions can have a maximum of three (3) male players on the court at any time.
- 10.3 Teams playing in mixed competitions must have no more than two premier league or representative players on the court at any one time, one male and one female or two female players, not two premier league male players.

REGISTRATIONS

11. Players must be registered

- 11.1 No player may play for any team unless he/she is correctly registered with North Canberra Futsal in accordance with the FFA National Registration Regulations.
- 11.2 Registrations shall be:
 - 11.2.1 Completed using the Play Football website
 - 11.2.2 In accordance with the official form provided
 - 11.2.3 In accordance with FFA registration parameters
 - 11.2.4 Accompanied by the appropriate fees

- 11.3 North Canberra Futsal Committee reserves the right to refuse an individual or team nomination. Registrations may be refused because of:
- 11.3.1 Incomplete lodgement of registration forms and/or payments
 - 11.3.2 Lodging of fraudulent registration details
 - 11.3.3 A team or individual's un-financial status with the association
 - 11.3.4 A team or individual's playing status – i.e. outstanding suspensions etc.

12. Invalid registrations due to false statement

- 12.1 If it is deemed that a player's registration has been accepted because of false statement by the player or by the team through which they are registered, without which the registration would not have been approved, the player will be considered an unregistered player and the team liable to expulsion from the competition.

13. Registration periods

- 13.1 Team and individual registrations will only be accepted during the official registration period.
- 13.2 Any team or individual registrations submitted outside the official registration period cannot be guaranteed entry into the competition.
- 13.3 Late registrations in competitive age groups will not be accepted after December 1 without NCF Committee approval. In non-competitive age groups late registrations will be accepted if available places permit.

14. Late applications

- 14.1 The NCF committee may accept late applications for entry into the respective competitions if:
 - 14.1.1 The finalisation of the draws will not be delayed
 - 14.1.2 The resultant competition is not disadvantaged by the entry of an additional team
 - 14.1.3 The team being entered late can be placed in an age group or division commensurate with the ability of the team
- 14.2 A late team nomination that could be placed instead of a bye may be accepted provided courts are available.

FEES

15. Registration Fees

- 15.1 The NCF committee will determine the rate of annual registration fees for each year.
- 15.2 Registration fees per individual covers:
 - I. Capital Football registration fee
 - II. FFA National Registration Fee
 - III. Facility Infrastructure Levy (FIL)
 - IV. Venue hire costs
 - V. Referees (for those competitions/games where NCF pays the Referees)
 - VI. NCF staff and administration costs
 - VII. Trophies and other equipment
- 15.3 Registration fees may vary for each competition depending on the length of matches and the length of competition.

CONDUCT OF GAMES

16. Game duration

- 16.1 Game duration for competitions may vary due to court availability at the discretion of the NCF Committee.
- 16.2 Game duration for junior competitions will consist of 2 equal length halves of 15 minutes (Under 7-9) and 20 minutes (Under 10-18), with a 2-minute half time break.

17. Courts

- 17.1 Standard size courts will be used for all junior competitions.
- 17.2 Modified courts may be used for minis/first skills programs.

18. Points allocation

- 18.1 Points will not be allocated to non-competitive games (U7 – U9).
- 18.2 Points will only be allocated to competitive games.
- 18.3 Points will be allocated as follows:
 - 3 points for a win
 - 1 point for a draw
 - 0 points for a bye
 - 0 points for a loss

19. Determination of Points Table

- 19.1 At the completion of the league matches, the point's table placement of teams will be determined by the number of points accrued in playing those matches. The team with the highest number of points will be placed first. The remaining teams will be placed per their point's accrual with the next highest number being placed second and so on.
- 19.2 If two teams are equal on points, then the following elimination process shall apply to determine the respective placements:
 - 19.2.1 The team with the higher goal difference would be placed as the higher of the two. If there remains a tied outcome, then:
 - 19.2.2 The team with the highest goals for would be the higher of the two. If there remains a tied outcome, then:
 - 19.2.3 A coin is tossed to determine the position.
 - 19.2.4 Where more than two teams finish equal on points, the ranking of teams is first determined by Goal Difference and if still equal Goals For will be considered.
- 19.3 If a competition has an odd number of teams, each round will subsequently have a bye match. Where teams have an uneven number of byes during that competition, the points table placement will be determined by the ratio; total points earned divided by the total number matches played.

20. Match sheets

- 20.1 It is the responsibility of the respective teams to ensure that match sheets are correct and include all players and team officials' names and shirt numbers (U10 -U18) prior to the start of the game.
- 20.2 Only players correctly listed on the match sheet at the start of play will be permitted to participate.
- 20.3 Should a player take the court that is not listed on the match card prior to the commencement of the game this will result in a forfeit of the match against the offending team and a 5-0 score will result.
- 20.4 The referee may refuse to let a team take the court until its part of the match sheet has been presented to him or her.
- 20.5 A team's match sheet must be shown to the coach or manager of the opposing team at his or her request.
- 20.6 All players listed on the match sheet must have in their possession some legitimate form of photographic identification which must be produced at the request of the Venue Manger, NCF Committee Member or opposing team manager. Legitimate forms of photographic identification may include a Driver's License, Proof of Age Card, School/University Issued ID Card, or passport.
- 20.7 The detection of a breach against a status or registration rule after viewing the opposing team's identification record may be the subject of a protest by that Team but will not be cause for the game not to be played or to be abandoned. Such protests will only be considered if they are forwarded in writing to the NCF Registrar within forty-eight hours of the event.
- 20.8 After the game, representatives from both teams are required to sign the match sheet to verify the score and note any injuries that occurred during the match. Coaches and/or Managers may also record any comments relating to purported breaches of these Rules.
- 20.9 Any player under suspension from NCF or CF may have their name noted on the match sheet and will not be permitted to play.

- 20.10 Scores recorded on the match sheet will be modified before publication if there is a goal difference of greater than 10 (ten goals). NCF has a mercy rule requiring the Points Registrar to publish scores with a maximum ten goal difference. For example, if the score were 18-2, the published score would be listed as 12-2. Actual match scores will be used if required for finals eligibility.
- 20.11 Match sheets will be completed for U7 – U9 teams but will only be used as an attendance register. Match scores will not be recorded or published.

21. Late Start

- 21.1 Teams not ready to kick off at the scheduled time as signalled by the referees will immediately be penalised one goal and then a further goal for every one-minute they are late.
- 21.2 If a team is not ready to kick off after five minutes past the scheduled kick off time as signalled by the referees the team will be considered to have forfeited the game and penalised as per Rule 23.

22. Rescheduling of Matches

- 22.1 Rescheduling of matches by teams will not be permitted.
- 22.2 Rescheduling of matches by North Canberra Futsal will only occur due to extenuating circumstances.
- 22.3 In the event of a match being rescheduled due to extenuating circumstances, both teams must agree to the proposed date and time for the match to be played.
- 22.4 If a match cannot be rescheduled within reason, the team requesting the rescheduling will have to forfeit the match or, at the discretion of the NCF Registrar the match may be recorded as a 0-0 washout.

23. Forfeiture of games

- 23.1 Teams must notify the North Canberra Futsal Secretary at least 48 hours prior to their game of their intention to forfeit.
- 23.2 Notification of forfeiture must be in writing (email preferred).
- 23.3 Forfeiture of games will result in a score-line of 5-0 being recorded against the forfeiting team.
- 23.4 Teams forfeiting more than two games per season and/or failing to provide 48 hours' notice of forfeiture on each occasion may be expelled from the competition.

24. Abandonment of games

- 24.1 An abandoned game because of player, spectator, or team official's conduct will result in the awarding of a 5-0 result being recorded against the offending team.
- 24.2 Games may be abandoned by the appointed referee on the grounds of:
- 24.2.1 threatening behaviour or conduct by player, team, spectator, or team officials
 - 24.2.2 insufficient players left on the court in accordance with Rule 25
 - 24.2.3 physical violence against an appointed referee, player, spectator, or team officials
- 24.3 Teams or individuals found responsible for the abandonment of games may also be subject to fines or suspensions as per the National Disciplinary Rules.
- 24.4 Games may also be abandoned due to circumstances beyond the control of the appointed referee such as:
- 24.4.1 unsafe court conditions such as power failures, insufficient lighting, water on court
 - 24.4.2 fire, flood, or bomb threat
 - 24.4.3 any other conditions that may endanger player safety including injured players
- 24.5 In circumstances described by Rule 24.4, teams will not be penalised because of the abandonment and the game may recommence once conditions are deemed satisfactory for play to recommence.
- 24.6 Games will recommence from the point of abandonment and scores will commence unchanged from those recorded at the time of abandonment.
- 24.7 If games are unable to recommence on the day of the abandonment due to time, games will be rescheduled at the discretion of the NCF committee.
- 24.8 Where a game under Rule 24.4 has no bearing on the result of the competition, it may be cancelled by NCF.

- 24.9 In the event of a walk-off by a team before the end of a game, that team will be considered to have forfeited the game. If the score line against the offending team is greater than 0 – 5, the match will be abandoned, and the score will be recorded as it was prior to the walk-off.

25. Minimum number of players

- 25.1 In junior competitions, a minimum of 4 players are required on court to commence a game.
- 25.2 In junior competitions, any team that has less than four players on the court either before or during the match will be considered to have forfeited the game. If the score line is greater than a 0 – 5 deficit, the score will be recorded as it was.

26. Unregistered players

- 26.1 Any player playing with a team in any competition who is not correctly registered in line with these rules shall be deemed an unregistered player.
- 26.2 The playing of unregistered players is not permitted under any circumstances and will result in the offending team forfeiting the game and possible expulsion from the competition.

27. Withdrawal of teams

- 27.1 In the instance of a team withdrawing from competition all fees paid are non-refundable. Extenuating circumstances may be considered at the discretion of the NCF committee; however, administration fees will still apply.
- 27.2 In the instance of a team withdrawing from the competition prior to the completion of the season, all points received in games against that team may be disregarded in the competition table for that league and a forfeit recorded for all games involving the withdrawn team.

28. Borrowing of players

- 28.1 Only fully registered NCF futsal players are permitted to be used as borrowed players.
- 28.2 Players can only be borrowed if they are age eligible, from a younger age group or from the same or lower division in the same age group.
- 28.3 A team who is borrowing players must have a minimum of three (3), and a maximum of five, of their own registered players playing in the match.
- 28.4 Teams borrowing players may only play with a maximum of six (6) players, including the borrowed players, in that match. Hence, if a team has three of its own players, it may borrow up to three players for the match, but if it has five of its own players, it may only borrow one player for the match.
- 28.5 A team is not permitted to borrow players if all their registered players are playing in the match.
- 28.6 A player may be borrowed by the same team up to a total of four (4) times throughout an entire season.
- 28.7 Borrowed players are not permitted to be used during finals series matches.
- 28.8 Breaches of the above 'Borrowing of players' rules will result in a forfeit being awarded to the non-offending team.

29. Spectators

- 29.1 Each team must keep its members and spectators in check, preventing any disturbance amongst its spectators and generally assist NCF in the preservation of law, order, and good discipline at the match. Any team that is found guilty of a breach of the rule will be liable to a penalty to be determined by the NCF committee and in conjunction with Rule 36 and may be liable to lose competition points.

CONDUCT OF FINALS SERIES GAMES

30. Player Eligibility for Finals

- 30.1 To be eligible for finals, players must be registered with that team and must have played a minimum of 5 games in the competition with the same team.

31. Game duration

- 31.1 At the completion of rule time in a Quarter or Semi Final the team with the highest number of goals moves to the next phase in the competition, or in the case of a Final, is declared the winner of the Competition.
- 31.2 If the match result is a draw at the completion of rule time, the following shall occur:
- 31.2.1 Extra time of five (5) minutes (for Grand Final matches), or three (3) minutes (for Quarter or Semi Final matches) each way will be played. The team scoring the most goals in the extra time-period is deemed the winner and in the case of a Quarter or Semi Final advances to the next phase in the competition, or in the case of the Final, is declared the winner of the Competition.
- 31.2.2 Where no goals are scored, or each team scores the same number of goals, then penalties shall be taken in accordance with the FIFA Futsal Laws of the Game. The winner in the case of a Quarter or Semi Final advances to the next phase of the competition, or in the case of the Final, is declared the winner of the Competition.

REFEREES

32. Appointments

- 32.1 Unless otherwise decided by the Referee's Standing Committee or the Futsal Referees Sub-Committee, the appointment of referees will be made by the NCF Referee Coordinator.
- 32.2 In the event of a match played without an appointed Referee or Assistant Referee, both teams will be notified as far as in advance as possible and will be responsible for supplying a person to referee half the match each.

33. Persons not to approach referee

- 33.1 With the exemption of team managers/captains carrying out the requirements of Rule 20 (Match Sheets) no person may approach the referee at the end of a game for any purpose whatsoever without the referee's consent.

34. Referee unable to complete game

- 34.1 If the senior referee must leave the court before the end of a game, the second referee will assume the responsibility of refereeing the game alone.
- 34.2 If the match is refereed by one referee and he/she must leave the court before the end of a game, a substitute referee will be supplied in accordance with Rule 32.2.

35. Reporting

- 35.1 If a player is cautioned or sent from the court, the referee must send a written report to the NCF Referee Coordinator by email or hand within forty-eight hours of the end of the game.
- 35.2 If a referee exercises his or her discretionary powers to suspend or end a game because of hot weather, interference by spectators, failure of a team to appear or any other cause, he or she must submit a report to the NCF Referee Coordinator within forty-eight hours of the stoppage of the game.

DISPUTES, DISCIPLINE, PROTESTS AND APPEALS

36. Disputes and Disciplinary Regulations

All Teams, Players, Team Officials, Match Officials, spectators or any person participating in any manner at an NCF futsal match, or any associated event, will submit exclusively to the jurisdiction of the Capital Football's Disputes and Disciplinary Regulations and these rules as applicable.

TIME OUTS, YELLOW AND RED CARDS AND SUSPENSIONS

37. Time Outs in Non-Competitive Games

- 37.1 In non-competitive games, a referee has the authority to ask a player to leave the field of play for a period of 5 minutes, with a replacement, for any action they deem to be against the spirit of the game and/or LOTG.
- 37.2 For a second action by the same player in the same game, that is deemed to not be in the spirit of the game that player will be removed from the field, with a replacement, for the remainder of that game.

38. Yellow Cards

- 38.1 If a player accrues four (4) yellow cards in a single divisional or age-based competition, that player shall serve an automatic one (1) match ban in the next scheduled match in that competition.
- 38.2 If a player accrues a further three (3) yellow cards in the same competition, that player must serve an automatic one (1) match ban in the next scheduled match in that competition.

39. Red Cards

- 39.1 Any player who receives a red card in a match must serve an automatic one (1) match ban in the next scheduled match in that competition. Further sanction may be imposed for serious offences as determined by the NCF committee.
- 39.2 A team recording three red cards received by registered or borrowed players while playing in that team for R1, R2, R3 or R6 offences may be expelled from the competition.

40. Suspensions

- 40.1 Any player who receives a suspension must serve that suspension in the next scheduled match(es) for their team until the suspension is served completely.
- 40.2 If a player is suspended and their team forfeits the next match, that player is deemed not to have served the suspension in the forfeited match. However, if the opposition forfeits the match, the player is deemed to have served the suspension.
- 40.3 Any player who is suspended and plays in a match before the period of their suspension has been served will receive an additional four (4) match suspension and the team will be given a forfeit.

SCHEDULE 1: Hot Weather Policy

Phase 1 - 30° Celsius in Stadium

- All teams advised to increase fluid intake before and during the game.
- Game reduced to 18-minute halves.
- Two-minute drink break at 9-minute mark.

Phase 2 – 31-35° Celsius in Stadium

- Game reduced to 15-minute halves.
- Two-minute drink break at 7-minute mark.
- Five-minute half time break

Phase 3 - 36° Celsius in Stadium

- Teams given option to cancel or defer game.
- If one team wants to cancel/defer, the game will be called off.
- Cancelled games given as 3-3 draw.
- Deferred game will be played within 3 weeks at the discretion of the NCF Points Registrar.
- No refund of fees is available for cancelled games.

Determination of temperature can only be made by the NCF futsal venue manager and/or NCF committee member.

These guidelines have been devised in accordance with the Hot Weather Guidelines issued by Sports Medicine Australia.

SCHEDULE 2: Offences

Part 1: Yellow Card Codes

Y1 is guilty of unsporting behaviour

Y2 shows dissent by word or action

Y3 persistently infringes the Laws of the Game

Y4 delays the restart of play

Y5 fails to respect the required distance when play is restarted with a corner kick, free kick, or throw-in

Y6 enters or re-enters the field of play without the Match Official's permission

Y7 deliberately leaves the field of play without the Match Official's permission

Part 2: Red Card Codes

R1 is guilty of serious foul play

R2 is guilty of violent conduct

R3 spits at an opponent or any other person

R4 denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his or her own penalty area)

R5 denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick

R6 uses offensive or insulting or abusive language and/or gestures

R7 receives a second caution in the same Match

SCHEDULE 3: Fixed Penalties for Offences

Fixed Penalties Against Any Club Associate

Offence	Grading Guidelines Offences	Penalty
R1: Serious Foul Play	Tackle endangering an opponent e.g., over the ball tackle or tackle from behind not trying to play the ball.	Auto plus one match
	Tackle endangering an opponent coming from distance; involving speed or brutality	Auto plus two matches
	Tackle inflicting injury on an opponent.	Auto plus four matches
	Accidental elbow to the face in contest for the ball.	Auto plus two matches
	Intentional elbow to the face in contest for the ball	Auto plus four matches
	Any other more serious offence.	Auto plus Tribunal
R2: Violent Conduct	Attempts to kick, strike or stomp.	Auto plus one match
	Pushes or throws to the ground or up against an object or fixture or rugby style tackle.	Auto plus two matches
	Violent charge or body contact.	Auto plus two matches
	Strikes with the ball or other object.	Auto plus three matches
	Kicks, strikes, elbows, or stomps.	Auto plus four matches
	Holds by the throat or genitals.	Auto plus six matches
	Any other more serious offence.	Auto plus Tribunal
R3: Spitting at an opponent or any other person	Spits at a player not hitting the player.	Auto
	Spits on a player making contact other than face.	Auto plus two matches plus Tribunal
	Spits at or on a Club Associate.	Auto plus five matches plus Tribunal
	Spits in face of opponent	Auto plus Tribunal
R4: Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball		Auto
R5: Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick		Auto
R6: Using offensive, insulting, or abusive language and/or gestures Note: Penalties prescribed apply to coaches, players, and vested match officials for bringing the game into disrepute	Swearing or offensive, insulting, or abusive gestures because of frustration and not maliciously directed personally at a Match Official.	Auto plus one match
	Conduct (whether before, during or after any match) by a coach or vested match official which in the opinion of the match official is directed at a match official in an offensive insulting or abusive manner	Auto + Tribunal
	Any coach or club official sent from the technical area	Auto + plus Tribunal
	Making discriminatory, racist, religious, ethnic, or sexist remark and/or gesture.	Auto plus Tribunal
	Threaten by word or action.	Auto plus Tribunal
R7: Receiving a second caution in the same match	Nil	Auto

Fixed Penalties Against Any Match Official

Offence	Grading Guidelines	Minimum Penalty
R2: Violent Conduct	Attempts to kick, strike or stomp	Auto plus 6 months + tribunal
	Pushes, grabs, or holds	Auto plus 6 months + tribunal
	Tripping	Auto plus 12 months + tribunal
	Pushes or throws to the ground or up against an object or fixture or rugby style tackle	Auto plus 2 years + tribunal
	Strikes with the ball or other object	Life ban
	Kicks, strikes, elbows, or stomps	Life ban
	Holds by the throat or genitals	Life ban
	Any other form of violent conduct	Auto plus 6 months + tribunal
R3: Spits at an official	Spits at an official but not hitting the official	Auto plus 12 months + tribunal
	Spits on an official, their clothing or equipment	Auto plus 2 years + tribunal
	Spits in the face of a match official	Life ban
R6: Using offensive, insulting, or abusive language and/or gestures	Swearing, or offensive, insulting, or abusive language and/or gestures directed at a match official	Auto plus 3 weeks
	Accusing a match official of being a cheat	Auto plus 3 weeks + tribunal
	Use of discriminatory, homophobic, racist, religious, ethnic, or sexist language and/or gestures	Auto plus 6 weeks
	Commits any R6a or R6b offence having previously committed any one of these offences before in the season	Auto plus 6 weeks
	Commits any R6a, R6b or R6c offence having previously committed any two of these offences before in the season	Auto plus 9 weeks +tribunal
	Threaten or intimidating a match official by word or action	Auto plus 1 year + tribunal
	Threat of physical violence towards a match official or his/her family or property	Auto plus 2 years + tribunal

SCHEDULE 4: Determinations Bringing the Game into Disrepute

1. For the purposes of these Disciplinary Regulations a charge of “Bringing the Game into Disrepute” shall be considered as a charge of “misconduct or of behaviour prejudicial to the interests of the game” when referring to disciplinary procedures, penalties and other disciplinary matters.
2. In addition, failure to comply with any of the following specific directions shall also be an offence and shall be deemed as “Bringing the Game into Disrepute”:

Conflicting Sponsorship

No participating club shall grant approval to any player or club official of that club for any individual sponsorship agreements with any company or products which conflict with the aims and objectives of North Canberra Futsal, Capital Football, FFA or its sponsors.

Detrimental Statements – Match Officials

Players and Club Officials shall not make any detrimental statement to the public or the media in respect to the performance of any Match officials.

Detrimental Statements – Capital Football Policy

Players and Club Officials shall not make detrimental public statements in respect of any policy decisions of North Canberra Futsal or Capital Football.

Detrimental Statements – Sponsorship

Players and Club Officials shall not make any public statements detrimental to the image of the sponsors of North Canberra Futsal and Capital Football and its members.

Wearing of Detrimental Logos, etc.

Players and Club Officials shall not wear any apparel bearing any insignia, logo, or sponsorship message, which knowingly may be detrimental to the image of the sponsors of North Canberra Futsal and Capital Football and its members.

Inciting of Violence

Players and Club Officials shall not do anything by act or omission, which in the normal course of events is likely to incite spectators to violence or other acts of disorder.

Disobey Reasonable Direction

Players and Club Officials shall accept and obey all reasonable directions from Match Officials, Ground Officials, committee members of North Canberra Futsal and Capital Football Staff and Board Members.

Comments on Committee Matters, etc.

Players and Club Officials shall not make any statements to the media in respect to any matters set down for hearing at any Committee, Disputes Committee or Committee of inquiry and shall include Appeals in respect to the decisions of these Committees and Committees.

Inducement to Act Contrary to the Rules

Any player or club official who induces any player or any official to act contrary to the provisions of the North Canberra Futsal Rules and Regulations or By-Laws, or Articles of Association of Capital Football and FFA shall be deemed to have brought the Game into disrepute.