

SEASON BY-LAWS

The Superliga de Futsal Brisbane will be playing modified versions of the AMF Futsal rules.

Cards and Suspensions:

1. Yellow Cards.

- 1.1 A player will be shown a Yellow Card for any of the following offences.
 - 1.1.1 Persistent infringements.
 - 1.1.2 Dissent by words or action.
 - 1.1.3 Displaying non-sportsmanship behaviour/conduct.
 - 1.1.4 Incorrectly leaves the field of play.
 - 1.1.5 Deliberately delays the restart of play.
 - 1.1.6 A goalkeeper crossing over the halfway line.
- 1.2 Yellow cards will accumulate over the duration of the season.
 - 1.2.1 Once a player reaches a combined total of 5 Yellow and/or Blue Cards for the season, they will be suspended for 1 match, and their card count will reset to 0.
- 1.3 If a player collects 2 Yellow Cards in one match, and receives a Blue Card, only 1 of the Yellow Cards will count to their Yellow Card accumulator.

2. Blue Cards.

- 1.1 If a player accumulates 5 individual fouls in a single match, they will be shown a straight Blue Card.
- 1.2 A player receives 2 Yellow Cards in one match they will be shown a Blue Card, and 'sent off' for the remainder of the match.
 - 1.2.1 A player who receives a Blue Card is not permitted to remain on the bench and must exit the technical area.
- 1.3 If a player is shown a Blue Card, their team may replace them on the court immediately.
- 1.4 Players shown a Blue Card will receive no suspension and shall be eligible for their teams next match.
- 1.5 Once a player reaches a combined total of 5 Yellow and/or Blue Cards for the season, they will be suspended for 1 match, and their card count will reset to 0.

3. Red Cards.

- 1.1 A player will receive a Red Card for any of the following offences.
 - 1.1.1 Violent conduct.
 - 1.1.2 Spitting.
 - 1.1.3 Using rude, offensive, and obscene language.
- 1.2 Players who are shown a Red Card will receive a minimum 2-week suspension.
 - 1.2.1 Any player who receives a Red Card may submit an appeal to the judiciary committee, for a fee of \$100.
 - 1.2.2. If the appeal is successful, the ban will be overturned, and the \$100 fee will be returned to the player.
- 1.3 If a player is shown a Red Card, their team may replace them on the court immediately.

Distances from the Ball:

1. From all stoppages in play (Kick-In, Free-Kicks, Corners, Kick-Off), players are required to be 3 meters away from the ball.

Fouls:

1. Individual
 - 1.1 Each player will have an accumulation of fouls per match.
 - 1.2 Players will be notified once they have reached their 4th foul, and upon committing a 5th they will be shown a Blue Card.
2. Team
 - 1.1 Each team is permitted to have 5 accumulated fouls, in each half of the game.
 - 1.1.1 Once a team reaches their 5th foul of the half, the referee will pause the game to signal that a 5th team foul has been committed.
 - 1.2 From the 6th foul onwards, all fouls are sanctioned with a 9m penalty.

Goalkeepers:

1. 'Two-Touch' Rule

Goalkeepers are able to receive the ball 2 times without the ball touching an opposition player. The 3rd touch will result in a kick/throw-in to the other team.

 - 1.1 Example

Goalkeeper receives the ball from a kick/throw-in, or when starting from a goal kick = TOUCH 1.
Goalkeeper is then passed the ball from a teammate (without it touching an opposition player) = TOUCH 2
Goalkeeper is then passed the ball again (without it touching an opposition player) = TOUCH 3, kick/throw-in to the other team.
2. Half-Court
 - 2.1 Goalkeepers are not permitted to cross the halfway line during the match. If a goalkeeper crosses the halfway line they will be shown a Yellow Card.
 - 2.2 Goalkeepers are not allowed to throw the ball over the halfway line on the full. If the ball goes over halfway then it will be a kick-in to the opposing team on the halfway line.

Kick-Ins / Throw Ins:

1. Players will have the option of kicking the ball in, or throwing it in, after the ball has exited the court of play.
 - 1.1 Kick Ins
 - 1.1.1 The ball must be stationary, on or behind the outline of the court.
 - 1.1.2 The players planting foot must be on or behind the outline of the court.
 - 1.2 Throw Ins
 - 1.2.1 Players feet must be perpendicular to the outline of the court, and must be behind the outline.
 - 1.2.2 When throwing the ball it must travel with an arc.
2. All kick ins and throw ins have a 4 second time limit. Failure to complete in this time will result in the opposing team receiving possession of the ball.

Points:

1. A win = 2 points, a draw = 1 point, and a loss = 0 points.

Substitutions:

1. Court Players.
 - 1.1 All substitutions must take place when the ball is out of play.

1.1.1 If a substitution is made whilst the ball is in play, both players shall receive a Yellow Card.

2. Goalkeepers.

2.1 If a goalkeeper is wishing to be substituted, they must notify the referee's, who will stop the game the next time it exits the court of play.

3. Whole Team Substitutions.

3.1 If a team is wishing to make a whole team substitution (all 4 court players), they must notify the referee's who will stop the game the next time the ball exits the court of play.

4. Substitution Timing/Position

4.1 Substitutions can only be made when the ball is out of play.

4.2 Substitutions must be made within the substitution zone.

4.3 The player coming on must wait for the player they are replacing to leave the court.

4.3.1 If a player comes on to the court before the player they are replacing has left the court, the player will be shown a yellow card.