



BELMONT OASIS BY LAWS

REBOUND SOCCER



JANUARY 1, 2016

BY LAWS
BELMONT OASIS SPORTS
REBOUND SOCCER



INTERPRETATION

1a. Day to day interpretation of these bylaws shall be the responsibility of the most senior official present at the time. Appeals against interpretation shall be lodged in writing with the management.

1b. Dangerous play includes (not exhaustively): not showing obvious signs of being aware of other players on the court and of other player's movements (including fellow team members), inadequate use of player's peripheral vision, running out of control, making little or no attempt to change directions or reduce speed on approaching another player, failure to avoid contact.

1c. Misconduct includes (not exhaustively) arguing with the umpire, abusive conduct, deliberately holding up play, conduct against the spirit of the game, rough or dangerous play threatening behavior.

REGISTRATION

2a. New players may be introduced at any time during the season provided that they comply with bylaw requirements.

2b. New players introduced during the last four (4) matches of the season are not eligible for finals match selection.

2c. Team registration ceases at the end of any one season.

TRANSFERS

3a. A player may transfer from one team to another team once during the season

3b. Disputes on clearances will be heard upon request by management of the venue.

FORFEITS FINES

In the event of a forfeited match, a forfeit fine will apply.

More than 48hours notice-	Match Fee &	\$0
Less than 48hours notice-		\$10
No show or less than 1 hour notice-		\$20

Please note if you are the offending team, no refund is given on game fees. The game fee will be deducted from the forfeit fine.

In the event of a forfeit and no match conducted the game fee paid by the non-offending team shall be credited to the subsequent game.

Any team forfeiting twice in any one season may be replaced with notice at the discretion of the management of the venue.

Oasis reserves the right to not award premiership points to forfeiting teams until such times as the forfeit fine has been paid in full.

In the event of a forfeited match Oasis reserves the right to call in the bye team for legal match towards premiership points.

The results of a forfeited game will be 5—0



TEAM UNIFORMS

- 4a. All players in each team are required to present themselves in conforming uniforms for each match. All players must be wearing the same coloured tops and bottoms.
- 4b. Three weeks' grace will be allowed from the commencement of a season for players to procure conforming uniforms. After this period, one point per player out of uniform will be awarded to the opposition.
- 4c. New players joining a team during the course of a season will be allowed one (1) week to produce conforming team uniform.
- 4d. Any team replacing another team at any time during the season in progress shall be allowed three (3) weeks grace to comply with conforming uniforms.
- 4e. Uniform may not consist of jeans, cargo pants, or shorts/pants where pockets or loops are deemed a hazard.
- 4f. No jewelry, watches or slide combs in hair are permitted on court due to safety requirements. Please leave jewelry and valuables at home, Belmont Oasis will not be held responsible for losses or theft.
- 4fa. The use of wearable exercise tracking devices and medical alert jewelry are permitted if adequately covered by clothing or tape.
- 4g. All players must wear correct sneakers at all times. No slip ons, Velcro or casual shoes of any kind. No rigid or hard soles, bars or studs may be worn.
- 4h. Players shall not wear any jewelry, or equipment, including uncut or jagged fingernails, which may constitute a danger to other players and to be policed at the official's discretion.

ELIGIBILITY OF PLAYERS

- 5a. A team is required to ensure that all full names of players present and ready to play in the match are written on the official match scoresheet.
- 5b. If player's full names are not written on scoresheet, this will affect their eligibility for finals play. Players must be recorded five times during season to be eligible.
- 5c. Late arrival players whom are ready to play may have their name included on the official match scoresheet. Should it be discovered during the course of a match that the name of an on-court player does not appear on the score sheet, this players name may be added without penalty.
- 5d. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player.
- 5e. A registered player may only fill in for an opposition team in a different grade. An unregistered/fill in player may play in any position until they have played 5 games or more for one team. If this is the case, they become a registered player.
- 5f. A registered player must only fill in to increase the number of players to 4 to make the match legible.
- 5g. No player who has played 4 or more minor round matches in a higher grade collectively shall be eligible to play in lower grades.
- 5h. Players must be 16 years of age or older. Exception applies where the parent or guardian of a child over 12 years of age offers express written consent to play in the competition.

FINAL MATCHES

- 6a. To qualify for finals match selection, a player must have played at least five (5) minor round matches during the season for the team that is participating in the finals.
- 6b. Teams who receive forfeits against them, will have players automatically registered as playing (given they have participated in the previous 3 rounds).

TEAM RESPONSIBILITIES

- 7a. The nominated team representative shall be held responsible for the conduct of its members and spectators. They shall be the only team member to approach the officials at either half time or full time to discuss or question the game involved. Red and Yellow cards can be awarded on coaches, bench players and spectators by the officials to their own discretion.
- 7b. All players must ensure, to the satisfaction of the senior match official/and or duty manager, that fingernails, rings, and/or other apparel do not present a hazard to the other players. Final approval is at the sole discretion of the umpire in charge.
- 7c. Whilst we recognise the need for teams to introduce new players during a season, we reserve the right to not allow teams to increase their playing strength beyond the compatibility of the grade in which they play, by the introduction of such players.



THE PREVENTION OF DANGEROUS PLAY

If in the umpire's opinion a player is:

Making insufficient effort to become aware of others' movements and position on the court; and /or

Causing him/herself to become blinded as to the position of the other players and/or

Putting him/herself in a position where he/she is in a blind spot to other players, and/or

Posing a potential risk of significant or serious injury to him/herself or to other players (including players from his/ her own team).

The umpire may (whether or not a warning has previously been given) remove the player from the court and the player removed shall observe other players from the sideline for a period at the discretion of the umpire. The umpire has absolute discretion to exercise this rule as many times as he/she deems necessary during the match.

TRIBUNALS AND MANAGEMENT ENQUIRIES/PLAYER/TEAM REPORTS

8a. Players/teams must not engage in misconduct

8b. A team shall be held responsible for the conduct of its members and spectators.

8c. Players and team officials shall be subject to report by any official or staff member of the venue for any form of misconduct.

8d. Misconduct shall include abusive language, unsporting conduct, undue rough play, resisting, striking and attempted striking.

8e. The official or staff member shall complete an official's report form which shall be lodged with centre management.

Any player or team, who has an officials report lodged against them, shall receive the following:

- Notification of the report: outlining the allegation/s, regulations or policies they have allegedly breached and possible penalty that may be imposed.
- Opportunity to respond: the accused will be given the opportunity to respond to the allegations. (in writing)
- Evidentiary investigation: ask questions to clarify/expand on any evidence presented by parties involved.
- After all evidence has been presented, the tribunal will make a decision: All parties involved will be notified verbally and in writing of final outcome.
- The Tribunal panel will consist of the following staff depending on the severity of the report: sports manager and the duty manager on shift at time of reporting for minor reports and the Centre manager and Sports manager for major reports.

8f. If centre management receives a written complaint about any player, team, official or spectator reporting for misconduct, a management enquiry will proceed. Evidence will be collected; the final outcome will be at the discretion of centre management. Management decisions will be final.

ABANDONED MATCHES

9a. Decisions in relation to the outcome of abandoned matches will be determined by management.

ILLEGAL PLAYERS

10a. The penalty for playing illegal players is automatic forfeit of the match or matches in which the offence occurred.

10b. Illegal players will be defined as follows:

- Failing to pay the appropriate admission fee.
- Non observance of transfer regulations.
- Non observance of qualification criteria for finals matches.
- Playing under an assumed name.

10c. A player knowingly playing under an assumed name may be reported for misconduct to the venue management.

PREMIERSHIP POINTS

11a. Three points shall be awarded for a win, two for a draw, 1.5 points for a bye, one point for a loss and nil points for a forfeit.

EQUIPMENT

12a. Suitable match balls will be provided by the venue.



PROTESTS

13a. Protests from teams or players are to be lodged in writing to the management.

FORFEITS

14a. When a team has four (4) players the match must start and will be deemed a competitive match. If a team has less than five players then for every minute or part thereof that play is late commencing, the opposing team will be awarded one (1) goal until ten (10) minutes has expired. Should the other players/s arrive ready to play before the expiration of ten (10) minutes, the match will proceed as a normal game

14b. If a team does not have four (4) players on the court and ready to play within ten (10) minutes of the scheduled starting time, it shall lose the match on forfeit and be required to pay a forfeit fine as detailed in the bylaws. The final score awarded for a forfeit will be 5 to nil.

DRAWN MATCHES

15a. In the event of an equal score at the conclusion of full time of any non-final match, then that match will be considered a draw and each team will be awarded two premiership points.

15b. In the event of a draw in any finals match, there will be one 5 minute extra time followed by a penalty shoot out if required.

TIMES

17a. All minor round matches shall consist of the following time unless indicated otherwise by management.

Two (2) x 15 minute halves.

GRADING

18a. Grading and re-grading of teams will be the sole responsibility of the centre management and may be subject to change. Teams may put forward a grading request to management and they will endeavour to assist where possible.

UMPIRES

19a. Oasis will provide referees to officiate games and their decisions for the duration of the game shall be final. Their powers and jurisdiction will cease only at the time of the relevant management committee. They will be sole arbiter in the interpretation of the laws for the duration of the game.

19b. Oasis encourages teams to provide us with contacts of players who are willing to officiate in any sport. All officials will receive payment.

19c. In the event of misconduct by players, substitutes, coaches or spectators, the referee has the ultimate authority to abandon the game.

19d. In the event of injury to the referee, the game shall cease immediately until a new referee can be appointed.

REQUESTS

20a. Teams may put forward requests to management prior or during the season; however, management may not be able to accommodate all requests but will endeavour to assist where possible.



COMPETITION RULES

PLAYING AREA, EQUIPMENT AND PERSONNEL

THE PLAYING AREA

1a. The overall dimensions of the playing area shall be determined by the Stadium size.

PENALTY SPOT

2a. A penalty kick shall be taken from a point 0.75m outside the goal area semicircle, directly in line with the centre of goal.

GOALS

3a. The goals shall be placed against the wall and shall be centrally located between the two width extremities of the playing area. The minimum size of the goal opening shall be 2.75m wide by 1.8m high and nets shall be affixed to the goals in such a manner so as to trap the ball and prevent it from rebounding off any solid obstruction.

CENTRE MARK

4a. A suitable mark shall be made in the exact centre of the playing area length, and in line with the centre of the goal opening. The game will commence from this point and will recommence in the event of a goal being scored, second half of play, or any extra periods of time.

THE BALL

5a. Shall be a suitably inflated indoor soccer ball supplied by the centre.

NUMBER OF PLAYERS

6a. A team shall comprise of five (5) players: one of who shall be goalkeeper. Each team shall be permitted up to five substitutes. Substitution of the goalkeeper with an off-field substitute or on-field player may only be made during a stoppage and with consent of the Referee. To effect a field player substitution, the incoming player notifies the referee of his intention from outside the playing area and must enter the playing area at a designated point only after the outgoing player has left the playing area.

PLAYER UNIFORMS AND EQUIPMENT (refer bylaw No.4)

7a. Players of a team shall be dressed in uniform shorts and shirts. Goalkeepers may wear tracksuits.

START OF PLAY

8a. The Home Team will have the Kick Off however the Away Team will decide on which way to play first. The ball may be kicked in any direction to start play, opposing players must be 1m from the centre mark, and all players must be within their own half of the playing area. A goal may be scored direct from the kick off.

8b. The game shall be restarted in like manner after a goal has been scored.

BALL IN AND OUT OF PLAY

9a. The ball shall be in play at all times from the start of the game unless:

- The ball rises above goal height.
- The ball has crossed the goal line.
- The referee has given the signal for full or half time.
- The game has been stopped by the referee.
- The ball goes out of the playing area.

BALL ABOVE GOAL HEIGHT

10a. Referee shall have sole discretion of goal height. The heading of the ball shall not be allowed.

10b. If an attacking player shoots to score, and the defending player blocks the ball, resulting in the ball going above goal height, the referee will wave for play on.

SCORING

11a. A goal is scored when the whole ball has crossed the goal line between the goal posts and under the cross bar. A goal is not allowed if the ball was last played by a player of the attacking side whilst within either goal area. An attacker may begin their kick from outside the goal area and follow through into the goal area once the ball has left their foot.

DURATION OF THE GAME

12a. The duration of the game shall be two equal halves of 15 minutes. There shall be no half time interval.

12b. Time may only be extended in either half to allow the taking of a penalty kick. Deliberate and flagrant time wasting shall be penalised.



OFFSIDE

13a. There is no offside.

THROW INS, GOAL KICKS AND CORNER KICKS

14a. There are NO throw ins, goal kicks or corner kicks.

GOALKEEPER

15a. The goalkeeper may return the ball into play by under arm or side arm throw. Provided that the goalkeeper has not handled the ball, they may return it to play by kicking the ball off the floor. The goalkeeper is not permitted to use an over arm throw or deliver the ball above head height and must at all times remain in his goal area.

15b. If the goalkeeper leans outside his area to play the ball outside the confines of his area, they shall be deemed to have handled the ball and shall be penalised accordingly.

15c. The goalkeeper may pick up the ball after a member of their team has "passed back" to them.

FREE KICK

16a. When a player is taking a free kick whether direct or indirect, all opposing players must be at least 3 meters from the ball until it is in play.

PENALTY KICK

17a. Shall be taken from the penalty mark and except for the defending goalkeeper, no other player may enter the goal area. The goalkeeper shall not move his feet off the goal line until such time as the player taking the penalty kick has struck the ball. Infringement by the goalkeeper shall result in either the score counting or a replay of the penalty kick.

PLAY WITHIN THE GOAL AREA

18a. No player is permitted within the goal area except the goalkeeper excepting as provided for under the heading of a penalty kick. Referees will distinguish between accidental and intentional entry into or egress from the goal area. Only a deliberate action where the player either plays the ball or attempts to play the ball will be penalised. Accidental entry or egress by the goalkeepers will be ignored providing that the player, unless injured, leaves or returns to the goal area immediately.

USE OF APPURTENANCES

19a. No player may support himself or herself by using the surrounds, rails or walls of stadium.

RULES INFRINGEMENTS – INTERPRETATION AND PENALTIES

BALL ABOVE GOAL HEIGHT

1a. Indirect free kick against offending side from where ball was last played. If two players meet ball simultaneously, the referee will drop the ball from point of impact. When the ball rebounds above the goal height from the wall, barricade, goal post, cross bar or other obstruction the referee will signify play on by making a loud and clear play-on call. Should the ball strike the roof after rebounding from any obstruction, it shall be deemed a dead ball and play will be restarted by a drop ball as near as practicable to the point of contact with the roof.

GOALKEEPER THROWING BALL ABOVE GOAL HEIGHT AND/OR USING OVERARM ACTION

2a. Indirect free kick against offending goalkeeper from a point 3 metres outside goal area, at the sidelines from the goal area.

OBSTRUCTION

3a. Indirect free kick.

USING APPURTENANCES AS SUPPORTS

4a. Indirect free kick.

ATTACKING PLAYER IN GOAL AREA

5a. Goalkeeper's ball for throw out only.

DEFENDING PLAYER IN GOAL AREA OR GOALKEEPER OUTSIDE GOAL AREA

6a. Penalty kick against offending team.

MORE THAN FIVE PLAYERS ON THE PLAYING AREA

7a. Indirect free kick at the point of substitute entry.

BALL GOES OUT OF PLAYING AREA

8a. Indirect free kick against offending team at point of exit of hall.

ALL DIRECT AND INDIRECT FREE KICKS

9a. No free kick shall be taken within 3 metres of the goal area excepting a penalty kick provided for elsewhere in these rules.



MISCONDUCT – INFRINGEMENTS AND PENALTIES

HANDLING THE BALL

1a. Any player intentionally handling the ball shall be penalised by a direct free kick. This does not apply to the goalkeeper within his own area.

CHARGING AN OPPONENT

2a. Direct free kick against the offending team.

TRIPPING AN OPPONENT

3a. Direct free kick against the offending team.

PUSHING AN OPPONENT

4a. Direct free kick against the offending team.

KICKING OR STRIKING AN OPPONENT

5a. Direct free kick against the offending team.

FOUL AND ABUSIVE LANGUAGE DIRECTED AT ANY OTHER PERSON

6a. Direct free kick against the offending team.

DISSENT OR INFRINGEMENT

7a. Direct free kick against the offending team.

JUMPING AT AN OPPONENT

8a. Direct free kick against the offending team.

PLAYING IN A DANGEROUS MANNER

9a. Direct free kick against the offending team.

****** PLEASE NOTE ******

Whilst the above listed penalties generally apply to the various offences, it must be made quite clear that the Referee has the authority to go outside these penalties, should the circumstances warrant more severe action.

WARNINGS, DISQUALIFICATIONS AND REPORTS

YELLOW CARD

1a. Shown to the player indicating a warning for misconduct. Player must leave the court for a minimum period of two (2) minutes. Player may only rejoin the game upon the instruction of the referee. Two yellow cards in one game constitutes a red card and the player will be dismissed for the remainder of the game.

RED CARD

2a. Shown to the player indicating immediate dismissal from the game. If the referee deems that the misconduct requires further investigation, a report will be completed and a tribunal will sit to discuss further penalties.

2b. If any player accumulates three (3) red cards in any one season, the player shall be considered as reported and will be required to appear in front of a tribunal hearing for determination of suspension. Such players will be considered ineligible for any individual trophies in that season.

2c. The Referee is not required to show a yellow card first. Red cards shall be shown at the discretion of the referee.

2d. Players can be reported by any stadium official for any form of misconduct. A referee may report a player without first issuing a yellow or red card.

DISQUALIFIED PLAYERS

3a. In the event of a player being expelled from a game a substitute player is not allowed to replace the expelled player.