
CASEY STADIUM

AT TERRY VICKERMAN BUILDING

Indoor Soccer By-Laws

OCTOBER 10, 2024

CASEY LEISURE, CASEY STADIUM

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Introduction

Casey Leisure & Casey Stadium aim to provide opportunities for all those involved in our competition, to practice and develop their knowledge and skill. It is our goal to create a safe and inclusive environment for our patrons to enjoy.

Casey Stadium management reserves the right to adjudicate in the best interest of our competition and center, on any matters not covered by these by-laws. Casey Stadium management also reserves the right to vary or set aside the application of these by-laws were deemed necessary.

All incidents will be reviewed by the Casey Stadium Program Coordinator, with all communication being delivered directly to the Team Delegate of those involved.

The following by-laws are applicable to our following competitions: Monday 5-a-side, Thursday 6-a-side.

I.

1.1 Grading

Casey Stadium reserves the right to grade/re-grade team entries to ensure fair competition. Grading occurs in the event 12 or more teams are entered into the Competition.

In the event our competition is graded. Teams will be split into 2-3 categories, consisting of no less than 6 teams. These categories are subject to our evaluation, as per the results of games played.

1.2 Fixturing

Fixtures are generated in an effort to enforce fair and competitive games. Fixtures are generally created manually; however, Casey Stadium reserves the right to edit fixtured matches to create accommodations.

Email notification will be sent for fixture changes outside of 7 days, calls will be made if changes occur within 7 days.

1.3 Finals

During finals, players will be required to have participated in 4 regular season games.

Casey Stadium staff are required to review players participation. Casey Stadium staff have the right to request identification to verify your team status.

Casey Stadium Staff reserve the right to rule a player ineligible for finals if there is sufficient doubt regarding their qualification status.

II.

2.1 Conditions Of Entry

All participants of our competition must adhere to the [Casey Leisure Conditions Of Entry](#).

2.2 Privacy Policy

All participants of our competition must adhere to the [Casey Leisure Privacy Policy](#).

2.3 Referee-Player Communication

In our competitions, we require respectful communication between referees and players. A decision may be respectfully questioned by a Team Captain, as long as it is approached in a calm and inquisitive manner. Once the referee has given an answer the interaction will be ceased. General players and spectators may not communicate with the referee in any circumstances.

Failure to adhere to this may result in the disciplinary responses as listed in this document.

2.4 Player-Player Communication

In our competitions, we require respectful communication between referees and players. It is understood that a competitive environment involves verbal interaction between teams. All communications are required to remain appropriate. Any anti-social behavior including swearing and abusing another player will not be tolerated.

Casey Stadium staff reserve the right to deem what communication is considered inappropriate. Penalties may apply.

2.5 Yellow Cards

In the event a player is issued a yellow card, they will be required to sit out for the subsequent 5 minutes. This player will not be allowed to interact with the referee or other players whatsoever, failure to adhere will result in an upgrade to a red card.

If a player is issued a second yellow card during one game, they will be required to sit out for the remainder of the game. This player will not be allowed to interact with the referee or other players whatsoever, Failure to do so will result in the card being upgraded to a red card.

Referees have the right to issue yellow cards both proactively and retroactively, to ensure a safe and fair environment. Cards may be issued to multiple players at once.

Casey Stadium staff reserve the right to issue yellow cards outside of the listed reasons in this document. This will be made by staff judgement, based on the offense.

2.6 Red Cards

In the event a player is issued a red card, they will be required to sit out for the remaining game time. Failure to leave the field will result in a team forfeit.

The offender who has been issued a red card will be suspended from participating in their next game.

Once issued a red card, the offender will not be able to speak to any referees or players for the duration of the match. In the event they do, this player will be asked to leave our Centre. Subsequent suspensions will be applied.

2.7 Spectators

Under no circumstances are spectators to communicate with our referees or players for the duration of our game or breaks.

Outside of these periods, all communications must be respectful.

Casey Stadium staff have the right to deem what qualifies communication as disrespectful.

Failure to adhere will result in us asking you to leave our Centre.

2.8 Minimum Age

All players must be 16 years of age or older, all team delegates must be 18 years of age or older. All teams must consist of at least one person over 18 years of age. This may be asked to be verified by legal identification at staff discretion.

III.

3.1 Game Cancellation

Due to a variety of reasons, your game may be cancelled. This will be due to our inability to run our competition on the required space, due to a hazard of equipment or a lack of staff.

In this event, the game will be rescheduled where possible, at the convenience of both participating teams. Otherwise, the match will be void and a draw will be rewarded as the result.

3.2 Game Forfeits

In the event a team needs to cancel their match. They will be required to contact our Centre and provide 24 hours' notice. The game will be awarded as a 1-0 win to the opponent, and the game will be cancelled.

All communication must be provided through an email to 'caseystadium@alignedleisure.com.au'.

If contacted within 24 hours of the game, the cancelling team will be charged the cost of the game as a cancellation fee. This is to pay for facility space and referee wages required.

If a team does not provide notice, and instead 'no-shows' the game. They will be charged a cancellation fee, as well as issued a warning. If they are to 'no-show' again they will be removed from the competition.

3.3 Game Payments

Game payments can be automatically debited through Spawtz or taken in person at our kiosk.

Games are required to be paid for before they begin. If the game is scheduled to start, your team will be treated as if they are a 'late arrival' until this has been paid for.

3.4 Late Arrivals

In the event a game is scheduled to start, and a team has not yet arrived. The game time will begin. For every full minute that passes, a goal will be scored against the team that has not arrived. The team that waited will be offered the ability to forgo these goals awarded if they wish.

If both teams have not arrived, the game time will start, without goals being awarded.

If the team has not arrived by the end of the first half, the game will be considered a 'no show' and will abide by the policies in '3.2 Game Forfeits'.

3.5 Team Size

Soccer teams must consist of no more than 3 substitutes. 8 players for 5-a-side and 9 players for 6-a-side. Teams will be required to confirm players ahead of the game.

IV.

4.1 Team Uniform

Teams are required to be wearing matching color tops to play the game. Bibs are available to be borrowed if required. However, it is recommended players are to bring their own organized uniforms, as bibs will be shared among all teams.

Teams are required to wear shorts. Shorts are not allowed to have pockets.

If at any stage a player is wearing inappropriate uniform, or a team is refusing to wear bibs to coordinate color. The game will be considered a forfeit, and charges will apply.

4.2 Jewelry

Uncovered jewelry is not permitted under any circumstances, this is for your safety, the safety of your jewelry, and the safety of other players.

Some examples of not permitted jewelry include; watches, bracelets, necklaces, piercings, rings.

Casey Stadium staff, have the right to ask you to remove any jewelry, at any stage of your game. Failure to comply, will result in cards.

4.3 Headwear

Headwear is not permitted in our competitions.

Exceptions may be provided to religious garments and prescription glasses. However, Casey Stadium staff reserve the right to govern these exceptions, using their judgement to create a safe environment.

You will be asked to remove headwear if not given exception. Failure to comply will result in cards.

4.4 Fingernails

Casey Stadium staff may inspect the fingernails of all players, male and female, ahead of all games.

Players with fingernails that are not closely cut must either cut their fingernails, cover nails with tape or a covering, or wear a set of gloves approved by the referee.

V.

5.1 Disciplinary Disclaimer

The following punishments for fouls and behavior are a guideline. Casey Stadium staff reserve the right to alter punishments based on the severity of the behavior committed. With certain cases leading to subsequent suspensions of play.

Casey Stadium's Referees may also redact calling fouls and instead play an advantage call. In this case, the referee will return to the call if the play was not 'advantageous', as deemed by the referee.

Casey Stadium's Referees reserve the right to make calls both proactively and retroactively.

5.2 Indoor Soccer Rule Violations

- Net Abuse – Warning, Yellow Card
- Handball – Free Kick / Penalty
- Tackle from behind – Free Kick
- Non-captain speaking to referee – Yellow Card
- Swearing at referee – Red Card
- Touching referee – Game Forfeit, Suspension
- Swearing at opponent – Yellow Card
- Threatening Opponent – Red Card, Game Forfeit, Suspension
- Goalkeeper Foul – Penalty
- Off-ball contact – Free Kick / Yellow Card
- 5 Team fouls committed – Penalty awarded for further fouls
- (6-a-side) Pass back to goalkeeper – Penalty
- Slide Tackle – Yellow Card
- Playing ball from ground – Free Kick / Penalty
- Pushing another player – Red Card, Suspension
- Striking / Grabbing another player – Game forfeit, Suspension
- Goalkeeper moving past halfway line – Penalty
- Substitution during play of game – Free Kick / Penalty, Yellow Card
- Failure to adhere to call – Warning, Red Card, Game Forfeit.