

Whangarei Semi Social Futsal League

Rules of the Game



1) The Court and Ball

- a) Games will be played at The home of Northland Futsal - Excellere College, Kamo.
- b) The boundaries are the white futsal court lines.
- c) Regulation size 4 futsal balls will be used.
- d) All court boundaries and dimensions will be demonstrated for teams if necessary.

2) The Number of Players

- a) Teams may have a maximum of 10 players per team; 5 players are on the court at one time, 4 court players and 1 goalkeeper. There must be at least 2 female or youth players (or 1 of each) on the court at all times.
- b) There are unlimited substitutions.
- c) The referee must be notified if the goalkeeper is changed.

3) The Player's Equipment

- a) All players within a team must wear the same colour playing shirt. Uniforms are highly encouraged, but a coordinated colour will suffice (bibs will be provided to teams not wearing coordinated)
- b) All players must wear non-marking, athletic footwear.
- c) Shin pads are highly recommended.
- d) Players may not wear jewellery, any other sharp adornments or anything that may be deemed dangerous to other players.

4) The Duration of the Match

- a) The games will be 2 x 18 minute halves with a 2 minute break for half time.

5) The Start and Restart of Play

- a) A goal cannot be scored directly from a kick off.
- b) The opposing team must be inside their own half, outside the centre circle.

6) The Ball in and Out of Play

- a) When the ball goes out over the sideline, it is then placed on the side line, or up to 25cm behind the line. From a stationary position, the ball is kicked into the court to another player.
- b) Corner kicks will be taken in the instance a ball touches a defending player before crossing the goal line. A goal kick will be awarded in the instance an attacking player is the last to touch it before it crosses the goal line.
- c) All restarts of play must be completed within 4 seconds. The 4 seconds begins at the referee's discretion.
- d) The opposing team must be at least 5m away from the ball for any restart of play.
- e) For a ball to be out of play all of the ball must have crossed the side or goal line, either on the ground or in the air.
 - f) For a goal to be scored, all of the ball must have crossed the goal line between the goal posts, either on the ground or in the air.
- g) A goal cannot be scored directly from any restart of play.
 - h) Whether a ball is in or out of play, or a goal being scored, is at the discretion of the referee.
- i) If the ball touches the roof, play will be restarted by the GK of the team who did not strike the ball into the roof.

7) Free Kicks

- a) Direct and indirect free kicks will be awarded at the discretion of the referee.
- b) A direct free kick allows the kick taker to score directly from the free kick.
- c) To score from an indirect free kick the ball must touch another player before entering the goal.
- d) A direct free kick will be awarded in the following instances; - A foul e.g. tackle from behind, incorrect slide tackle, careless/excessive contact. A direct free kick may also be awarded for any behaviour the referee deems to be unsportsmanlike e.g. purposely handballing, shirt pulling etc.

Minimal contact is allowed - especially between adult male and female/youth players.

- e) An indirect free kick will be awarded for all other offences such as; - accidental handball, goalkeeping infringement, restart of play or incorrect substitution procedure.
- f) Goalkeeping infringements include; not restarting play within 4 seconds, handling the ball when passed back by a team mate, handling the ball outside the goalkeepers area. g) Kick takers are permitted a 'one step distance' as a run up to take kicks.
- h) All opposing players must be 5m from the ball on direct and indirect free kicks.

8) Fouls and Misconduct

- a) There is no slide tackles or tackling a player from behind. Playing on the ground is permitted when not endangering a player.
- b) Some physical contact is expected, but should be kept to an absolute minimum e.g. minimal shoulder-to-shoulder contact will be allowed, and judged by the referee.
- c) The referee has the ability to remove a player from the game for unsportsmanlike conduct. This will result in a temporary 'sin-bin' or complete removal from the remainder of the game.
- d) A 'sin-bin' will result in a player being removed for 2 minutes, with no substitution allowed.
- e) There are No offsides.

9) The Penalty Kick

- a) A penalty kick is awarded if: - any foul takes place against the defending team inside the goalkeeper area.
- b) The penalty taker must be identified before the kick is taken
- c) The penalty kick takes place from the penalty spot
- d) All other players must be outside the goalkeeper area and behind the line of the ball
- e) The penalty taker is permitted one step back before kicking the ball
- f) The referee will give a signal to indicate when the penalty will be taken.

10) Goal Keepers

- a) Goalkeepers have 4 seconds to control the ball/restart play inside their own area.
- b) Goalkeepers are not allowed to pick up a back pass from any of their team mates.
- c) A goal clearance is when the ball travels outside the goalkeeper D area, either by pass, throw or dribbling.
- d) Goalkeepers can restart with a throw or indirect kick when the ball has gone out of play behind their goal.
- e) Throws and kicks are free to travel anywhere on court during general play e.g. a back pass or save, as long as it doesn't breach rule 10g.
- f) Drop-kicks and punts are not allowed.
- g) Goalkeepers may be changed during the match, as long as the referee is notified of the change.

11) Substitutions

- a) Teams must make subs from within the substitution zone on their own side of the court - teams must swap halves during the half time period
- b) Players must be off the court of play before the entering player can step onto the court.
- c) Failure to observe rule 11b will result in an direct free kick at the second penalty mark.

12) The Referee

- a) All games will be controlled by a referee, who enforces the rules of the game
- b) Referees have the right to warn, ask to leave or eject from the gym, any player or spectator whom they feel is bringing the game into disrepute.
- c) Referee's may play an advantage should a team not be negatively affected by a technicality or foul immediately to improve the flow of the game.
- d) The referee's decision is final.

13) Competition format

a) Competition formats will be decided each term and determined by the number of teams entered.

b) Teams are awarded the following points during round robin play:

Win - 3pts

Draw - 2pts

Loss - 0pts

c) Defaults will be recorded as a 3-0 victory to the non-offending team.

d) Results (win and loss) will be capped at a 7 goal differential for results and standings purposes.

d) Should a team not have the minimum player requirements e.g. 2 female/youth players, teams will be allowed the option to either; - record the game as a default to the non-offending team or; play on as normal with new parameters of the game agreed upon by both teams prior to the game starting.

