

FIFA FUTSAL

SIMPLIFIED LAWS AND CLUB/VENUE RULES AT MAY 2018

These notes and rules are to be used as a guide and should be read in conjunction with the full FIFA rules and the Futsal New Zealand Constitution, copies of which are available for perusal. The venue rules are drawn up for the benefit of the players to ensure that all players are treated fairly and in a uniform manner. Please read them carefully and should any clarification be required, please approach your venue manager.

1. TIME

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|-----|---------------------|----------------------|-------------------------------|
| (a) | Junior | 2 x 14 minute halves | - 2 minute break at half time |
| (b) | Intermediate | 2 x 14 minute halves | - 2 minute break at half time |
| (c) | Youth | 2 x 14 minute halves | - 2 minute break at half time |
| (d) | Prem's (Full Court) | 2 x 14 minute halves | - 2 minute break at half time |
| (e) | Seniors | 2 x 20 minute halves | - 5 minute break at half time |

2. TEAMS

- (a) Each team will consist of **five** players, one of whom is the goalkeeper. A maximum of **ten** players per team may be registered (except in the Premier League where teams **must** register **12** players).
- (b) No team will be permitted to start a game with less than **three** players.
- (c) Team players should wear matching shirts, shorts, and long socks. Only non-marking court shoes are to be worn. Shin pads are compulsory, to reduce the risk of injury. Players may not wear jewellery of any description with the exception of a **FLAT** wedding band if it cannot be removed, as long as it is bandaged/taped and protected.
- (d) Only goalkeepers are permitted to wear long pants on the courts.
- (e) Goalkeepers must wear colours which easily distinguish them from the other players and the referees.
- (f) Players may register in more than one team provided the teams are in different grades and the player has paid the required fee for each registration.
- (g) Players may play up one grade but not down.
- (h) Teams are not permitted to play unregistered players. **Teams found to be playing unregistered players WILL have a three-point deduction applied to them.**
 - a. A team may not borrow another player from the same grade division or a grade higher.
 - b. A team may borrow up to two players from a grade lower or a lower division for up to two games per season, **only if** they do not already have five of their own team players. (The exception is the Masters Grade who may borrow from the same grade but not lower, **only if** they do not have five of their own team players.)
 - c. **Premier Grade teams may borrow players from the pool of Senior B players to make up a maximum six players in the team, only if they do not have five of their own team players.**
- (i) Senior B Divisions are permitted to register:
 - Two 18+ Premier League Players and Two Under 18 Premier League Players per team, OR
 - No 18+ Premier League Players and Four Under 18 Premier League Players per team
- (j) Teams are expected to advise the Grade Co-Ordinator (in advance) of intention to default. Persistent defaulters **will be fined and may be excluded from future competitions.**

3. GOALS

- (a) For a goal to be scored the whole of the ball must be over the goal line.
- (b) A goal **may not** be scored directly from a kick-in or an indirect free kick.
- (c) A goal **may** be scored directly from a corner kick.
- (d) A goal **may not** be scored directly from a goal clearance.
- (e) A goal **may not** be scored directly from the kick-off.

4. GOALKEEPERS

- (a) If a goalkeeper delays for more than **four seconds** from putting the ball back into play after receiving it, or retains possession in his/her own half of the court for more than **four seconds**, an indirect free kick shall be awarded to the opposition.
- (b) A goalkeeper **may throw, punt or drop kick the ball over halfway**.
- (c) A goalkeeper, after having cleared the ball, may not touch by hand or foot **ANY** ball played back to him/her by foot, head, chest or knee by his/her own team players, before it has been touched by an opposition player unless the goalkeeper is over the halfway line. The penalty for this is an indirect free kick, awarded from where the ball was played.
- (d) The goalkeeper can control the ball for more than **four** seconds in the opponents half of the pitch.
- (e) A goalkeeper may change his/her place with any other player, provided that in each case the referee's authorisation is previously requested and that the change is made during a stoppage in the game. The punishment for infringement of this rule is a caution from the referee for both players when the ball goes out of play.

5. GENERAL

- (a) Due to the size of our courts, at any kick-in, free kick or indirect free kick, players must not stand within **three** metres of the player who is kicking the ball (with the exception of the premier league where players must not stand within **five** metres). The penalty for this is that the kick will be retaken, until the law is complied with. If anyone takes longer than **four** seconds to take the kick, the referee shall award an indirect free kick to the opposition. In the case of a kick-in, the kick will be awarded to the opposition.
- (b) Playing the ball on the ground is permitted, but players are not permitted to slide tackle while an opponent is playing or attempting to play the ball (EXCEPT in the Premier Men's League). The goalkeeper is permitted to slide, but only within his goal area and provided he does not endanger the safety of an opponent.
- (c) If, when taking a kick-in, a player delays for more than **four** seconds from the time he takes possession of the ball, the kick-in will be awarded to the opposition. Part or all of both feet must be on or behind the line when the ball is kicked into play. If a player puts his whole foot over the line on a kick-in, the penalty for this offence is that a kick-in will be taken by the other team from the same spot.
- (d) When the whole of the ball passes over the touch line, a kick-in is awarded to the opposing team of the last player who touched the ball. If the ball hits the ceiling a kick-in will be awarded at the point nearest to where it touched the ceiling.
- (e) When the ball crosses over the goal line (not between the posts) and was last touched by an opposition player, a goal throw will result.
- (f) Players can be substituted at any time when the ball is out of play (except in the Premier Men's Competition where substitutions can take place at any time - from the technical area - in accordance with the International Rules). The player being substituted must leave the court before the replacement player comes on.
- (g) Only the substitutes and coach on the playing team are permitted on the court side while games are in progress.
- (h) Deliberate time wasting — deliberately delaying restart of play. First offence – yellow card. Second offence - red card.

6. MISCONDUCT

- (a) A player shall be sent off the court if, in the opinion of the referee he/she is:
 - i. guilty of serious foul play
 - ii. guilty of violent conduct
 - iii. guilty of using foul or abusive language
 - iv. guilty of persistent misconduct after receiving a caution
 - v. obviously under the influence of alcohol and/or drugs

NOTE WELL: Under FIFA laws, players **must** be cautioned for dissent and **must** be sent off for using offensive, rude or obscene gestures or language.

7. ACCUMULATED FOULS

- (a) Accumulated fouls are those sanctioned by a direct free kick (Futsal Rules, Law 12).
- (b) For the first five accumulated fouls recorded for either team in each half, the players of the opposing team may form a wall to defend a free kick.
- (c) For the sixth or any further accumulated fouls, the opposing team may not form a wall to defend a free kick
- (d) A goalkeeper must remain in his/her penalty area and at least 3m from the ball.
- (e) All the other players on the pitch must remain behind an imaginary line that is level with the ball and parallel to the goal line, and outside the penalty area. They must be 3m from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been touched or played. The player taking the kick is required to shoot for goal – he cannot pass to a team mate. **(For more detailed information see Futsal Rules, Law 14)**

8. DISCIPLINARY ACTION

- (a) All games played under the control of an official referee will be with the use of disciplinary cards:
 - i. Yellow card — Caution
 - ii. Red card — Dismissal

If a suspension cannot be completed within the season it is issued, the suspension will continue into the following season(s).
- (b) **Red card** - once dismissed (red carded) the player concerned must leave the playing area of the stadium and **MAY NOT** re-enter the game in progress nor may he/she sit on the substitutes bench.
- (c) Where a player has been dismissed with a red card his/her team may be completed as follows:
 - i. Two minutes after the player has been dismissed, OR
 - ii. If a goal is scored by the opposing team before the two minutes have elapsed.
- (d) Where a player(s) accumulates disciplinary cards the following shall apply (to the league in which it occurred):
 - i. Three yellow cards over one season - automatic suspension of one (1) match
 - ii. Two yellow cards in one game - automatic suspension of one (1) match
 - iii. One red card - automatic suspension of one (1) match
 - iv. Two red cards - automatic suspension of two (2) matches

plus an additional suspension of the number of games suspended the previous season

There is no right of appeal other than mistaken identity.
- (e) The captain of a team has no special status or privileges under the Futsal Laws of the Game but he/she has a degree of responsibility for the behaviour of his/her team.
- (f) **Incident Reports**
 - i. If, in the opinion of the Referee Co-Ordinator/Grade Co-Ordinator, an offence occurs which warrants a greater penalty than that which would normally be automatically imposed, the player in question must stand down immediately from one or all leagues in which he/she is competing.
 - ii. The panel will meet within one month of the notification of the incident and decide the appropriate action.
 - iii. Should their decision be a greater penalty than what would normally be automatically imposed, the offender has the right to appeal the decision. This must be lodged in writing with an appeal fee of \$100 within 14 days from the notification of the penalty. The offender must attend the appeal in person and alone.
 - iv. The judicial panel's decision is final and the offender will be notified of the outcome within 7 days of the appeal.
 - v. There is no appeal process after this stage and no refund of the appeal fee.
 - vi. The decision of the judicial panel is final and conclusive.
- (g) Any player who verbally abuses (including racist and/or sexist comments) another player, a referee, linesman or any officer of the Club, will automatically be issued with a red card. Referees, Committee Members or Grade Co-Ordinators also have the authority to remove from the stadium any team official or spectator guilty of these offences.

- (h) **NOTE WELL:** Any person/persons involved in fighting either on or off the court, regardless of whether he/she instigated the fight or retaliated, may be expelled from the Club.
- (i) No appeals will be entered into regarding a decision of a referee or matters relating to the conduct of the Club.

9. ABANDONED GAMES

- (a) Should the referee have cause to abandon a match, the Disciplinary Committee will decide whether to award or withhold match points, subject to the referee's report.
- (b) If a match is abandoned because a team is unable to field sufficient players (three) to remain on the court, then the team remaining on the court shall receive the winning points and any goals scored up to the point of the abandonment – but no goals scored against. This will be the regulation even if the team awarded was the losing team at the point of abandonment.

10. TEAM PLACINGS

- (a) **'Round Robin' Competitions/Leagues** (i.e. all teams play all other teams)

Where a competition or league is being played on a 'round robin' basis, the team with the highest points gained after playing all other teams will be placed first, the team with the next highest points will be placed second, and so on. If two teams are on equal points, the team with the highest goal difference will take the highest position. If the goal difference is identical, then the team which has scored more goals will take the highest position. Points will be awarded as follows:

Win	- 3 points
Draw	- 1 point
Loss	- 0 points
Forfeit Win	- 3 points *
Forfeit Loss	- -3 points (first forfeit), -4 points (for other forfeits) *

*A team winning by forfeit will be awarded their average goals FOR calculated at the end of the round robin, and the team which has forfeited will be awarded their average goals AGAINST.

- (b) **'Sudden Death' Games** (i.e. semi-finals, finals etc)

In order to maximise the number of meaningful games being played, some competitions/leagues will conclude with semi-finals, finals or a 'finals night' format. Winners of semi-finals will progress to the final and the winner of any final will be regarded as the winner of the competition/league. Should any sudden death match end in a draw at normal time, the winner will be determined utilising extra time and/or penalties. Prior to the start of the game, the referee shall advise teams participating in such matches what extra time/penalty arrangements will apply.