EAST CITY FUTSAL

CLUB RULES & SIMPLIFIED FUTSAL LAWS

2026 EDITION

A practical guide for players, coaches, referees and club officials

Purpose and Application

These rules are a practical guide to the operation of East City Futsal competitions and should be read alongside the full FIFA Futsal Laws of the Game and the Futsal New Zealand Constitution. Copies are available for perusal.

The venue and club rules are intended to ensure that players are treated fairly and consistently. Players, coaches and team officials are expected to read and understand these rules. Clarification should be sought from the Venue Manager or appropriate Grade Coordinator.

1. Competition Format & Match Timing

1(a) Junior 30-minute slots: 2 × 13 minute halves, with a 1 minute break at half-time.

1(b) Intermediate 30-minute slots: 2 × 13 minute halves, with a 1 minute break at half-time.

1(c) Youth 30-minute slots: 2 × 13 minute halves, with a 1 minute break at half-time.

1(d) Premier (Full Court) 35-minute slots: 2 × 14 – 18 minute halves, with a 2 minute break at half-time.

1(e) Senior B 45-minute slots: 2 × 18 minute halves, with a 5 minute break at half-time.

2. Team Registration & Player Eligibility

2(a) Each team consists of five players, one of whom is the goalkeeper. Non-Premier teams may register a maximum of 10 players. Premier teams must register 12 players.

2(b) No team may start a game with fewer than three players.

2(c) Players must wear matching shirts, shorts and long socks. Only non-marking court shoes may be worn. Shin pads are compulsory. Jewellery is prohibited, except a flat wedding band that cannot be removed and is securely taped/bandaged and protected.

2(d) Only goalkeepers may wear long pants on court.

2(e) Goalkeepers must wear colours that clearly distinguish them from other players and referees.

2(f) A player may register in more than one team only where the teams are in different grades, and the required fee has been paid for each registration.

2(g) A player may play up one grade but there are limitations to playing down. There are two grades: Premier and Senior B. A Senior B player may play Premier; a Premier player may play Senior B, a limit of 2 per team.

2(h)(a) A team may not borrow a player from the same grade or a grade higher unless approved by the Chairman of the club.

2(h)(b) A team may borrow up to two players from a lower grade/lower division for up to two games per season, and only when it does not already have five of its own players. The two-game limit applies to the individual borrowed player. The Masters Grade may borrow from the same grade but not lower, subject to the same five-player requirement.

2(h)(c) Premier teams may borrow Senior B players to make a maximum of six players in the team, only when they do not have five of their own players.

2(h)(d) Teams may not play unregistered players. A team found playing an unregistered player will receive a three-point deduction.

2(i) Premier Men's Division teams may register two female players from the pool of players approved by the Committee.

2(j) Senior B teams may register either two 18+ current Premier players and two Under-18 current Premier players, or no 18+ Premier players and four Under-18 current Premier players.

2(k) Teams should advise the Grade Coordinator in advance if they intend to default. Persistent defaulters may be fined and/or excluded from future competitions.

3. Goals

3(a) For a goal to be scored, the whole of the ball must be over the goal line.

3(b) A goal may not be scored directly from a kick-in or an indirect free kick.

3(c) A goal may be scored directly from a corner kick.

3(d) A goal may be scored directly from the kick-off.

3(e) A goal may not be scored directly from a goal clearance.

4. Goalkeeper Rules

4(a) If a goalkeeper delays for more than four seconds from putting the ball back into play after receiving it, or retains possession in their own half for more than four seconds, an indirect free kick is awarded to the opposition.

4(b) A goalkeeper may not throw, punt or drop-kick the ball over halfway, except in Premier and Senior B.

4(c) After clearing the ball, a goalkeeper may not touch by hand or foot any ball deliberately played back by a teammate by foot, head, chest or knee before it has been touched by an opposition player, unless the goalkeeper is over halfway. The indirect free kick is awarded from where the ball was played.

4(d) A goalkeeper may control the ball for more than four seconds in the opponent's half.

4(e) A goalkeeper changing position with another player must first obtain the referee's authorisation, and the change must take place during a stoppage. Both players may be cautioned for an infringement.

5. General

5(a) At a kick-in, free kick or indirect free kick, players must remain at least three metres from the player taking the kick. In Premier, the minimum distance is five metres. The special accumulated-foul free kick is governed separately by Rule 7.

5(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. A goalkeeper may slide only within their goal area and provided they do not endanger the safety of an opponent.

5(c) For a kick-in, part or all of both feet must be on or behind the line when the ball is kicked into play. If a player places their whole foot over the line, the opposition takes the kick-in from the same spot.

5(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 to touch the ball. If the ball hits the ceiling, the kick-in is taken at the point nearest to where it touched the ceiling.

5(e) When the ball crosses the goal line, other than between the posts, and was last touched by an opposition player, a goal clearance results.

5(f) Players may be substituted when the ball is out of play, except in Premier Men's Competition, where substitutions may take place at any time from the technical area in accordance with the International Rules. For non-Premier substitutions, the replacement player must enter from halfway. The player being replaced must leave the court before the replacement enters. A failure to follow this procedure may result in a yellow card.

5(g) Only substitutes and the coach of the playing team are permitted on the court side while games are in progress.

5(h) Deliberate time wasting means deliberately delaying the restart of play. The first offence by an individual is a yellow card; a second offence by the same individual is a red card.

6. Misconduct

6(a)(i) A player shall be sent off if, in the referee's opinion, they are guilty of serious foul play.

6(a)(ii) A player shall be sent off if, in the referee's opinion, they are guilty of violent conduct.

6(a)(iii) A player shall be sent off if, in the referee's opinion, they are guilty of using foul or abusive language.

6(a)(iv) A player shall be sent off if, in the referee's opinion, they are guilty of persistent misconduct after receiving a caution.

6(a)(v) A player shall be sent off if, in the referee's opinion, they are obviously under the influence of alcohol and/or drugs.

6(b) Under the FIFA Laws, players must be cautioned for dissent and must be sent off for offensive, rude or obscene gestures or language.

7. Accumulated Fouls

7(a) Accumulated fouls are those sanctioned by a direct free kick under Futsal Law 12. The accumulated-foul count resets at half-time.

7(b) For the first five accumulated fouls recorded for either team in each half, the opposing players may form a wall.

7(c) From the sixth accumulated foul onwards, the opposing team may not form a wall.

7(d) The goalkeeper must remain in their penalty area and at least three metres from the ball.

7(e) All other players must remain behind an imaginary line level with the ball and parallel to the goal line, outside the penalty area and at least three metres from the ball. No player may obstruct the kicker or cross the line until the ball has been touched or played. The player taking the kick must shoot for goal and may not pass to a teammate.

8. Disciplinary Action

8(a)(i) Yellow card — caution.

8(a)(ii) Red card — dismissal.

8(a)(iii) If a suspension cannot be completed during the season in which it is issued, it carries into the following season(s).

8(b) After a red card, the player must leave the playing area of the stadium, may not re-enter the match and may not sit on the substitutes' bench.

8(c)(i) A team may be completed two minutes after a player has been dismissed.

8(c)(ii) A team may be completed earlier if the opposing team scores before the two minutes have elapsed.

8(d)(i) Three yellow cards accumulated during one season in the relevant East City Futsal league result in an automatic one-match suspension. The yellow-card count resets after the suspension is served. Cards from competitions outside the relevant league do not count.

8(d)(ii) Two yellow cards in one match are treated as a red card and result in an automatic one-match suspension.

8(d)(iii) One red card results in an automatic one-match suspension.

8(d)(iv) Two red cards result in an automatic two-match suspension, plus an additional suspension equal to the number of matches for which the player was suspended in the previous season.

8(d)(v) Automatic suspensions cannot be appealed, except on the grounds of mistaken identity.

8(e) The captain has no special status or privileges under the Futsal Laws but has a degree of responsibility for the behaviour of their team.

8(f)(i) If, in the opinion of the Referee Coordinator/Grade Coordinator, an offence warrants a greater penalty than the automatic penalty, the player must stand down immediately from one or all leagues in which they are competing.

8(f)(ii) The Judicial Panel will meet within one month of notification of the incident and decide the appropriate action.

8(f)(iii) If the Judicial Panel imposes a greater penalty than the automatic penalty, the offender has the right to appeal the extended suspension for reasons other than mistaken identity. The appeal must be lodged in writing with a $100 appeal fee within 14 days of notification.

8(f)(iv) The offender must attend the appeal in person and alone.

8(f)(v) The Judicial Panel's appeal decision is final and conclusive, and the offender will be notified within seven days of the appeal.

8(f)(vi) There is no further appeal process after this stage and the appeal fee is not refundable.

8(g) Verbal abuse, including racist or sexist comments, directed at another player, referee, linesman or Club officer results in an automatic red card. Referees, Committee Members and Grade Coordinators may also remove a team official or spectator from the stadium for such conduct.

8(h) A person involved in fighting, on or off the court, may be expelled from the Club. The Judicial Panel will meet and determine whether expulsion is appropriate.

8(i) No appeal will be entered into regarding a referee's decision or matters relating to the conduct of the Club.

9. Abandoned Matches

9(a) If the referee abandons a match, the Judicial/Disciplinary Committee will determine whether match points are awarded or withheld, having regard to the referee's report.

9(b) If a match is abandoned because a team is unable to field the minimum three players required to remain on court, the team remaining on court receives the winning points and any goals it has scored up to the point of abandonment. No goals scored against that team are recorded. This applies even if that team was losing at the time of abandonment.

10. Team Placings

10(a) Round Robin Competitions/Leagues: the team with the highest points after playing all other teams is placed first, followed by the next highest, and so on.

10(a)(i) Where two teams are tied on points, the team with the highest goal difference takes the higher position.

10(a)(ii) If goal difference is identical, the team which has scored more goals takes the higher position.

10(a)(iii) Points are awarded as follows: Win – 3 points; Draw – 1 point; Loss – 0 points; Forfeit Win – 3 points; First Forfeit Loss – -3 points; Subsequent Forfeit Loss – -4 points.

10(a)(iv) A forfeit win counts as a game played for calculating end-of-round-robin averages.

10(a)(v) For a forfeit win, the winning team is awarded its average goals FOR, calculated at the end of the round robin. The forfeiting team is awarded its average goals AGAINST. The averages are rounded.

11. Finals & Sudden-Death Matches

11(a) Some competitions conclude with semi-finals, finals or a finals-night format. Winners of semi-finals progress to the final, and the winner of the final is the winner of the competition.

11(b) If a sudden-death match is drawn at the end of normal time, the winner is determined using extra time and/or penalties. The applicable arrangements will be advised by the referee before the start of the match.

Quick Reference for Adjudication

The following examples illustrate the reference system. They are not additional rules:

- Player eligibility / grade movement → Rule 2(g).
- Borrowed player eligibility → Rules 2(h)(a)–2(h)(c).
- Unregistered player → Rule 2(h)(d).

- Goalkeeper four-second offence → Rule 4(a).
- Goalkeeper back-pass offence → Rule 4(c).
- Kick-in procedure → Rule 5(c).
- Substitution procedure → Rule 5(f).
- Time wasting → Rule 5(h).
- Sliding tackle → Rule 5(b).
- Sixth accumulated foul → Rule 7(c).
- Red-card replacement → Rule 8(c).
- Three-yellow-card suspension → Rule 8(d)(i).
- Two yellows in one match → Rule 8(d)(ii).
- Two red cards → Rule 8(d)(iv).
- Judicial Panel / extended suspension → Rule 8(f).
- Fighting / possible Club expulsion → Rule 8(h).
- Abandoned match → Rule 9(b).
- Forfeit scoring → Rule 10(a)(iv)–10(a)(v).
- Finals tied after normal time → Rule 11(b).