

Indoor Football NEW ZEALAND



NEW ZEALAND INDOOR FOOTBALL

Version 1, July 2008

THE TEAM

Teams consist of five (5) players, one of whom will be the goalkeeper, with a maximum of three (3) substitutes. No team can start with less than four (4) players.

THE GAME

The game is played in two halves with a break at halftime.

OFFICIALS

The Stadium shall provide the referee who shall control the game, operate the scoreboard and act as a timekeeper. The referee's interpretation of the rules shall be final and teams have no choice in referees.

UNIFORMS

All team members must have matching shirts - **Penalty: one goal per shirt.** Whilst styles may vary, colours must be the same. Striped tops must also be matching i.e. a blue top does not match with a blue and white striped top.

COMPETITION POINTS

The position of each team in the competition shall be determined by the accumulated points awarded, based on the results of the games. The competition points shall be awarded as follows:

- 3 competition points for a win
- 2 competition points for a draw
- 1 competition point for a loss

TEAM LATE ON COURT

If a team does not have at least four (4) players on court, a penalty of one goal for every minute late shall apply. If eight minutes have elapsed the game is then defaulted. It is for this reason that we recommend teams to arrive, fill out their folder and be ready to play at least ten minutes prior to the scheduled game time.

DEFAULTS

Teams failing to play a fixtured game may at the Tournament Director's discretion be **REMOVED FROM TOURNAMENT.**

FINALS

At the end of the tournament there will be a finals series. To qualify for the finals each player must have played at least one-third of the minor round games.

Any drawn Finals, the higher qualifier will go through to the next round. Any drawn Grand Finals will play 2 minutes each way in full, if still drawn after this period a penalty shootout will apply. The five (5) players still on court including the goal keeper at the final whistle after extra time will take part in the shootout. All players will get one (1) penalty shot each in any order the team wish, if the teams are still drawn then a sudden death shootout will apply in the same order as the first shootout until a winner is found.

BEHAVIOUR

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The Tournament Director reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the action of its members and spectators both on and off the court.

Rules of Indoor Football

Indirect Free Kick: Must be taken no closer than 3metres from the opposition goal "D" and the ball must visually rotate before another player may play at it.

Direct Free Kick: Must be taken no closer than 3meters from the opposition goal "D" and all players must stand outside the line of the goal posts, unless a wall is called for. The Goal Keeper may stand anywhere in the goal "D".

GENERAL

(A) All players must be 3 metres either side of the ball when a free kick is taken.

(B) Free kicks must be taken within five seconds of the referee's whistle, or the free kick is reversed.

(C) A free kick taken before the referee's whistle is blown may cause a reversal of the free kick.

(D) Tackling from behind or by sliding is not allowed. Side tackles are allowed depending on the referee's discretion in the situation of a 50-50 ball.

(E) Where a foul has occurred the referee may elect not to award a free kick and to allow play to continue under the ADVANTAGE RULE. The referee's decision is final.

(F) a. In summary Free Kicks are awarded for the following:

- obstruction
- time wasting
- holding the nets
- lifting the legs above hip height attempting to kick the ball

(F) b. Fouls are awarded for the following:

- foul or abusive language
- rough or dangerous play
- threatening behaviour

(G) Intentional handball will result in a penalty regardless of the whereabouts of the infringement. Unintentional handball will result in a free kick.

(H) A player cannot hold onto the net or support themselves while playing the ball. A free kick shall apply.

(I) A player's leg cannot be lifted above hip height when attempting to kick the ball.

(J) With kick-offs the ball must be played backwards. If not, the kick-off will be reversed. Once kicked from the centre circle, opposition players may gain possession of the ball.

(K) The ball is considered to be "live" at all times off all nets, although a goal cannot be scored directly from any net. If the ball has been played at and touched then a goal will be awarded, this is at the discretion of the referee.

(L) The referee will "Drop Ball" if play is congested or deemed to be in a dangerous situation. Contesting players must wait for the ball to bounce once, after the referee has blown the whistle.

(M) The FOUL SYSTEM means that after the fifth foul in one half, every foul or infringement thereafter is a direct free kick - NO WALL. However, this is optional for the team with the free

kick. A wall is a minimum of two (2) players.

(N) If a player is lying, sitting or deemed to be on the ground, they cannot play the ball, regardless of whether it was unintentional. This also included where a player has the ball kicked in to them while on the ground. Such infringement will result in a free kick.

(O) A player in possession of or going for the ball may not be put off by an opposing player through means of yelling or any verbal abuse. This will result in a free kick and a possible booking depending on the referee's discretion.

(P) A goal is scored when the whole ball has passed over the goal line.

PENALTY KICKS

(A) A penalty is awarded for:

- fouls on the attacking team inside the goal area
- the goalkeeper leaving the area if deemed to be interfering with play
- defensive players making contact with the ball inside the goal area
- goalkeeper making contact with the ball while outside the goal area
- goalkeeper holding onto the ball for more than 5 seconds
- an attacking player being intentionally fouled in a clear goal scoring situation.

(B) A player is only allowed to take 1 step before taking the direct free kick. If the referee is not satisfied it will then become goalkeeper's ball. If a goal was scored it is not counted.

(C) When a player is taking a penalty shot, the goalkeeper must be stationary on the goal line until the ball has been kicked. A retake of the penalty shall apply.

(D) Penalties must be taken in one fluent motion. If the referee is not satisfied that this is the case, the penalty will be disallowed and it will become goalkeeper's ball. The non-kicking foot must be next to the ball.

(E) The ball is deemed "dead" from a penalty if not scored from, if the ball rebounds from the net/post and or Goal keeper outside the Goal "D" the ball will be dead and given to the Goal Keeper to restart play. Please note the ball must bounce in his/her half when the ball is re-entered into play.

PLAYERS IN GOAL KEEPER'S AREA

Players will not be penalised for accidentally being inside the goalkeeper's area provided they do not come into contact with the ball.

NOTE:-

- (i) If an attacking player interferes with or obstructs the goalkeeper in any way a free kick will be awarded to the opposition.
- (ii) If a defending player comes into contact with the ball a penalty kick will be awarded to the opposition team.
- (iii) No player may attempt to obstruct an opponent from exiting the goalie's area. This offense will result in a yellow card and it will become goalkeeper's ball.

GOALKEEPERS

- (A) The goalkeeper cannot kick a ball that is outside the goal area. A penalty kick applies for such a breach. The goalkeeper can however tap a ball away that is outside the goal area as long as his/her feet are still planted in the goal area.
- (B) The keeper is allowed to reach out of the "D" circle to gain possession of the ball with his/her hands (either standing, kneeling or lying down) provided no part of their body touches the ground outside the circle. Such infringement will result in a penalty.
- (C) The keeper is not penalised for crossing the circle after making a save provided he/she does not interfere with play or come into contact with the ball while he/she is out of the circle.
- (D) Goalkeepers can either throw or kick the ball into play. On a throw in the ball must bounce once in the goal keeper's half before passing the centre line. If the ball does not bounce once

before crossing the centre line a free kick on the half way line will result from such an infringement. Once the ball is deemed to be in control with the hands the ball must be thrown and or kicked but must bounce in their half before travelling over the centre line. The ball may not be entered into play any other way until touch and played at by another player, there for if a Goal keeper throws it into the side net back into the goal "D", the ball still must bounce in their half when entered back into play.

- (E) When a penalty is taken, the keeper must stand on the goal line and may not move before it is taken or it will be retaken.
- (F) The keeper has 5 seconds to get rid of the ball. A penalty will be awarded for such a time wasting breach, except if a substitution has been called.
- (G) Goalkeepers cannot hold on to the net when trying to reach out of the goal area for the ball. A free kick will result with a wall allowed on the line.
- (H) If a player changes position with the goalkeeper during the game without informing the referee and touches the ball, intentional handball will be called and a penalty will result.

SUBSTITUTIONS

(A) A substitution can be made by one or both teams only when:

- Your Keeper, or opposition keeper has possession of the ball, at feet and has arms crossed (The referee has been notified referee prior),
- At half time,
- In the event of an injury,
- When a goal has been scored by either team.

(B) A player cannot be substituted in the last three (3) minutes of each half except in the case of a serious injury, at the referee's discretion. A player who has been sent off (for 5 minutes) may re-enter during this period at the consent of the referee (i.e. whistle on play).

(C) The maximum number of substitute players in any one team is three (3).

(D) Any player may be replaced by a player who hasn't played the first half at the half time break, but no player whom hasn't played the 1st half or started the 2nd half on the court may enter the game.

(E) A referee will send off any player that is bleeding, including goal keepers. Players will not be allowed to treat themselves on court. Players will not be allowed back on court until the referee is satisfied the flow of blood had ceased and the wound covered. A substitution is permitted during this period.

MISCONDUCT/SUSPENSIONS

A Yellow card is a 3minute cool off period. This player may not be replaced, and must wait for a substitution opportunity to re-enter play at the referee's request.

A Red card is a serious offence or two (2) yellow cards, and this player is sent off for the remainder of the game. **NOTE:** However, this player may be replaced by a substitute once 5minutes have elapsed, but they must wait for a substitution opportunity to re-enter play at the referee's request.

Depending on the severity of the incident(s) a player can be disqualified from the Tournament altogether or suspended. This is up to the Tournament Director's discretion.

NOTE:- If 2 players get red-carded and there are only 3 players left, the game will end and the score at the time will stand, or forfeit points will be awarded to the non-offending team (whichever is the highest score). When a game is cancelled due to misconduct, fees will not be refunded. In the event that a team is down to 3 players due to Yellow cards, then the first yellow carded player will be allowed back on court as the Goal Keeper only until his cool off period is over, to allow the game to continue.

In the event that a team is down to 3 players and a yellow carded player is in the Goal Keepers position already then, the game will end and the score at the time will stand, or forfeit points will be awarded to the non-offending team (whichever is the highest score). When a game is cancelled due to misconduct, fees will not be refunded.

Interpretation of Rules

TACKLING FROM BEHIND

- No tackling whatsoever from behind a 180° plane
- Only exception is a 50-50 ball which is up to the discretion of the referee

HANDBALL

- Deliberate handball is not a yellow card, just a penalty
- Intentional Handball is deemed to be when the ball touches any part of your arm from your shoulder downwards.

LIFTING LEGS

- Referees will be strict on players lifting legs above hip height in an attempt to kick the ball
- If two players lift their leg at the same time, a drop ball will be called.

GOALKEEPER RULES

- Keeper cannot hold on to the net when trying to reach for a ball that is outside the D. A free kick will result where the keeper infringes, with a wall being allowed on the line.
- Keeper can only use the advantage of the net when he/she and the ball are inside the "D"
- Keeper can kneel or lie down and reach out of the D for the ball as long as no part of his body makes contact with the ground outside the D while he/she is in possession of the ball.
- Keeper can tap the ball away when it is outside the D but not kick it. A keeper airborne outside the D and making contact with the ball will be called a penalty.
- Bouncing or placing the ball outside the D and gaining possession again does not mean the keeper has another 5 seconds to get rid of the ball as he/she is deemed to still be in possession.

PENALTIES

- A penalty must be taken in one fluent motion. A free kick doesn't have to be taken in one fluent motion.

DROP BALL

- No drop balls will be called in the event that the ball hits the referee unless a clear disadvantage has occurred. The referee is considered part of play, and therefore play on will be called. Any infringement on the drop ball i.e. kicking it before it bounces, is a free kick against the infringer (and a foul counts).

OBSTRUCTION

- This is understood to be when a player, instead of playing the ball, places himself between the ball and the opponent going for the ball, making himself an obstacle to the opponent's involvement in play.

PLAYER BOOKINGS

- The referee will let all players know when a red card has been issued.
- In the event of a player swearing whereby the whole centre can clearly hear it, a red card may apply.
- Referees will not hesitate to show a yellow card for minor swearing offenses.
- Referees will stop play to book a player regardless of where the ball is unless in a very clear goal scoring situation. A player maybe booked or sent off after the event in this situation.

PLAYER WALLS

- If a player is taking a free shot with no wall and an opposition player crosses the path of his/her direct shot, the free kick is to be retaken at the same spot, not where the player ran across his path.
- No player can run across the path of a direct shot at goal and intercept and incoming shot.

INSIDE THE D

- A player cannot in any way obstruct the goalkeeper in the D either physically or visually. Benefit of the doubt must also always lie with the keeper.
- A player cannot come into contact with the ball when it is inside the D, even if the player's feet are outside the D.
- The ball is deemed to be inside the D when half of it or more is in the semi circle.
- A player heading the ball which is clearly inside the D will be penalised accordingly.

ADVANTAGE RULE

- In the event that the referee believes the team receiving a free kick will receive a distinct advantage by calling play on, the advantage rule will apply.

DISALLOWED GOALS

- A ball hitting any net and then going straight in for a goal will not be counted.
- If the ball is to come off any net, it must be touched by a player (keeper included) before going in for a goal in order for it to stand.

FOULS

- All fouls are recorded on the referee's scoresheet. When five team fouls have been accumulated, the referee will let both teams know in a loud and clear voice.
- When a team is taking a direct free kick and choose to have no wall due to the opposition having accumulated six fouls, the player with the free kick may take a shot.

REVERSING FREE KICKS

- In the event that the buzzer has sounded to end the half and an indirect free kick has been awarded, half or full time will be called. In the event that a Direct free kick has been awarded, the kick will be allowed until such time the ball has rebounded from the Post/Net or Goal Keeper out of the goal "D", at this time half time or full time will be called. Kick will not be reversed if the player does not wait for the whistle or takes longer than five seconds to dispose of the ball, half time or full time will be called.

General Team & Referee Responsibilities

LATE TEAMS

- The clock is to start at game time. If a team is not ready within 1 minute then they will be penalised one goal per minute elapsed. A team is considered ready when there is a minimum of four players on court.

DRESS

- No players are permitted onto the court wearing jeans or non athletic type shoes.
- This is at the discretion of the Tournament Director.

RACISM

- Racial abuse is a most serious offense under our rules and will subsequently be dealt with extreme severity. Any player heard racially abusing an opponent will be red-carded and possibly suspended.

BLOOD RULE

- It is the responsibility of the referee to send off any player that is bleeding, including goalkeepers. Players will not be allowed to treat themselves on court. Players will not be back on until the referee is satisfied that the bleeding has stopped. This rule will be strictly adhered to for health and safety reasons.
- The wound must be securely covered and any blood stained clothing replaced to the satisfaction of the referee.

REFEREE'S RESPONSIBILITIES

- A referee shall under no circumstance start until given the all clear by management.
- All referees will start the clock at the specified game time regardless of whether teams are ready.
- This is no reason for the clock to be stopped during a game except in the event of a serious injury.
- The referee shall have control of both the score and the time. The score appearing on the scoreboard at the end of the game remains final. If any discrepancy occurs during a game, the captain may approach the referee at that time.