



SOUTH PACIFIC TOURNAMENT 2010

FORMAT AND RULES

Proudly hosted by

East City Futsal Indoor Soccer Club Inc
On behalf of New Zealand Football Futsal



**NEW ZEALAND
FOOTBALL**

FUTSAL. THE POWER OF FIVE

27/07/2010 12:56 p.m.

INVITATION

Welcome to the 2010 South Pacific Tournament, hosted by East City Futsal on behalf of New Zealand Football Futsal - for what should be a challenging and rewarding experience. We especially welcome teams who are travelling from out of Auckland.

We are delighted to host this tournament as the longest established Futsal Club in New Zealand with over 25 years in this wonderful sport. We see this event as an annual competition and as the years roll on, envisage it going from strength to strength.

This document is your official information pack for the 2010 South Pacific Tournament. Please read it and make sure you understand the logistics and rules in order for the tournament to run as smoothly as possible. It is your responsibility to ensure your team complies with the rules and regulations contained within this document.

If you have any further questions or require additional information, please do not hesitate to contact me:

Barbara Gwilliam
Tournament Manager/Chairperson
East City Futsal
09-5280146
0274-522491
cosworth@xtra.co.nz

Further Information

Visit our website www.ecisc.org.nz - this is the official website of East City Futsal, with information on leagues and other news.

Tournament Office

This is situated opposite the main doors on to the stadium floor.

Game Sheets

A table will be outside the main stadium doors –please can all team managers check they are correct before each game.

LOGISTICS

Location

**ASB Stadium situated on Kohimarama Road, Kohimarama
On the grounds of Selwyn College**



Transport and Accommodation

If you would like information on transport and local accommodation please contact me on cosworth@xtra.co.nz

Health and Safety

There will be a trained first aider present at the venue for any injuries or assistance required. Ice will be readily available for the treatment of basic strains and knocks. White Cross Medical Centre is 2 minutes away, situated at the East Ridge Shopping Centre.

Food and Beverages

Vending machines are situated in the main foyer at the stadium - cookies, Powerade, water etc. Five minutes walk is Oliver's Bakery situated on Kapa Rd selling salad rolls, sandwiches, pies, and cakes.

Self service tea and coffee will be provided free in the main foyer.

FORMAT

Competitive Draw

To be confirmed (format will be dependent on number of confirmed entries received)

Game Times (subject to confirmation)

- Games are 2 x 15 minute halves, with a 2 minute half time
- There is a running clock – no stoppage time
- There will be no time outs

Points Allocation (Pool Play)

- Win = 3 points
- Draw = 1 point
- Loss = 0 points

- Team Forfeited Against = 3 points (plus average Goals Against of the forfeiting team in all other pool games will be applied to the Goals For – calculated at the end of Pool Play)

NB: Any team forfeiting a game may be asked to show good reason and/or prove they are worthy of remaining in the tournament.

Final Group Placings

Will be determined by the following:

- Total points in Pool Play; most = first, next = second, etc; or
- The greatest Goal Difference (Goals For minus Goals Against); or
- The team with the greatest Goals For; or
- Where two teams remain tied, the result of the pool game between the two teams; or
- A penalty shoot out

Playoff Games – Day 2

All games on Day 2 (except the 9th/10th and 7th/8th playoffs which may end in a draw) will be decided as follows:

- The team with the highest number of goals scored at the end of regular time wins.
- If equal, 5 minutes extra time will be played. The team with the highest number of goals accumulated during regular and extra time wins.
- If the goals scored are still the same, a penalty shootout will take place. The team scoring the most penalties will be deemed the winner.

Court Size – Warm up before your game

The court is approximately 31m x 23.6m. There will be a warm up court for teams to warm up before their game adjacent to the official court. You may only enter through the doors at the end of the front foyer – right of the main doors. Once the previous game has finished please go directly on to the court to commence your game. There is no time allowance to warm up on the official tournament court due to time constraints.

GENERAL RULES

1 Code of Conduct

- (a) Individual teams are required to issue and enforce their respective codes of conduct.
- (b) The conduct of all players, team officials, referees, tournament officials and spectators who participate in this tournament is governed by the codes of conduct generally accepted as endorsing the values of fair play, respect and tolerance including, but not limited to:
 - i. Co-operation with this tournament's venue and game officials or their delegates
 - ii. Compliance with venue rules and guidelines
 - iii. Behaving in a professional, responsible and courteous manner towards participants, team officials, referees, tournament officials and spectators
 - iv. Adherence to the Laws of the Game
 - v. Participation in the spirit of fair play
 - vi. Refraining from the use of offensive, violent, abusive or insulting language, gestures or behaviour
 - vii. Refraining from engaging in behaviour that aims to harass or discriminate against another person on the grounds of race, sex, religion or for any other reason
 - viii. Abstaining from the use, possession or promotion of any banned substance, drugs of dependence and alcohol at the venue
- (c) Failure to comply with the Codes of Conduct as set out in this document or as endorsed by New Zealand Football may result in the offender/s being dismissed from the venue or suspended from play or officiating for a fixed period of time or indefinitely. The Code of Conduct are available on the NZF website www.nzfootball.co.nz rules and regulations.

2 Team Management

- (a) The coach and/or manager of each team is/are responsible for all matters relating to the application of the Code of Conduct to the team.
- (b) This includes but is not limited to the conduct of team members, team management and supporters, disciplinary matters, adherence to local regulations and appropriate use of the venue.
- (c) This also includes responsibility for team travel and accommodation.

3 Completion of Match Sheets

Match sheets will be provided by the tournament organisers for all games and located at the Tournament Manager's Desk for all team officials, available for completion until 10 minutes prior to kick off.

Team officials are required to enter the full name of the players and their shirt numbers. Only players present on the day and from the original team sheet may be listed and played during the game.

The name of any suspended player will appear on the match sheet of the game for which the player is suspended with the word 'suspended' besides the player's name. Any suspended player is not able to sit on the team bench during any game.

Players are permitted to be nominated and play in one team only as detailed in the eligibility guidelines. Any player found guilty of breaching this guideline will be expelled from the tournament.

4 Uniforms and Equipment

(a) In accordance with FIFA's Futsal Laws of the Game, it is compulsory for all team members who are not the nominated goalkeeper to participate in a colour co-ordinated uniform as below:

- i. A numbered shirt (the number must clearly contrast with the shirt colour)
- ii. Shorts (may be numbered also)
- iii. Long socks
- iv. Suitable Futsal non-marking footwear
- v. Shin-pads that provide a reasonable degree of protection are mandatory

(b) A goalkeeper must wear:

- i. A numbered shirt of a colour that distinguishes him from other team members and the opposition team (the number must clearly contrast with the shirt colour)
- ii. Shin pads that provide a reasonable degree of protection are mandatory
- iii. Long socks
- iv. Shorts or long pants
- v. Suitable Futsal non-marking footwear
- vi. Goalkeeping gloves, knee pads and elbow pads are optional

- (c) Failure to comply with these rules will result in the player being sent from the court to address their equipment or apparel. Please note this will only be the case where it is deemed appropriate and reasonable in terms of distinguishing players (from the other team and their keeper), while being similar to their outfield team mates.
- (d) Where two opposing teams are wearing similar uniforms, the team listed second on the draw (the away team) will be required to wear an alternate uniform. It is the responsibility of each team to ensure an alternate strip is available for such occurrences. Bibs, however, will be available.
- (e) A player must not use equipment or wear anything which is dangerous to themselves or another player, **including any kind of jewellery**. The referee has discretion as to whether he considers dangerous equipment. Players should use common sense in this regard.

5 Balls

Official match balls will be provided by the tournament's organisers. This cannot be changed during the game without the permission of the referee. Teams are to provide their own practise and warm up balls.

6 Delayed Starts and Forfeits

- (a) Under extenuating circumstances, the referee may grant a five (5) minute extension of time for a team to take the court if it is not ready at the time the game is scheduled to commence.
- (b) In this situation, a shortened half will be played, so that the half ends at the scheduled time, up to the five allowed minutes.
- (c) If the referee deems that the team is unnecessarily delaying the game, or takes longer than five (5) minutes to take the court, the offending team will forfeit the game.
- (d) A forfeit win will be awarded to the opposing team, with the forfeit score calculated accordingly.

7 Referees and Second Officials

- (a) Each game will have a designated referee to officiate.
- (b) Each team will have a designated scorer and timekeeper.

8 Disciplinary Cards and Accumulated Fouls

- (a) Games during this tournament will be governed by two cards, according to the FIFA Futsal Laws of the Game (Law 12): **yellow** and **red**.
- (b) A **yellow** card will be issued by the referee when a player is cautioned.
- (c) **Yellow** cards accumulated in preliminary games will carry through to the finals.
- (d) Where a player receives **two (2) yellow** cards in a single match, the player will then be shown a **red** card (after receiving the second yellow card) and the process for red cards followed, as below. (Note: where a player receives two yellow cards in one match, these cards WILL NOT count in the total accumulated yellow cards for that player, as per section (e) following.
- (e) Where a player receives his **second (and fourth) yellow** card of the tournament (not including instances where two yellow cards are issued to a player in a single match and the player is then shown a red card), he may continue to take part in the current match, but shall be suspended for the team's next match – and the process for red cards followed as below.
- (f) **Red** cards carry an automatic **one (1)** match suspension (in addition to any further suspension imposed by the Tournament judiciary panel) for the next scheduled game(s).
- (g) If a **red** card is issued in the last preliminary match then the suspension is served in the first game of the finals series.
- (h) A substitute player may only enter the court two (2) complete minutes after a team mate has been sent off, or unless a goal is scored against their team before the two (2) minutes has elapsed.
- (i) Any team playing a suspended player will automatically forfeit that match.
- (j) Where a player receives a **red** card in a match the following applies:
 - i. The player must vacate the court and leave the playing area
 - ii. The player will receive an automatic one (1) match suspension, in addition to any further penalty awarded by the tournament judiciary panel if a report by either of the match officials warrants a judiciary hearing. The suspension must be served in the team's next game. Any additional suspension period must be served in subsequent game(s)
 - iii. The player's name will appear on the match sheet for the next game as 'suspended'

9 Judiciary Panel and Procedure

- (a) Where possible the tournament judiciary panel will comprise of:
 - i. Representation from all participating teams (where this is not possible, a suitable representative from the teams not represented)
 - ii. The Tournament Manager
 - iii. The Referee Co-ordinator
- (b) The Judiciary Panel will convene when an appeal is lodged.
- (c) Judiciary outcomes may be appealed.

10 Appeals

- (a) A team official may exercise the right of appeal provided it is restricted to:
 - i. The severity of the sentence imposed
 - ii. Inconsistency in the judiciary process
 - iii. Mistaken identity
 - iv. New evidence
- (b) An appeal will only be considered by the tournament judiciary panel if it is
 - i. Lodged within two (2) hours of the incident specified
 - ii. Lodged in writing by a team official or team delegate
 - iii. Accompanied by a fee of \$60 (refundable only if the appeal is upheld)
 - iv. Based on and identifies one or more of the grounds for appeal as set out above
- (c) Upon receipt of the appeal, the tournament judiciary panel will convene in accordance with the requirements of the judiciary procedure.
- (d) Notice of judiciary hearing times will be posted by the tournament manager in a prominent location, usually near the tournament results board. The tournament manager will inform those lodging appeals where details of judiciary hearings can be accessed.
- (e) It is the responsibility of the team official or team delegate lodging the appeal to ensure that representation appears on time.

11 Abandoned Matches

- (a) Matches may be abandoned when it is deemed by the match official that the game cannot continue due to any of the following:
 - i. For disciplinary reasons – where violent conduct by players, team officials or spectators creates an untenable situation for others
 - ii. Where the playing surface or court area is deemed dangerous or unusable

- (b) Where a match is abandoned for disciplinary reason, the match officials are required to ascertain the team at fault and award the following:
- i. To the team deemed at fault – a 0-5 goals forfeit loss or the match result at the time the game was abandoned (whichever provides the most advantageous result for their opponents)
 - ii. To the team deemed not at fault – A 5-0 goals forfeit win or the match result at the time the game was abandoned (whichever provides the most advantageous result for them)
- (c) The team deemed at fault will be asked to show cause as to why they should remain in the competition.
- (d) Where a match is abandoned for a non-disciplinary reason, the Tournament Manager is required to take all possible steps to either:
- i. Reschedule the game (reset to 0-0) when the tournament schedule allows; or
 - ii. Recommence the game (score line carries over) in due course to allow for a full time result.

12 Awards

- (a) Participating teams will compete for the South Pacific Tournament trophy, to be awarded to the team that wins the competition.
- (b) Other awards will be presented to the:
- i. Top goal scorer - Golden boot
 - ii. The Fair Play team of the tournament

13 FAIR PLAY ALWAYS

- Play to win
- Play fair
- Observe the Futsal Laws of the Game
- Respect opponents, team-mates, referees, officials and spectators
- Accept defeat with dignity
- Promote and honour the interests and good reputation of Futsal
- Reject corruption, drugs, racism, violence and other dangers to our sport

SIMPLIFIED GAME RULES

Please note the house rules (marked **) which differ to the official FIFA rules - due to our courts not being the full international size. Anything not covered in these rules will be covered by the official FIFA rules of 2008, as found in the Futsal section on the FIFA website. The Tournament Manager will have a printed copy at the tournament.

- 1 The Game of Futsal is played on a court approximately 31 m x 23.6 m
- 2 From kick-off the ball must be played forward
- 3 A team consists of 5 players; 4 field players and 1 goalkeeper
- 4 Unlimited “flying” substitutions; ie players can re-enter the game as many times, notifying the 2nd Official, but only from halfway. This includes the goalkeeper. Players coming on the court can only do so once player coming off is off the court
- 5 There is NO offside
- 6 When the ball goes out of play, it is then placed on the sideline and kicked infield to another player. All opposing players must be at least 4m from the ball. (** House Rule given the size of the court)
- 7 For a ball to be out or a goal scored, the entire ball must be over the line
- 8 A goal cannot be scored directly from a kick-in unless it touches another player
- 9 The goalkeeper can throw the ball over halfway.
- 10 Goalkeepers throw the ball from the marked goal area to restart from a goal clearance unless they have saved the ball in general play in which case they can then punt or drop kick (in accordance with rule 9)
- 11 Goalkeepers have 4 seconds to dispose of the ball from a goal clearance
- 12 Goalkeepers are not able to pick up a back pass from any of their team players
- 13 Once a goalkeeper has released the ball from their possession, they may not receive it back unless it has been over halfway or it has been touched by an opposition player
- 14 Keepers can make “flying” substitutions without waiting for a stoppage in play. Substitutions must occur between the two markings in front of the scoring table.
- 15 Maximum of 12 players per team per game
- 16 No slide tackling

- 17 4 second time limit for kick-ins and indirect free kicks
- 18 A player can score direct from a corner
- 19 Players are not allowed to play the ball whilst on the ground, except the goalkeeper who can only do so within the goal "D"
- 20 Dangerous play is not allowed
- 21 Should the ball hit the ceiling, play is restarted with a kick-in by the opposing team at a point on the sideline adjacent to where the ball hit
- 22 Referees have the right to warn, ask to leave or eject from the venue, any spectator whom they feel is bringing the game into disrepute
- 23 **The referee's decision is final . . .**