

College Sport Futsal

Information: Term 4, 2024

Pulman Arena



Northern Region
Football



College Sport
Auckland



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Key Contacts

Role	Name	Phone	Email
Venue Coordinator	Josh Greet	027 289 8146	N/A
Competitions Manager (College Sport Auckland)	Olivia Cundy	021 964 712	olivia@collegesport.co.nz
Futsal Development Manager	Aidan Wong	022 612 6011	aidan.wong@nrf.org.nz

Pulman Arena

90 Walters Road, Takanini

Competition Dates & Timings

Date	Game Week	Notes
14 th October	Round 1	
21 st October	Round 2	
28 th October	NO GAMES	Labour Day
4 th November	Round 3	
11 th November	Round 4	
18 th November	Round 5	
25 th November	Round 6	
2 nd December	Round 7	

Kick off times;

- 4:00 PM
- 4:40 PM
- 5:20 PM



Referees

As you may be aware, Futsal is rapidly growing in popularity across Auckland. While this is exciting for the sport, it has also led to a shortage of qualified referees in the region. This shortage is particularly pronounced in South Auckland, where the increasing number of competitions and players is outpacing the availability of referees.

Therefore, all matches will need to be refereed by a coach, parent or spectator provided by the teams. The home team will referee the first half and the away team the second half.

As the sport continues to expand, we are working diligently to address these challenges and ensure that all games are properly officiated.

With that in mind, we are actively seeking individuals who are passionate about Futsal and interested in becoming referees. If you or someone you know would like to get involved, we encourage you to reach out to NRF. We offer support and training to guide new referees on their journey, and all official appointments include financial reimbursement to recognize and compensate their valuable service.

Your involvement would make a significant impact on the growth and success of Futsal in our community, and we look forward to hearing from anyone who wishes to take part in this rewarding opportunity.

Please scan the QR code to register your interest.





Simplified Regulations

Equipment & Uniform

- **All players MUST wear non-marking footwear**
 - Non-compliance will result in the player not taking the field
 - Any repair costs for damages will be passed onto the school
- All players must wear same colour playing shirt, except for the goalkeeper who must wear a different coloured shirt or bib
- Shin pads with socks high enough to cover shin pads

Match Timings (40 minutes in total)

- 2x 16-minute halves
- 3-minute half time break
- 5-minutes between matches

Simplified Laws of the Game

5 players on the court per team; this includes a goalkeeper

Rolling substitutes, do not need to notify referee. Players must exit court before substitutes can enter

If the ball exits the field of play (side out), a kick-in takes place to restart play at the spot the ball exits

If the ball exits the field of play (goal line) it is either;

- Goalkeeper throw
- Corner kick

Players in possession of a restart of play, have 4 seconds to restart once the ball is set;

- kick in, free kick, corner kick, goalkeeper throw

All players including the goalkeeper are allowed on any part of the court including the penalty area

Simplified Laws of the Game cont.

Number of Players & Substitutions

- 5 players are on the court at one time (4 court players and 1 goalkeeper)
- Substitutions are unlimited “flying” substitutions.
- Players can re-enter the game from their own bench without notifying the referee.
- A substitute cannot enter the court until the player coming off has left the court.
- The referee must be notified if the goalkeeper is changed.

Equipment & Uniform

- All players must wear non-marking footwear
- All players must wear same colour playing shirt, except for the goalkeeper who must wear a different coloured shirt or bib
- Shin pads with socks high enough to cover shin pads

Start of Play:

From a kickoff, the ball is in play once it is kicked and moves in any direction. The opposing team must be inside their own half and outside the centre circle, or 3 meters away if no centre circle is present

Out of Play

- Ball is placed on the sideline or the corner. Ball must be stationary and kicked into the court. Only the kicker is allowed off the court
- Players have 4 seconds to kick the ball into play.
- All opposing players must be at least 5 meters from the ball.
- A goal cannot be scored directly from a kick-in unless it touches another player.
- The non-kicking foot can be anywhere (there are no foot fouls during kick-ins)
- The entire ball must be over the line for it to be out-of-bounds or a goal

Goalkeepers

- Goalkeepers may only play the ball (with any part of their body) once per possession inside their own half. Once a goalkeeper has released the ball, they cannot play the ball again in their own half of the court until the opposition has touched the ball or gone out of play (A save does not count as a touch).
- Goalkeepers have 4 seconds to control the ball in their own half.
- Goalkeepers are not allowed to pick up a back pass from any of their teammates.
- Goalkeepers must throw the ball from the goal area to restart from a goal clearance.
 - Opposition must be outside the penalty area during this restart
- Goalkeepers are not allowed to “drop-kick” the ball from a goal clearance

Fouls, Free Kicks, Penalties

- There is no offside rule in Futsal
- Players can score from direct free kicks, but not from indirect free kicks. Referees will inform teams which it is.
- Opposing players must be 5 meters from the ball during free kicks
- A penalty kick is awarded if a team commits a direct free kick inside the penalty area. All other players must be behind the ball and at least 5 meters away.
- If 2 or more players are in a “wall”, attackers must be at least 1 meter from the “wall”

GOOD SPORTS

"Hey Mum and Dad, this is how you can help me make this season a great one!"

- 1 Keep it FUN
- 2 Remember MY MISTAKES ARE FOR LEARNING
- 3 Focus on MY EFFORT & IMPROVEMENT
- 4 Please SUPPORT EVERYONE, INCLUDING THE OPPONENTS
- 5 After every game say to me "I LOVE WATCHING YOU PLAY"

www.goodsports.org.nz

 [goodsportsnz](https://www.facebook.com/goodsportsnz)



Sideline Behaviour

We understand the sporting environment can be highly competitive and stressful for all involved. However, due to the nature of the environment we are trying to create and the age group involved, College Sport Auckland & Northern Region Football will not tolerate any unsporting sideline behaviour in our environment.

As adults we ask you to be fostering a safe space for the children to play, focus more on enjoyment and skill development. Some players will naturally be competitive which is totally acceptable, however try not to put additional pressure on them to win or perform, but for them to enjoy the game and develop their skills.

NRF will have a zero-tolerance approach to any unsporting sideline behaviour towards a referee, staff member, opposition players/parents.

Anyone found not adhering to this principle will be asked to leave the premises.

However, if you find any supporters/parents or coaches getting worked up, please consider the following techniques to prevent/minimize any misconduct;

- Kindly remind them of the principles of kids' sport and the futsal environment
- Ask them to move further away from the playing environment out of earshot
- Ask the person to take a 5min walk away from the playing environment to cool down

Venue Information cont.

Pulman Arena Rules

Pulman Arena prohibits;

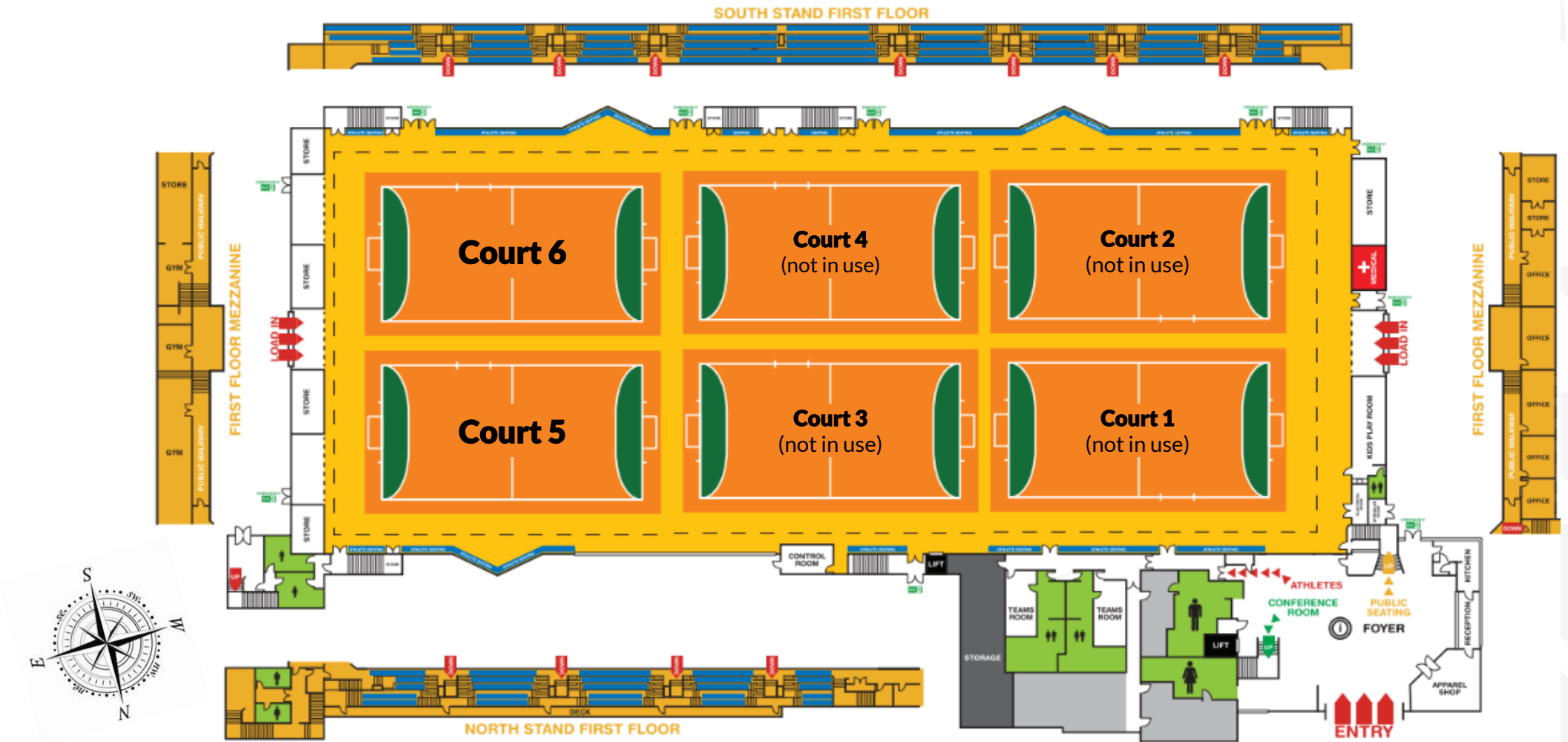
- Food or drink inside the playing court area.
- Water bottles to be taken onto the playing court area. Please keep all drink bottles on the peripherals of the arena.
- Chewing gum anywhere inside the Pulman Arena building.
- Running or uncontrolled behaviour in the Mezzanine or non court areas in the building - Children under the age of 12 must be always supervised.
- ALCOHOL brought onto premises.
- Playing with sports equipment in the foyer or mezzanine areas.

Please ensure;

- Only non-marking court shoes are to be worn on the court. If this is not adhered to, you will be denied the opportunity to play.
- All equipment is to be used in the correct manner and no alteration or amendment to the facilities are allowed without authorization.
- Good sportsmanship & behaviour is expected. The Arena Staff reserves the right to remove anyone who in their opinion is behaving in an unacceptable manner.



Venue Layout



Drop off / Parking



There will be plenty of on-site parking at / around the Pulman Arena.

Unfortunately, there is no designated venue drop off area. However, for the festival, for Health & Safety purposes, you can drop your teams off by the west end of the Pulman Arena building (via the South Car Park), then find a park in either the North or South Car Park.

The entrance to the venue is via the Norwest end of the building.

Please adhere to the speed limits displayed on site, look out for one another and ensure everyone gets home safely.

These are non-negotiable to ensure the safety of everyone at the venue.

Health & Safety

Health & Safety is the responsibility of everyone who is in attendance – Venue Coordinator, players, coaches and spectators. This is to ensure everyone who attends is safe and injury free when departing the venue.

Please report any risks and/or hazards you might identify to the Venue Coordinator or venue staff. This may include but not limited to;

- Trip / slip hazards
- Falling objects
- Hazardous substances (i.e. chemicals)
- Fire & Electrical hazards

If you cannot contact Venue Coordinator or venue staff, please remove or reduce risk if safe to do so.



Health & Safety cont.

Nearby Medical Centers

Counties Medical – Papakura

6/18 O'Shannessey Street, Papakura, Auckland

- Head south on Pulman Park Road towards Walters Road.
- Turn right onto Walters Road and continue for 500m until you reach the roundabout and take the first exit onto Porchester Road.
- Travel 1.25km down Porchester Road and turn right onto Subway Road.
- Turn left onto Great South Road and then immediately turn left onto O'Shannessey Street.
- The Medical Centre will be on your right.

Conifer Gradens Medical Centre

138 Great South Road, Takanini, Auckland

- Head south on Pulman Park Road towards Walters Road.
- Turn right onto Walters Road and continue for 1km until you reach the roundabout at Great South Road.
- Take the fourth exit onto Great South Road heading Norwest.
- Travel 1.4km on Great South Road until you reach Conifer Gardens Medical Centre on your right (immediately after Takanini Park Motor Lodge)

Emergency Evacuation Plan

EVACUATION

In the event of an evacuation, the hirer, occupants, participants and/or Pulman Arena staff are to:

- Direct all participants and spectators to the designated evacuation area
- The evacuation area has been designated as the south car park
- Exit through the designated exit doors courtside
- Await further instruction and all clear from emergency services

SERIOUS INJURY

In the event a participant or member of the public sustains a serious injury, the hirer, occupants, participants and/or Pulman Arena staff are to:

- Ensure their own safety first
- Stay with the patient
- Send someone to the offices to request assistance
- Inform the hirer/staff of the incident
- Try to keep the patient calm
- Manage the injury to eliminate risk of further injury
- Await further instruction from medical staff or management

SECURITY RISK

In the event of a security risk, follow the instructions of the Arena staff as situations vary;

- Assess the type of emergency e.g. assailant with a weapon
- Immediately call the Police via **111** – do not waste valuable time
- You will be advised via the loud speaker that there is an emergency and the nature of the emergency
- If the assailant is outside the building then the front doors will be locked by Arena staff so that the assailant cannot enter
- **Do not set off the fire alarm** as this opens all the external fire doors around the building
- The lights in the arena will be turned off
- Direct all occupants away from the external areas of the building e.g. foyer, corridors, West end of the arena which has window areas
- Direct everyone on the second floor to clear the corridors and move to the seating
- Direct everyone on the ground floor to the court area away from the Western end and multiple windows
- Ensure anyone who needs assistance is identified and notify arena staff if you need help

At any point you feel the need to, please do not hesitate to contact Emergency Services on 111 and seek further instructions.

Emergency Evacuation Plan cont.

FIRE DETECTION

If you discover a fire;

- Raise the alarm immediately by operating the nearest alarm located around the arena

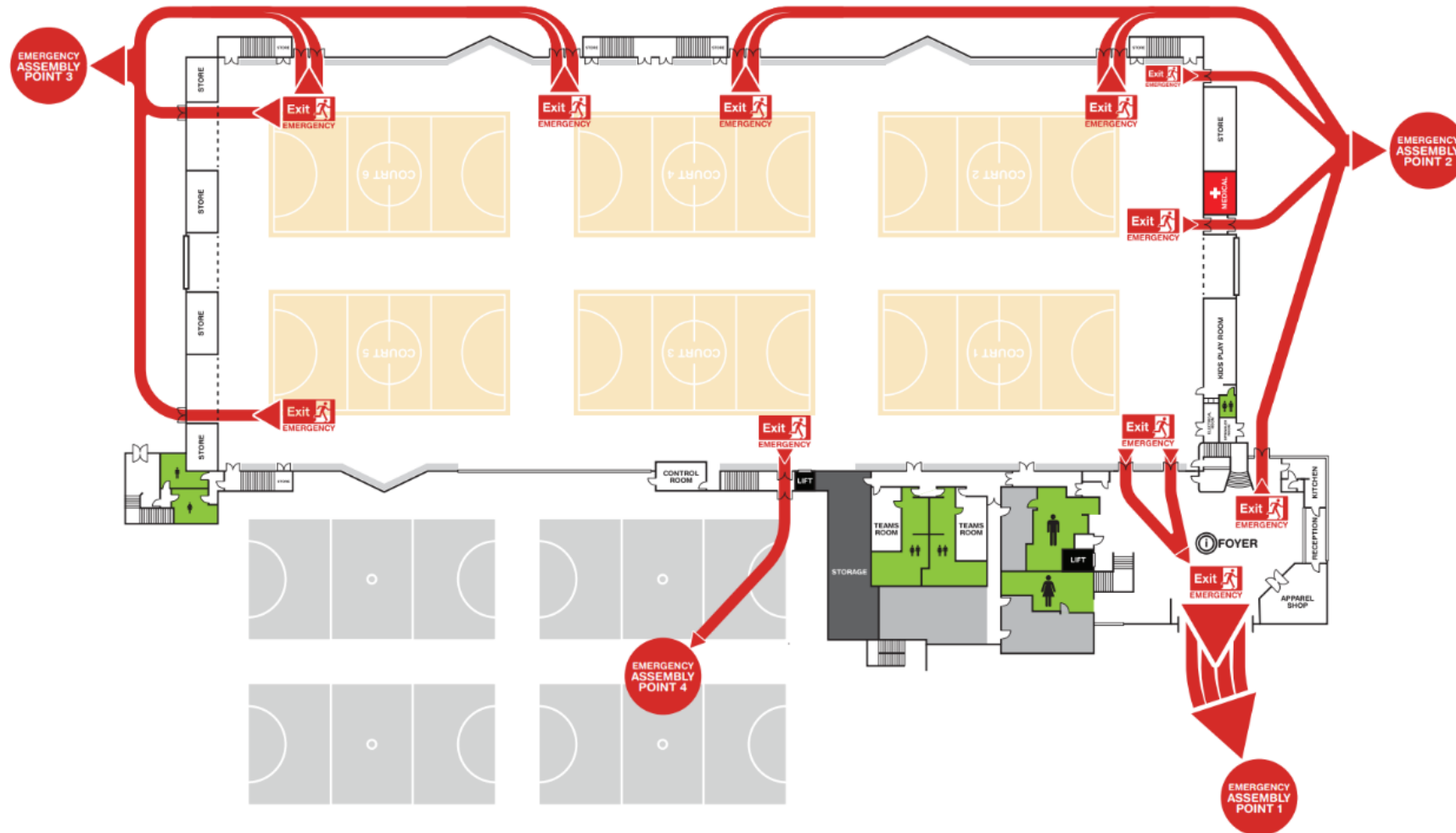
When the alarm is activated;

- Evacuate immediately – follow all emergency exit signs
- Turn off appliances and systems that if left unattended could result in an additional fire
- Ensure you are in a designated assembly area
- DO NOT return for personal belongings
- DO NOT linger or delay evacuation of the site for any reason
- DO NOT carry food or drinks during an evacuation

Occupants may only re enter the arena after the Fire Service has given clearance to the Chief Fire Warden

Emergency Evacuation Plan cont.

Areas of Responsibility





**Northern Region
Football**