

LEAGUE OF CHAMPIONS



RULES 2026



LEAGUE OF CHAMPIONS

RULES 2026

Please take the time to read these rules:

Kit

- Indoor sports shoes only – **no hiking shoes or boots!**
- Shin pads are advised but **not** mandatory
- Please try and wear one colour as a team – bibs will be provided for kit clashes.

Teams

There is no maximum squad size, but match day squads are restricted to 10 (ten). Although obviously the minimum number for a team is five, we recommend having at least six (6) on a matchday.

1. If your team is short of players:

- 1.1. You can bring in any new player, at any time, provided they have **not** played for another team in a competitive match this season. Once they have played for your team, they are considered **your** player for the remainder of the season.
- 1.2. You can use a maximum of two (2) players that play for another team, otherwise known as 'ringers', but you will start five (5) goals down every time they play for you. Officially the following rules apply (unofficially they can be waived by the opposition after discussion):
 - 1.2.1. These players cannot be substitutes – you can only have five (5) in your match day squad if you use a ringer.
 - 1.2.2. The ringer must play in goal, unless they are a regular goalie, who must play on pitch.
 - 1.2.3. If there are two ringers in one team, each player must play a half of the game in goal, unless one is normally a goalkeeper.
 - 1.2.4. The ringer must be identified to the referees and be approved as suitable. In certain situations, to maintain the integrity of the competition, the ringer may not be approved and another may have to be found. The referee's word on this is final.
- 1.3. You must have three (3) of your actual squad on the pitch at all times (these can also be players who have not played for anyone else as per rule 1.1) if you have two (2) or less players you have to forfeit the game eight goals to nil (8 - 0).
- 1.4. You can, should you choose, play the match with only three (3) or four (4) players.

2. Please arrive ten (10) minutes before your kick off time. We have a tight timetable, if you are late for kick off you will have to forfeit the game eight goals to nil (8 - 0).



Match Rules

3. **No slide tackles** – including playing the ball whilst on the floor, i.e. if a player falls over they may not continue to try and kick the ball. An indirect free kick will be awarded. The opposition must retreat three (3) metres from any freekick. The only exception to playing on the ground is goalkeepers, who may make sliding 'saves', although only within the penalty area. If they slide out of the box and make contact with player or ball an indirect free kick will be awarded.
4. Kick-off is an indirect direct free kick.
5. Players from the team not kicking off must stand behind the designated white line.
6. If the ball goes into touch, it is a kick in – no throws. Kick-ins are indirect. Corners are also indirect and must be taken from the corner of the pitch (where the sideline and the goal line meet).
7. Kick-ins and goal kicks must be taken within three (3) seconds of the ball being 'under control' and the ball must be retrieved and set down as quickly as reasonably possible on the sideline. The ball must be stationary. The opposition must retreat two (2) metres away for a kick-in. A retake will occur if the opposition fails to retreat and make contact with the kick-in as it is taken.
8. Deliberate delay on a kick-in will result in it being awarded to the opposite team. Delay on a goal kick will result in a corner being awarded to the opposition. Any deliberate time wasting at free kicks will result in an indirect free kick from the same place being awarded to the opposition.
9. Time wasting when the goalie has the ball in hand will result in an indirect free kick being awarded from the edge of their area. This is up to the referee to judge on a case by case basis – the ball must be released within a 'reasonable' amount of time. Less than 5 (five) seconds is considered reasonable.
10. If the ball is passed back to the keeper they cannot pick it up. Once the ball has been passed back once, it must cross the halfway line before it can be passed back to the keeper again, or a member of the opposing team must touch it. If a second pass back to the keeper is made without either of these, an indirect free kick will be awarded on the edge of the area nearest to where the keeper received it for the second time. However - if the goalkeeper comes out of his penalty area he may receive the ball as many times as he/she wants. He/she must be outside of the box when the ball is played towards him/her and he/she must remain out of the box with the ball and obviously cannot pick the ball up - he/she in effect, becomes an extra outfield player.
11. When the ball is put out over the goal line by the opposition a goal kick results. A goal kick must be played on the floor, with a stationary ball, and not out of the goal keepers hands. If the goalkeeper retrieves the ball during open play he may kick from his hands if he/she chooses.
12. Rolling substitutions are allowed. No more than five substitutes may be kitted up and seated on the bench. Substitutes should sit on the provided chairs until they are just about to enter the pitch. The player being substituted should leave the field of play prior to the new player entering onto the pitch. Substitutes should always enter and leave the pitch on the side of the bench, near the halfway line – if an advantage is gained by a substitute entering the field of play in front of the ball when the player being substituted has left the play behind the ball an indirect free kick will be awarded.
13. All contact with the hand will result in a foul. If there is any doubt that the contact was deliberate, it will result in an indirect freekick. If this occurs inside the penalty box the indirect free kick will be on the edge of the area nearest to where the incident took place. If there was no doubt that the handball was deliberate the result will be a direct freekick. If this occurs in the penalty box, a penalty will be awarded. This will be decided by the referee and the decision will be final.

Discipline

14. The ethos of this competition is to be friendly, social, and fun. Games are played to be enjoyed. Any teams who are constantly moany and grumpy or cause excessive grief to the referees and organisers will be given a harsh talking to (a formal warning). Failure to comply to the harsh talking to may result, in extreme cases, in a docking of points.
15. In the event of dangerous play, serious unsporting behaviour, abusive language or threatening behaviour to other competitors, spectators or referees will result in a three (3) minute 'sin bin' for the player/s responsible. Another player may replace the sin binned player. Serious bad conduct will result in a red card. No player may replace the red carded player.
16. A second sin bin offence in one match will result in a red card.
17. Red cards result in a one game suspension.
18. Five (5) sin bins through the season result in a two (2) game suspension.
19. The referee's word is final. There is no complaints procedure.

Kick Off Times

- We've a limited time to fit all the games in. Below is the timetable the competition will be aiming at. Please don't be late – you will have to forfeit the game.

Period	1st	End	2nd	Full Time
Match 1	4:45pm	4:58	5:00	5:13
Match 2	5:15pm	5:28	5:30	5:43
Match 3	5:45pm	5:58	6:00	6:13
Match 4	6:15pm	6:28	6:30	6:43
Match 5	6:45pm	6:58	7:00	7:13

- The (early and late) kick off times will be distributed between the teams as fairly as possible. If you have any requests around kick off times on certain weeks, please let us know before the season begins, or as soon as possible and the draw may be able to be altered to accommodate you.
- All competitive games will be played on Pitch One (the pitch next to the wooden seating). Pitch Two will be available from 6 - 8pm for warm ups or a friendly kick about every week.

Team fees

20. The team fees must be paid in full by kick off of their third competitive fixture. Failure to do so will result in all the offending teams results to become null and void thereafter until the debt is paid. Non-awarded points will not be reinstated. The non-paying team may continue to play but the result will only stand for their opposition. (For example – a late paying team wins 4 - 0. Their opponents register a 4 - 0 loss on the table, the non-paying team get no points or goals awarded on the table)

Thanks for reading these rules – now, let's get the festival of futsal underway!