

Saint Ignatius College, Riverview

Six-a-Side Soccer

2010/2011

COMPETITION RULES

Taking the Field:

- A side can register a maximum of 14 players in a team. A minimum of 8 players are required to register a team.
- A maximum of 6 players are allowed to take to the field, including the goal keeper. A minimum of 4 can take the field to avoid a forfeit.
- If a team has 3 players when play is due to commence, to avoid the forfeit they can seek a fill in player from another team **only if** the opposing team approves this.
- Players are permitted to play only for the one team in which they are registered. However, should a team be facing a forfeit for having less than 4 players, they may recruit one player from another team to avoid the forfeit **only if** this is approved by the opposing side.

Field Dimensions

- The field size is set by the competition management and is approximately 50m in length and 35metres in width, the goals are 2.03m in Height, 2.93m in width and 1.60m in depth.
- There is no marked area for corner kicks to be taken. A corner kick must be taken with the ball placed on the join of the side line and the goal line.
- Goal kicks can be taken from any area inside the goal circle. The ball must be placed on the ground for a goal kick. Goal kicks must not travel over the half way line on the full, if this does occur a free kick is awarded to the opposing side from where the ball crossed the half way line.

Match Rules

- Passes are allowed back to the goal keeper and the goal keeper is permitted to pick up these passes. Again the goal keeper cannot throw or kick the ball (from his hands or the ground) over the half way line on the full.
- Unlimited interchange of players (including the goal keeper) is allowed however there must be a stoppage of play for an interchange to occur and the referee must be aware of this interchange. The player leaving the field must cross the sideline before the replacement enters the field.
- The off side rule is NOT to be used. However deliberately placing a player or players in an off side position is contrary to the spirit of the game and is discouraged.
- The game consists of two 15 minute halves. The half time break is 1 minute. There is no stoppage time for injuries or substitutions. Teams must swap sides at half time.

- The referee will conduct a coin toss and the winning captain has the option of choosing ends or taking the kick off.
- A game is started by a kick off in a forward direction from the centre mark. A goal cannot be scored directly from the kick off, a pass must be executed prior to taking a shot at goal.
- All players must be in their own half before the kick off can be taken. The opposition must be 5 metres from the ball when the kick off takes place.
- After a goal has been scored the game is restarted from the centre mark with the side conceding the goal taking the kick off, once the referee approves.
- Goals can be scored from any area within the field.
- Following half time the game is restarted with teams changing ends and the kick off being taken by the side that did not start the game.
- The ball is out of play when it has wholly crossed the goal line or side line. These lines are part of the field of play.
- A goal has been scored when the ball has wholly crossed the goal line between the posts and the crossbar.
- When the entire ball crosses the side line, a throw-in is awarded to the opposing side to that of the player that last touched the ball. The ball is to be thrown in at the spot where the ball left the field of play.
- Only the goal keeper may touch the ball with his arms or hands (within the goal area).

Infringements and Penalties

- A player may not intentionally kick, trip, jump at, strike, hold, push, charge from behind or violently charge at an opponent.
- Players shall not swear, gesture, or argue with the referee or any player. Fouls may be awarded for this behaviour.
- All free kicks awarded anywhere on the pitch apart from inside the goal circle are classified as "Indirect" free kicks. An Indirect free kick is one where a goal cannot be scored unless another player other than the kick taker has touched the ball.
- In the instance of a free kick being awarded, all players must be at least 5 metres from the free kick spot. The referee will **determine** this 5 metre space. Defensive walls may be built on the 5 metre mark determined by the referee.
- Penalties awarded within the goal arc will result in a direct free shot at goal, from the mid point of the goal arc line. No other players apart from the goal keeper and penalty kick taker are to be in the goal arc during the penalty shot.
- A player will be cautioned and issued with a yellow card for the following offences; if guilty of unsporting behaviour, showing dissent by word or behaviour or persistently infringing the laws of the game.
- A player will be sent off and shown the red card for the following offences; Guilty of serious foul play, guilty of violent conduct, spitting at a player or official, the use of offensive or insulting language or following two cautions from the referee (yellow cards).
- A player sent off with a red card cannot be replaced by an interchange player.

Match Results

- The winning team has the greater number of goals scored at full time. A draw is awarded if both sides have equal goals scored at full time.
- The winning team will receive 3 competition points, 1 point for each side in the case of a draw and no points for a loss.
- In finals matches only, the Golden goal rule will apply if scores are level at full time. Each half of the golden goal period is 5 minutes long. If a goal isn't scored during this period a penalty shoot out will occur.

Player's Equipment

- All players in a team must have the following equipment:
 - Matching shirts with a number clearly visible on the back. Duplicate numbers are not permitted. Tape may not be used as a number. Numbers are to be fixed to the shirt.
 - The goalkeeper must have a strip which clearly distinguishes the player from other team members and it may be unnumbered.
 - Matching shorts.
 - Approved shin guards.
 - Matching socks which **fully** cover the shin guards.
 - Appropriate footwear - soft soled or grass sport shoes only, including boots, studs, and cleats (made of any material). Spikes etc are **NOT** permitted.
 - After Week 3 a team member will not be permitted to play without **ALL** of the above and, at the discretion of the competition manager will forfeit their match.

