



Saint Ignatius' College

Six-a-Side Social Football Competition 2019/2020

Competition Rules



1. Taking the Field:

- 1.1 A side can register a maximum of 14 players in a team. A minimum of 9 players are required to register a team.
- 1.2 A maximum of 6 players are allowed to take to the field, including the goalkeeper. A minimum of 4 is needed to avoid a forfeit.
- 1.3 Players are permitted to play only for the one team in which they are registered.
- 1.4 However, should a team have 4 registered players present, they may recruit up to 2 players from the same division or the division below in order for a 6 v 6 match to occur. The team-borrowing players are only permitted to have 6 players, and are not permitted to have any substitutes.
- 1.5 If there are less than 4 players present, they may borrow as many players as they like from **ANY** team, however, this will **NOT** count as a competition match and will be classified as a forfeit.

2. Field Dimensions

- 2.1 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.

3. Beginning the Match

- 3.1 All players must sign the registration card prior to commencement of a match
- 3.2 The referee will conduct a coin toss and the winning captain has the option of choosing ends or taking the kick off.
- 3.3 A game is started by a kick off, where the ball must move 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.
- 3.4 All players must be in their own half for the kick off. The opposition must be 5 metres from the ball when the kick off takes place.
- 3.5 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.

4. Scoring

- 4.1 A goal is scored when the whole ball has completely crossed the goal line and judged by the referee.
- 4.2 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.
- 4.3 Goals can be scored from any area within the field.

5. Match Play

- 5.1 The ball is out of play when it has wholly crossed the goal line or sideline. These lines are part of the field of play.
- 5.2 A goal has been scored when the ball has wholly crossed the goal line between the posts and the crossbar.

- 5.3 When the entire ball crosses the sideline, 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 correctly at the spot where the ball left the field of play.
- 5.4 The offside rule is **NOT** to be used. However, deliberately placing a player or players in an offside position is contrary to the spirit of the game and is discouraged.

6. Game Length

- 6.1 The game consists of two, 20-minute halves. The half time break is 1 minute. Teams must swap sides at half time.
- 6.2 If the start of the game is delayed for any reason, time will be reduced such that the game consists of two equal halves.

7. Interchange/Substitutions

- 7.1 Unlimited interchange of players (including the goal keeper) is allowed. However, there must be a stoppage in play for an interchange to occur and the referee must be made aware of this interchange.
- 7.2 The player leaving the field must cross the sideline at the halfway mark, before their replacement enters the field.
- 7.3 There is no stoppage time for injuries or substitutions

8. Goal Keeper

- 8.1 If the ball is passed back to the goalkeeper, the goalkeeper **cannot** pick up the ball with their hands. They may play the ball with the any other body part (as long as it's not the arm). If the goalkeeper does use their hands, an **indirect free kick** will be awarded from where the pass originated. In this general play situation, the Goalkeeper is considered to be like any other player.
- 8.2 The goalkeeper cannot throw (with their hands) or kick the ball (from a goal kick) over the half way line on the full, **unless the ball in is general play**.
- 8.3 Only the goalkeeper may touch the ball with his arms or hands (within the goal area).

9. Goal Kicks/Corner Kicks

- 9.1 Goal kicks can be taken from any point inside the goal circle. The ball must be placed on the ground for a goal kick. Goal kicks (out of the hands and off the ground), as well as goalkeeper throws 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.
- 9.2 There is no marked area for corner kicks to be taken. A corner kick must be taken no more than half a meter away from the joining point, of the sideline and goal line.

10. Infringements/Cautions

- 10.1 A Player will not swear, gesture, argue or talk back to the referee regarding a decision. This may result in a foul being awarded, a card being issued or the free kick being advanced.
- 10.2 The only person that may approach the referees is the manager/captain. Further clarification can be asked at half time or full time if needed. Not during the match.
- 10.3 A player may not intentionally kick, trip, jump at, strike, hold, push, charge from behind or violently charge at an opponent.
- 10.4 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.

- 10.5 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).
- 10.6 An interchange player cannot replace a player sent off with a red card.
- 10.7 Slide tackles are not permitted within this competition. An automatic yellow card will be issued as judged by the referee and a penalty will be awarded to the opposing team**

11. Free Kicks/Penalties

- 11.1 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 before the ball crosses the goal line.
- 11.2 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.
- 11.3 Free kicks awarded within the goal arc will result in a ‘penalty’. Taken from the mid point of the goal arc line. No other players apart from the goalkeeper are to be in the goal arc during the penalty shot. All other players must be 5 metres (as with all other free kicks) from the ball at that time.

12. Match Results

- 12.1 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.
- 12.2 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.
- 12.3 **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 “3 goal” penalty shootout will occur. If a result is still not determined the penalty shootout will continue until a winner is determined.

13. Player’s Equipment

- 13.1 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 pads.
 - Matching socks where possible which **fully** cover the shin pads.
 - Appropriate footwear - Rubber studded boots or blades, soft soled or grass sport shoes such as astro turf boots.
 - Metal studs/blades or spikes etc. are **NOT** permitted.
- 13.2 **After week 3, a team member will not be permitted to play without ALL of the above and, at the discretion of the competition Coordinator will forfeit their match.**