



# Souths United Football Club

## Summer Outdoor Competitions

### 5 A-Side

Oct-Dec 2015

**WE'RE BACK!!!**



## RULES OF COMPETITION

### 5-a-side

#### Tournament Age Groups

- Under 8 - Under 10
- Under 12 Mixed
- Under 12 Girls
- Under 14 Mixed
- Under 14 Girls
- Under 16 Mixed
- Under 16 Girls

#### Player Registration

All participants must be registered with FFA via My Football Club. Instructions will be provided upon Team Nomination. All participants agree to abide by the club's and FQ's Regulations as well as Football Federation Australia (FFA) Statutes, and if applicable, FIFA Statutes and AFC Statutes.

#### Entry Fees

- Under 8 - Under 12      \$90 per player
- Under 16 and older      \$100 per player

Entry Fees includes FQ's Social Registration Fee of \$15 per player. No other fees are payable.

Refunds will only be provided prior to the first round of matches.

#### Field of Play

Field size will be 40m x 50m on our purpose built 5-a-side fields.

#### Goal Size

Goals will be 3m x 2m.

#### The Ball

A size 3 ball will be used for U8s

A size 4 ball will be used for U10s to U12s

A size 5 ball will be used for U14s to U16s

#### Number of Players

A match will be played by two teams, each consisting of not more than five players, one of whom is the goalkeeper. A match will not start if either team consists of fewer than four players. A forfeit will be declared if a team cannot field 4 players 5 minutes after the scheduled kick-off time.

Unlimited interchange will occur throughout the match. A player interchange may be made at any time, whether the ball is in play or not, provided the referee has been informed. The interchange of a goalkeeper may only take place during a stoppage in the match, provided the referee has been informed.

#### Player Equipment/Uniform

- A player must not use any equipment, or wear anything (including jewellery) that could be dangerous to him or herself or another player.
- The wearing of shin guards that provide a reasonable degree of protection is compulsory.
- Moulded football boots or 'runners' must be worn.

- If undergarments are worn, the colour of the sleeve or leg must be the same main colour as the sleeve of the jersey or leg of the short.
- Players in a team must wear the same colour shirts. In the event of a colour clash, the team listed second on the draw must wear alternate shirts or bibs.

### **The Referees**

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection to the match to which they have been appointed. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

### **Duration of the Match**

The following durations will apply:

- Under 8 - 10 two equal periods of 15 minutes with a brief 2 minute half-time interval for teams to change ends.
- Under 12 two equal periods of 20 minutes with a brief 2 minute half-time interval for teams to change ends.
- Under 14 & 16 two equal periods of 25 minutes with a brief 3 minute half-time interval for teams to change ends.

A team not ready to start within 5 minutes of the designated match time will forfeit the match and the fixture will be awarded to the opposing team, as a forfeit.

### **Start and Restart of Play**

A kick-off is a way of starting or restarting play at the start of the match, the start of the second half of the match and after a goal has been scored. A goal may not be scored directly from the kick-off.

For a kick-off, all players must be in their own half of the field of play with the opponents of the team taking the kick-off at least 5m from the ball until it is play. The ball must be stationary on the centre mark of the halfway line and cannot be kicked until the referee gives a signal. The ball is in play when it is kicked and moves forward.

After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

### **Ball In and Out of Play**

The ball is considered out of play when it has wholly crossed the goal line or touch line, whether on the ground or in the air, or when the referee stops play. The ball is considered in play at all other times.

### **Method of Scoring**

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the cross bar, provided that no infringement has been committed previously by the team scoring the goal.

Goals can be scored directly off free kicks, penalty kicks and corner kicks.

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

### **Offside**

There is no offside.

### **Fouls and Misconduct**

Fouls and misconduct are infringements of the FIFA Laws of the Game. Fouls are penalized with a direct free kick or penalty kick. Misconduct is penalized with a caution, timeout or a sending off.

A yellow card is used to communicate that a player has been cautioned. A player is sent off if he/she receives a second caution in the same match. A red card is used to communicate that a player has been sent off. A player who has been sent off must leave the vicinity of the field of play and the technical area immediately and receives an automatic one match suspension.

A player who has been sent off for serious foul play or violent conduct receives an automatic one match suspension and will be subject to further disciplinary action as deemed necessary by the Club Administrator.

All disciplinary matters will be dealt with in accordance with the National Disciplinary Regulations. An infringement incurred attracting a suspension that will exceed four weeks, must be referred to Football Queensland.

Slide tackles are not permitted at any time during a match.

### **Free Kick**

A free kick is awarded to the opposing team, if a player commits an offence as outlined in the FIFA Laws of the Game. All free kicks will be awarded as direct free kicks.

A goal may be scored directly from a free kick.

The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.

When a free kick is being taken, the ball must be stationary and all opponents must be at least 5m from the ball until it is in play. The ball is in play when it is kicked and moves forward.

### **Penalty Kick**

A penalty kick is awarded against a team that commits an offence inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick.

The penalty kick is taken from the penalty mark at the top of the goal circle. When a penalty kick is being taken, the ball must be stationary on the penalty mark. The defending goalkeeper must remain on his goal line facing the kicker, between the goalposts, until the ball has been kicked and all other players, discounting the kicker, must be located on the field of play, outside the penalty area and at least 5m behind the penalty mark.

The player taking the penalty kick must kick the ball forward and may not take more than two steps before kicking the ball. The ball is in play when it is kicked and moves forward.

### **Throw-In**

A throw-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal cannot be scored directly from a throw-in.

A throw-in is taken from the point where it left the field of play. When a throw-in is being taken, all opponents must be at least 5m from the point at which the throw-in is being taken.

At the moment of delivering the ball, the thrower must be facing the field of play with part of each foot wither on the touch line or on the ground outside the touch line. The ball must be held with both hands and be delivered from behind and over his head.

After delivering the ball, the thrower must not touch the ball again until it has touched another player. The ball is in play when it enters the field of play.

### **Goal Clearance**

A goal clearance is a method of restarting play and is awarded to the defending team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal clearance is taken by the goalkeeper of the defending team from any point inside the goal circle. The ball is in play when it is thrown directly out of the goal circle of the team taking the goal clearance, until the ball is in play. A goal may not be scored directly from a goal clearance.

After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

### **Corner Kick**

The corner kick is a method of restarting play and is awarded to the attacking team when the whole of the ball passes over the goal line, either on the ground or in the air, having last been touched a player of the defending team, and a goal is not scored.

### **Points Tables U12 - U16 Age Group**

Points will be allocated as follows:

Win	3 points
Draw	1 point
Loss	0 points
Forfeit	3 points (3 - 0 win to the opposing team)

Positions on the points table will be determined in order of the following:

- Number of points accumulated
- Goal difference
- Number of goals scored
- Toss of the coin

U8s to U10s will be presentation participation medallions at the conclusion of the final tournament fixture.

### **Finals**

The final will be between the top 2 teams in each competition on the Points Table at the conclusion of the standard fixtures. During the Final, any match drawn after the end of normal time will be decided by a penalty shoot-out. If a penalty shoot-out occurs, only the five players on the field at the end of normal time will be involved. Each player will take one penalty shot alternating between teams. The best of 5 will be the winner. If even after 5 shots, the pattern will continue but sudden death..

### **Fixture Cancellations and Forfeits**

In the event of the cancellation of a fixture due to inclement weather, all teams will be notified by the Club Administrator via the Club's website.

In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the club administrator at least 24 hours prior to the fixtures published time. The Club Administrator will then notify the other team. Failure to comply by a team will result in forfeiture of the fixture.

If a team forfeits two fixtures during the season, it may be removed from the competition at the discretion of the Club Administrator, with no refund given.

### **Other Matters**

The Club Administrator, in consultation with Football Queensland, has the authority to make decisions and take action on any matter not catered for specifically in these Rules.