



## 5 A Side Rules

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### 1. LEAGUE POINTS

The competition will be based on a 9 round comp with a finals night.  
3 points for a win, 1 point for a draw, 0 for a loss. There are no bonus points.

### 2. GAME NIGHTS

All games will be held, JUNIOR (WEDNESDAY) and SENIOR (FRIDAY) nights unless there is a catch-up or rescheduled game, all catch-up and rescheduled games will be through the 5 A Side Coordinator. If time is of a minimum a draw will be awarded for games that cannot be replayed.

### 3. KICK OFF TIMES

All matches will commence at the scheduled kick off times in order that the program for the night is not affected. Teams are permitted to start the match with less than 5 players and bring on late arriving players as they arrive.

### 4. MATCH BALLS

Match balls (8) will be supplied for the competition. There should be 2 per pitch.

### 5. PITCH SETUP

All teams drawn to play the first game of the night will be responsible for supplying 3 people to help setup up the pitches prior to kick off.

### 6. PITCH CLEANUP

All teams drawn to play the last game of the night on each pitch will be responsible for supplying 3 people to help pack up the pitches after play finishes for the night.

### 7. FOOTWEAR

Must be either Football Boots with moulded studs or Touch Football Trainers. No Screw – In or Metal Studs will be allowed, players with these kinds of footwear will not be permitted to play.

### 8. SHIN PADS

Shin pads are compulsory. Players without shin pads are not permitted to play. No exceptions.

### 9. PLAYING FIELD

The size of the pitch will be U6/U7 30m x 20m with all other fields being approx. 45m x 35m

### 10. GOAL AREA

This will be a semi-circle or “D” of a 5m radius

### 11. GOALS

U6/7 will use the standard goals whilst all others will be 2m high x 3m wide x 1m deep complete with nets.

### 12. MATCHES

The duration of a match will be U6/7/8/9 30 minutes with 15mins each way and all others will be 40 minutes, 20 minutes each way

### 13. HALF TIME

There is a 2 minute half time break.

### 14. REFEREES

For Juniors the club will supply referees whilst for Seniors we will try to utilise official qualified referees for each match. Anybody who abuses, manhandles, or strikes a referee will be BANNED from the competition. In addition we reserve the right to expel the player's entire team from the competition. So please behave and respect these guys who are giving up their time so that you can have fun!

### 15. INJURIES

There will be no clock stoppages for an injury unless it is extremely serious. Injured players who are able must leave the field of play immediately and once they have done so, may be substituted.

### 16. PLAYERS

Each team will have 5 players (including a goalkeeper)

### 17. SQUAD

The maximum size of the squad is 10 players.

### 18. SUBSTITUTIONS

These will be unlimited but must take place from the halfway line. The player being replaced MUST

leave the field before the replacement player can enter play. There is no stoppage in play for substitutions however the referee must acknowledge the sub.

19. TEAM KITS

All players on a team must wear shirts of the same colour. If colours clash between teams then one team will wear bibs. Numbers are not required on shirts

20. FORFEITS

Any forfeited game will be counted as a 3-0 win against the forfeiting side.

21. UNREGISTERED PLAYERS

Any team playing an unregistered / disqualified player will be deemed to have forfeited the match.

22. INTERCHANGING BETWEEN TEAMS

Players MUST NOT under any circumstances interchange between teams. Any teams found doing so will forfeit the match. If your team is short it stays short.

23. EXPULSION

If a team forfeits three times we reserve the right to boot them out of the competition. There will be no refunds for teams that are expelled.

24. DROP OUTS

A team that drops out of the competition will have their points redistributed back to any side which lost or drew to that side. There will be no refunds for teams that drop out.

25. GOALKEEPERS

The goalkeeper can pick the ball up anywhere inside the "D" penalty area. He is allowed to leave the penalty area, but can't handle the ball once outside. A goalkeeper cannot kick the ball out after it has been picked it up, a throw only or dropped to the ground then kicked.

26. GOAL KICKS

Goal kicks must be taken from inside the goalkeeper's "D" area. The ball must be kicked, not thrown (the ball may be thrown if the goalkeeper picks the ball up in play).

27. BACK PASSES

The regular back pass rule applies – i.e. the goalkeeper may not pick the ball up.

28. CORNERS

These will be marked and taken in the usual manner

29. KICK INS

When the ball goes over the sideline play restarts with a kick-in (i.e. no throw ins).

30. FREE KICKS

Free kicks, other than penalties will be INDIRECT. Opposing players must be a minimum of 5m away from the ball.

31. PENALTIES

Penalties are awarded as normal for any fouls inside the Semi Circle and will be taken from the spot as marked.

32. OFFSIDE

There will be NO offside rule applying.

33. OVER HEAD HEIGHT

There will be NO overhead height rule applying for the Peter Crouch's among you.

34. YELLOW CARDS

Any player accumulating 3 yellow cards (in separate games) will automatically miss the next scheduled match.

35. RED CARDS

Any player given the red card will automatically miss the next two scheduled matches.

36. All Juniors will receive a medallion at the completion of the tournament. Size depends on position 😊

### **SENIORS ONLY**

37. FINALS

See draw regarding finals.

38. WINNERS

Winners will receive a cash prize yet to be determined

39. RUNNERS UP

Runners Up will receive a cash prize yet to be determined

40. GOLDEN BOOT

They will signed up by the Club immediately and will receive an award for his efforts.