



GRIFFITH SPORT - SOCIAL SPORT COMPETITION

Competition Rules – 5-a-side Soccer

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee or the social sport convenor prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will have limited capacity to clarify rules or rulings during the game. Further assistance can be All participants are also required to read and understand the **Griffith Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more.

Unless otherwise stated in these rules, normal soccer rules apply as outlined by the FIFA Soccer –Laws of the Game (2023/2024). All rules are open to the interpretation of the referee and their decision is final.

RULE 1: Team Composition & Player Requirements

- a) A team may have a maximum squad of ten (10) players.
- b) Five (5) players are allowed on the field at one time, one of which is the goal keeper.
- c) In **mixed** competitions a maximum of three (3) males can be on the field at any time.
 - i. Less than three (3) male players can be present on the field at any one time.
 - ii. There is no limit on the maximum number of female players that can be present on the field at one time so long as it does not exceed five (5).
- d) Four (4) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with four players provided the previous point (1c) is satisfied.
- e) In the event that the above rules (1a – 1d) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- f) All teams must adhere to the Uniform requirements set out in the **Griffith Social Sport Terms and Conditions**, breaches of this will result in playing points penalty imposed at the start of the match.
- g) All players wishing to take the field must be registered with the team they are playing for and must have signed in on the team check in sheet prior to taking to the field.
 - i. Teams that participated in a match with ineligible players will be deducted one (1) competition point.
 - ii. Teams that participate in a finals match with ineligible players will be disqualified.

RULE 2: Interchange & Substitutions

- a) Teams can make as many substitutions as they like in a game.
- b) Substitutions can only take place when the game has stopped and the referee must be notified
 - i. The only time the game stops is when a goal is scored, a foul is committed or the ball goes outside the pitch.
- c) The exiting player/s must be completely off the field before the substitution can take place.
- d) All players must exist/enter at the designated gate located at the bottom of the playing area.
- e) The goal keeper may also be substituted as many times as they like however, the referee must be notified and substitution of a goalie can only occur when play is stopped by the referee.
- f) It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rule 1. It is NOT the responsibility of the referee to monitor this.
- g) The referee has discretion to award a free kick to the non offending team if they believe a team is time wasting during substitutions.
- h) In the event that the above rules (2a – 2g) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.

RULE 3: Game Duration

- a) Games consist of 2 by 20 minute halves with the half time break not exceeding three (3) minutes. Teams must change ends at half time.
- b) No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Social Sport Convenor.
- c) No time outs are allowed.
- d) If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Social Sport Convenor.

RULE 4: Game Commencement

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the scheduled start time of match will incur a 0-5 forfeit loss.
 - i. The game may go ahead after 10 minutes; however the 0-10 loss will stand regardless of the actual score.
- c) In all circumstances the game must finish at the scheduled time.

RULE 5: Sport Specific Rules

- a) Kick-Offs
 - i) At the kick-off the ball can be played forward or backwards.
 - ii) At the kick-off players must be in their own half.
 - iii) A kick-off is deemed an indirect kick and a goal can not be scored unless it has been touch by at least 2 players first. Should the ball enter the goal without being touched by another player, a goal will not be recorded and play will be resumed with a goal kick by the opposing team.
 - iv) At the kick-off players must be in their own half & at least three (3) metres from the ball.
- b) Offside
 - i) There is NO offside in general play.
 - ii) Only the keepers are allowed in the goal "D", if any other player enters the goal "D" then they are deemed to be offside.
- c) Goal "D"
 - i) The keeper is the only player allowed inside the goal "D".
 - ii) If a defending player enters the goal "D" then a penalty kick will be awarded at the "dot-shot" mark.
 - iii) If an attacking player enters the goal "D" then the goal keeper will be awarded a penalty kick at the edge of the circle were the attacking player went offside.
 - iv) If an attacking player enters the goal "D" as a result of their momentum during the process of scoring a goal the goal will still count, so long as ALL of the ball has crossed ALL of the goal line before any part of the attacking players body has gone offside.
- d) Ball out of Play
 - i) The ball is considered to be out of play when it touches the side netting or wire above the wall, leaves the court of play or becomes stuck behind the goals.
 - ii) If the ball hits the side netting of the court the team who was not the last to touch the ball will gain possession of the ball on the white sideline closest to where the ball first touched the side netting.
 - (i) This kick is indirect and a goal can NOT be scored from it unless it touches another player first.
 - iii) If the ball hits the end netting of the court the play will be resumed by the goal keeper with a "roll-out".
 - (i) This includes balls that deflect off the goal keeper.
 - (ii) If another defending player other then the goal keeper deliberately kicks or deflects the ball and it ends up hitting the end netting then a kick will be award to the attacking team at the location it was last touch before hitting the end net.
 - (iii) This kick is indirect and a goal can NOT be scored from it unless it touches another player first.
 - (iv) The match referee has sole discretion on whether a defending player has made a deliberate play at the ball.
 - iv) If the ball leaves the court of play the match will resume with the ball being placed in a similar manner to if it hit the side netting.
 - (i) This kick is indirect and a goal can NOT be scored from it unless it touches another player first.

- (ii) If the closest side to where the ball left the court is either end then play will resume with a "roll-out" from the goal keepers whose end the ball was closest to.
 - v) Before the ball is kicked it must be placed stationary on the spot directed by the referee.
 - vi) All opposing players must be at least three (3) metres from the ball.
- e) Side Walls
 - i) The ball may be rebounded off the side walls during general game play.
 - ii) Players can not use their arms or hands to brace or hold themselves off the wall.
 - iii) A player who has possession of the ball cannot be challenged when they are in the corners of the court and must be allowed space to turn around and leave the area.
 - iv) If a challenge is made on a player who has possession, then a penalty kick will be awarded to the player who had possession of the ball prior to being challenged.
- f) Slide Tackles
 - i) NO slide tackles to gain possession of the ball from another player are permitted.
 - ii) Players are not allowed to play at the ball whilst on the ground. Attempting to play at the ball whilst on the ground will be treated the same as a slide tackle by the referee. Only the goalkeeper can play at the ball while on the ground and only within the goal "D".
 - iii) A penalty kick will be awarded should a player perform or attempt to perform a slide tackle.
 - iv) The match referee has sole discretion on whether a player has attempted to or made a slide tackle.
- g) Headers
 - i) NO headers, players must not attempt to head the ball at any point during a match.
 - ii) A penalty kick will be awarded should a player perform or attempt to perform a header.
 - iii) The referee has the sole discretion to determine if a player has attempted to make a header or if the ball has accidentally made contact with a player's head.
- h) Penalty Kicks
 - i) If a penalty occurs in the general field of play it is to be taken from the spot designated by the referee.
 - ii) Penalty infringements that occur in the goal "D" are to be taken from the "dot shot" mark at the top of the "D".
 - iii) If an attacking player is fouled in the "D" area, a penalty kick will be awarded.
 - iv) If a defending player handles the ball in the "D" area a penalty kick will be awarded.
 - v) ALL penalty kicks will be direct and a goal can be scored from them.
- i) Defensive Walls
 - i) Except for penalty kicks that are taken from the designated spot at the top of the goal "D" the defending team may form a wall.
 - ii) A wall must not be closer than three (3) metres from where the kick is to be taken.
 - iii) No more than two (2) defending players can be in the wall.
 - iv) If a penalty kick is closer to the goal "D" than three (3) metres no wall can be set.
 - v) The goal keeper cannot set up closer than three (3) metres from the penalty spot.
 - vi) Players must remain standing on their feet when in the wall, only the goal keeper if present is permitted to dive towards the ground when in the wall.
- j) Goal Keepers
 - i) Only the goal keeper is allowed inside of the goal "D".
 - ii) The goal keeper may leave the goal "D" at any time.
 - iii) A keeper can score a goal from a kick from inside or outside of the goal "D" after receiving the ball in general play.
 - iv) The goal keeper can dribble the ball into the goal "D" but can not then pick up the ball in goal "D" until another player has first touched it. A penalty kick will be awarded to the attacking team at the "dot-shot" mark if this occurs.
 - v) The keeper may kick the ball in general play, but cannot place the ball on the ground to take a kick. If the keeper picks up the ball, which they can at any time, the keeper's only option is to perform a "roll-out".
 - vi) A "roll-out" must be performed with an underarm motion. If an illegal arm motion is used then a penalty kick will be awarded to the attacking team at the "dot-shot" mark.
 - vii) A goal can not be scored from a "roll-out" and must touch at least one other player for a goal to count.
 - viii) A ball from a "roll-out" that only deflects off the opposing keeper will not count as a goal.
 - ix) After the ball is rolled out by the keeper it cannot be returned (either deliberately or accidentally) directly to the keeper, or come to a stop in the goal circle. A penalty kick will be awarded to the attacking team at the "dot-shot" mark should this occur.
 - x) To be legally passed back to the goal keeper the ball must touch a second player first. In general play the ball may be passed back and forth between the goal keeper and another player so long as it doesn't occur directly after the goal keeper has performed a "roll-out".

- xi) Goalkeepers are NOT allowed to handle the ball outside the "D", if this occurs a penalty kick will be awarded to the attacking team at the "dot-shot" mark.
 - xii) The goal keeper may also be substituted as many times as they like however, the referee must be notified and substitution of a goalie can only occur when play is stopped by the referee.
 - xiii) During "dot-shot" kicks the keeper must remain still and be positioned in the centre of the goal with his/her feet and body no further than 50cm from the goal line until the attacker has made contact with the ball.
- k) **Indirect** kicks where goals **cannot** be scored: Side net kicks, ball returned from out of court & the kick-off.
- l) **Direct** kicks where goals **can** be scored: Penalty kicks.

RULE 6 – Penalties/Sin Bin

- a) Referees have the right to warn, ask to leave or eject from the oval any player or spectator whom they feel is bringing the game to disrepute.
- b) During the game, the referee has the option of using 2 disciplinary cards – yellow and red. If a player receives a red card, that player is immediately expelled from the game. No substitute player is allowed to replace a player who is sent off in the game in which a red card is issued.
- c) This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority etc. will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game and all participants and spectators adhere to Griffith Sport Code of Conduct.
 - i. Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the referees opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements.

- a) **Forced Substitution**
 - i. The match referee is entitled to send off any player at any stage for any reason and for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.
 - ii. The decision regarding whether and when this player can be replaced with a substitute during this time is at the discretion of the referee.
 - iii. A player does not need to be given a yellow or a red card by the referee to be sent off or substituted in this manner.
- b) **Yellow Card**
 - i. The match referee informs the individual that a Yellow Card has be given.
 - ii. The referee may send off a player who receives a yellow card for a period of time.
 - iii. The decision regarding whether this player can be replaced with a substitute during this time is at the discretion of the referee.
- c) **Red Card**
 - i. The match referee informs the individual that a Red Card has be given.
 - 1. This can be a direct red card or as a result from the same individual receiving a second yellow card within the same match.
 - ii. An individual who receives a red card is automatically dismissed from the current game and next scheduled game for the team.
 - iii. No substitute player is allowed to replace a player who is sent off in the game in which this dismissal occurred.
 - iv. The player awarded the red card must give their name to the referee who will record it on the scorecard and pass it onto the Social Sport Convenor.
 - v. After providing the referee with their name the player must leave the field immediately and is not allowed to play for the rest of the match, as well as the following scheduled match for their team.
 - 1. If a player receives a red card the week before or during finals matches this rule still applies, no lenience allowed.
- d) Additional sanctions & suspensions can be applied to players, spectators or teams in accordance with the **Social Sport Disciplinary Guidelines** for breaches of the rules of the game or failure to adhere to the Griffith Sport Code of Conduct.

RULE 7: Points

Points are awarded in matches as follows:

- Win - 3 Points
- Bye - 3 Points
- Draw - 2 Points
- Loss - 1 Point
- Late Forfeit - 1 Points

At the end of round matches overall standings will be determined in the following order:

1. Highest competition points
2. Highest goal difference
3. Most goals for
4. The victorious team from the most recent round match encounter between 2 teams

RULE 9: Finals

- a) If a draw results, five (5) penalties will be taken by both teams.
 - a. The initial five (5) penalties must be taken by the players on the field when the final siren sounds.
 - i. If only four (4) players are on the field due to a previous send-off then a substitute player may take the 5th kick.
 - ii. Any player who is red carded cannot participate in the shootout.
 - iii. Only if no substitute players are present can one of the previous four (4) kickers take the 5th kick.
 - b. In mixed competitions two (2) of the initial five (5) penalties must be taken by female players.
 - i. If there is only one (1) female player on the team then they must take two (2) of the five (5) shots.
 - ii. If there are no female players on the field or the bench then all five (5) kicks maybe taken by male players.
 - c. If the results are drawn after this then each team will take a single penalty until one team has missed and the other scored. The scoring team will be deemed the winner.
 - d. If extra penalties are needed, a player who did not take one of the initial 5 penalties must take them. No single player can take more than one penalty, unless every team member has taken a penalty already.
- b) Penalty kicks will be taken from a "dot shot" mark at the top of the goal "D".

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