

Griffith Sport - SOCIAL SPORT COMPETITION

Competition Rules – 5-a-side Soccer

All players are responsible for reading and understanding the rules contained herein. If any rules are unclear, 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 in which case further assistance can be sought from the Social Sport Convenor. All participants are 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 [International Football Association Board \(IFAB\)](#). 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 per team are allowed on the field at one time, one of which is the goalkeeper.
- c) In **mixed** competitions a maximum of three (3) males can be on the field at any time. There is no minimum number of males required to take the field. There is no limit on the number of female players that can be present on the field at one time.
- d) Four (4) players are the minimum number required for a team to avoid a forfeit. Teams may commence games with four players provided 1c is satisfied.
- e) If any of rules (1a – 1c) 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](#). Uniform breaches will result in competition points penalty imposed at the end 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 participate 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) Games run with unlimited substitutions. This includes substitution of the goalkeeper.
- b) Substitutions can only take place when the game has stopped. Games are stopped in the following situations:
 - i) a goal is scored
 - ii) a foul is committed
 - iii) the ball goes outside the pitch
- c) When a substitution takes place:
 - i) The exiting player/s must be completely off the field before the substitution can take place.
 - ii) All players must exit/enter at the designated gate located at the bottom of the playing area.
- d) It is the responsibility of individual teams and team captains to ensure 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.
- e) The referee can use discretion to award a free kick to the non-offending team if they believe a team is time wasting during substitutions.
- f) Where rules 2 a)-c) 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 two (2) by (20) minute halves with the half time break not exceeding three (3) minutes. Teams must change ends at half time.
- b) Clock stoppages will only occur in exceptional circumstances and at the discretion of either the Referee or Social Sport Convenor.
- c) No time outs are allowed.
- d) If a game commences late (and is not deemed a forfeit) then it must still finish at the scheduled time. In such circumstance the halves may be shortened 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 team that is not ready to commence play with a minimum of four (4) eligible players (Rule 1), 10 minutes after the scheduled start time of match will incur a 0-10 forfeit loss. The game may go ahead after 10 minutes; however, the 0-10 loss will stand regardless of the actual score.

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 and at least three (3) metres from the ball.
 - iii) A kick-off is deemed an indirect kick. A goal can only be scored where it has been touched by at least two (2) players first. Should the ball enter the goal without being touched by another player, the goal will not count, and play will resume with a goal kick by the opposing team.
- b) Offside
 - i) There is NO offside in general play.
 - ii) The goalkeeper is the only player allowed in the goal "D". If another 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", a penalty kick will be awarded at the "dot-shot" mark.
 - iii) If an attacking player enters the goal "D", the goalkeeper will be awarded a penalty kick at the edge of the circle where the attacking player went offside.
 - iv) If an attacking player enters the goal "D" because 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 player's body has gone offside.
- d) Ball out of Play
 - i) The ball is 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. This kick is indirect, and a goal cannot be scored unless it touches another player first.
 - iii) If the ball hits the end netting of the court, the play will be resumed by the goalkeeper with a "roll-out".
 - (i) This includes balls that deflect off the goalkeeper.
 - (ii) If a defending player other than the goalkeeper deliberately kicks or deflects the ball and it ends up hitting the end netting, a kick will be awarded to the attacking team at the location the ball was last touched before hitting the end net. This kick is indirect, and a goal cannot be scored unless it touches another player first.
 - (iii) The match referee has sole discretion as to 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. This kick is indirect, and a goal cannot be scored unless it touches another player first.
- v) If the closest side to where the ball left the court is at either end of the field of play, then play will resume with a "roll-out" from the goalkeeper whose end the ball was closest to.
- vi) Before the ball is kicked it must be placed stationary on the spot directed by the referee.
- vii) All opposing players must be at least three (3) metres from the ball.
- e) Side Walls
 - i) The ball may rebound off the side walls during general game play.
 - ii) Players cannot 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. 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 and Ground Play
 - i) Slide tackles are NOT PERMITTED when trying to gain possession of the ball from another player.
 - ii) Players are not allowed to play at the ball whilst on the ground. 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 or play at the ball whilst on the ground.
 - iv) The match referee has sole discretion determining 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 sole discretion to determine if a player has attempted to make a header, or if the ball has accidentally contacted 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 be no 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 goalkeeper cannot set up any closer than three (3) metres from the penalty spot.
 - vi) Players must remain standing on their feet when in the wall, only the goalkeeper if present is permitted to dive towards the ground when in the wall.
- j) Goalkeepers
 - i) Only the goalkeeper is allowed inside of the goal "D".
 - ii) The goalkeeper may leave the goal "D" at any time.
 - iii) A goalkeeper can score a goal from a kick inside or outside of the goal "D" after receiving the ball in general play.
 - iv) The goalkeeper can dribble the ball into the goal "D" but cannot then pick up the ball in the goal "D" until another player has touched it. A penalty kick will be awarded to the attacking team at the "dot-shot" mark if this occurs.

- v) The goalkeeper may kick the ball in general play but cannot place the ball on the ground to take a kick. If the goalkeeper picks up the ball, which they can at any time, the goalkeeper'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 cannot 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 goalkeeper will not count as a goal.
- ix) After the ball is rolled out by the goalkeeper it cannot be returned (either deliberately or accidentally) directly to the goalkeeper 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 goalkeeper the ball must touch a second player first. In general, play the ball may be passed back and forth between the goalkeeper and another player so long as it doesn't occur directly after the goalkeeper 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) During "dot-shot" kicks the goalkeeper must remain still and be positioned in the centre of the goal with his/her feet and body no further than fifty (50) cm from the goal line until the attacker has contacted the ball.

RULE 6 – Penalties/Sin Bin

- a) Referees have the right to warn, ask to leave or eject from the field, any player or spectator whom they believe is bringing the game into disrepute.
- b) During the game, the referee has the option of using two (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 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 the Griffith Sport Pride Code of Behaviour.
 - 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 referee's 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 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 been 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 been given.
 - ii. The issuing of a red card can be a direct, or because of the same individual receiving a second yellow card within the same match.

- iii. An individual who receives a red card is automatically dismissed from both the current game and the next scheduled game for the team. This includes when the red card is received the week before or during a finals match.
- iv. A player awarded a 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.
- d) Additional sanctions or suspensions can be applied to players, spectators or teams in accordance with the Griffith Sport Disciplinary Regulations for breaches of the rules of the game or failure to adhere to the Griffith Sport Pride Code of Behaviour.

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 Point

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 two (2) teams

RULE 8: Drawn Finals

- a) If a finals match results in a draw, there will be a penalty shootout with five (5) penalties taken by each team.
- b) Penalty kicks will be taken from a "dot shot" mark at the top of the goal "D".
- c) 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 send-off, then a substitute player may take the 5th kick.
 - ii. A player who has been red-carded in the finals match, will be ineligible for the shootout.
 - iii. If a team has no substitute players, any of the previous four (4) kickers may take the 5th kick.
- d) 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.
- e) If the results are drawn after the penalty shootout, each team will take a single penalty until one team has missed and the other scored. The scoring team will be deemed the winner.
- f) If extra penalties are needed, a player who did not take one (1) of the initial five (5) penalties must take the next penalty kicks. No single player can take more than one (1) penalty, unless every team member has already taken a penalty.