



GRIFFITH SPORT

Tournament 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 prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **Griffith Sport Tournament 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 (2017/2018). 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 one time.
- 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) 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.

RULE 2: Interchange

- 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 e.g. (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) Time wasting during substitutions may result in a free kick to the opposing team.

RULE 3: Game Duration

- Games consist of 2 by 13 minute halves with the half time break not exceeding two (2) minutes. Teams must change ends at half time.
- No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Sport Convenor.
- No time outs are allowed.
- 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 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 referee has signalled the game can start will incur a 0- 10 forfeit loss.
NB. 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

- The kick-off is **indirect** and the ball must be played forward.
- At the kick-off players must be in their own half & at least three (3) metres from the ball, however there is NO offside in general play.
- For a goal to be scored, 'ALL' of the ball must be over 'ALL' of the line.
- ALL penalty kicks will be **direct** except for breaches of the height rule which are **indirect**. The player taking the free kick can only take one (1) lead up step before making contact with the ball. If more than one (1) step is taken the kick will be deemed void and the ball turned over to the opposing team.
- During a penalty kick direct or indirect the offending team will be allowed to set up a two (2) person wall, this must be no closer than three (3) metres from where the kick is being taken.
 - Players in the wall must remain standing at all times.
 - If a penalty kick is closer to the goal "D" than three (3) metres no wall can be set.
 - The goal keeper cannot set up closer than three (3) metres from the penalty spot.
- Players are not allowed to play at the ball whilst on the ground, except for the goalkeeper.
- NO slide tackling. If a player loses their footing in order to make a tackle, and as a result ends up on the ground, a penalty shall be awarded to the other team.
- 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 leave the area. If a challenge is made on a player who has possession, then a direct free kick will be awarded to the player who had possession of the ball prior to being challenged.
- 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.
- Referees have the right to warn, ask to leave or eject from the court, any player or spectator whom they feel is bringing the game to disrepute.

Ball Height Rules

- The ball cannot go above the solid rebound boards (1.2 metres high). An indirect free kick will be awarded against the last player to touch the ball before it went high at the approximate spot the ball exceeded the allowed height.
- If the ball is deflected high off the keeper, the goal posts or hits the back fencing above the 1.2m back board from an attacking kick, the keeper will restart play with a "roll-out". Note this rule only applies to attacking shots on goal. If a defender deliberately kicks or deflects the ball (excluding the Goal Keeper) then an indirect free kick will be awarded to the attacking team at the location where the ball was last kicked/touched. The referee has the sole discretion on what is considered a deliberate action.

Goal Keeper Rules

- The keeper is the only player allowed inside the goal circle. He/she is also not allowed outside the goal circle.
 - When the keeper steps outside of the goal circle or a defender steps in, a direct free kick will be awarded to the attacking team at the "dot-shot" mark.
 - If an attacking player falls into the goal circle as a result of their momentum during the process of scoring a goal before the ball has fully crossed the goal line then the goal will not count and possession will be given to the goal keeper for a "roll-out".
- The keeper CANNOT touch any ball that is on the ground outside of the goal circle. Balls in the air CAN be touched by the keeper so long as the keeper is still within the goal circle.
- A "roll-out" must be performed with an underarm motion. If an illegal arm motion is used then a direct free kick will be awarded to the attacking team at the "dot-shot" location.
 - The arm must be below parallel with the ground during a "roll-out" to be considered an underarm motion.
 - If the ball climbs above 1.2m then an indirect free kick will be awarded to the opposing team at the location where the ball first went above 1.2m.
 - A "roll-out" is considered indirect.
 - The ball must touch another player on the court for a goal off a "roll-out" to count.
 - A ball that only deflects off the opposing keeper after a "roll-out" will not count as a goal.
- 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".
 - A keeper can score a goal from a kick after receiving the ball in general play.

- 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 direct free kick will be awarded to the attacking team at the “dot-shot” location should this occur. 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”.
- 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.

RULE 6 – Penalties/Sin Bin

- 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.
- 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. Note however that the referee is entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.

a) *First Offence – Yellow Card*

Yellow Card to be given by the Referee. Player may stay on the court.

b) *Second offence – Red Card*

- Automatic Red Card and dismissal from the current game and next game.
- No substitute player is allowed to replace a player who is sent off in the game in which the dismissal occurred.
- If a player receives a red card the week before a finals match this rule still applies, no lenience allowed.
- If a player receives a red card during a match they are to leave the court immediately and are not allowed to play for the rest of the match, as well as the following scheduled match for their team.
- 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 Sport Convenor.

RULE 7: Points

Points are awarded in matches as follows:

- Win - 3 Points
- Bye - 3 Points
- Draw - 2 Points
- Loss - 1 Point
- Forfeit - 0 Points

In the event of tied points at the end of round matches, placing’s will be determined by for and against goal count.

RULE 8: Finals

- If a draw results, five (5) penalties will be taken by both teams.
 - The initial five (5) penalties must be taken by the players on the court when the final siren sounds.
 - If only four (4) players are on the court due to a previous send-off then a substitute player may take the 5th kick.
 - Any player who is red carded cannot participate in the shootout.
 - Only if no substitute players are present can one of the previous four (4) kickers take the 5th kick.
 - In mixed competitions two (2) of the initial five (5) penalties must be taken by female players.
- 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.
- 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.

Penalty kicks will be taken from a designated “dot-shot” mark.