



GRIFFITH SPORT - SOCIAL SPORT COMPETITION

Competition Rules – Soccer (7-a-side)

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 sort at any time from the Social Sport Convenor. 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 twelve (12) players.
- b) Seven (7) players are allowed on the field at one time, one of which is the goal keeper.
- c) In **mixed** competitions a maximum of five (5) males can be on the field at any time.
 - i. Less then five (5) 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 seven (7).
- d) Four (4) players is the minimum number of players that a team can have without a forfeit resulting.
- 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) Players can re-enter the game as many times without notifying the referee but it must occur only when the ball is out of play.
- b) Substitutions must take place within five (5) meters of the halfway line.
- c) The exiting player(s) must be completely off the field before the substitution can take place.
- d) 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.
- e) 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.
- f) In the event that the above rules (2a – 2e) 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 0-5 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.
- b) Offside
 - i) There is NO offside in general play.
- c) Ball out of Play
 - i) For a ball to be out of play 'ALL' of the ball must be over 'ALL' of the line.
 - ii) Before the ball is kicked it must be placed stationary on the spot directed by the referee.
 - iii) All opposing players must be at least five (5) metres from the ball.
 - iv) When the ball goes out over the sideline, a kick-in takes place instead of a throw in.
 - v) A sideline kick is indirect and a goal can NOT be scored from it unless it touches another player first.
 - vi) When the ball goes out over the endlines by a defender a corner kick will be taken.
 - vii) A corner kick is direct and a goal can be scored from it.
 - viii) When the ball goes out over the endlines by an attacking player a goal kick will be taken.
 - ix) Any defending player may take a goal kick
- d) 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 with their arms and hands while on the ground and only within the goal 'D'.
 - iii) If there are no other players within close proximity of a player then they may slide along the ground to prevent the ball from going out of play.
 - iv) The match referee has sole discretion on whether a player has attempted to or made a slide tackle.
- e) 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 centre of the goal two (2) metres 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.
- f) 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 any closer then five (5) metres from the where the kick is to be taken.
 - iii) No more than two (2) defending players can be in the wall, this includes the goal keeper.
 - iv) Players must remaining 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.
- g) . Goal Keepers
 - i) Goalkeepers are NOT allowed to pick up a pass from any of their team mates (back pass), if this occurs a penalty kick will be awarded to the attacking team two (2) metres from the top of the "D".
 - ii) Goalkeepers are NOT allowed to handle the ball outside the "D", if this occurs a penalty kick will be awarded to the attacking team two (2) metres from the top of the "D".
 - iii) 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.
- h) **Indirect** kicks where goals **cannot** be scored: Sideline kick-in & the kick-off.
- i) **Direct** kicks where goals **can** be scored: Corner kicks, goal kicks & penalty kicks.

RULE 6 – Penalties/Send Offs

- 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 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.
 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 8: 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 designated spot by the referee. This spot will be in the centre of the goal and two (2) metres outside the "D".

