



5-a-side Soccer Competition Details

Rules

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.

Team Composition & Player Requirements

- 1) Team sizes are limited to 10 players in Mens, Mixed & Womens competitions.
- 2) Players registered in a Mens, Mixed or Womens competition are ineligible to play in another Mens, Mixed mixed competition & vice versa.
- 3) The minimum number of players required on the field for a match to commence or continue is 4.
 - a) In mixed competitions there must always be at minimum of 1 male player & 1 female player on the field and a maximum of 3 male players at any time.

Game Duration

- 1) Matches will consist of 2 x 12 minute halves with a 2 minute half time period.
 - a) Griffith Sport reserves the right to alter game duration and format of the matches in the tournament pending the competition sizes and court availability.
- 2) No clock stoppages will be made except under exceptional circumstances at the discretion of the referee or Griffith Sport.
- 3) If a game commences late (and is not deemed a forfeit) or delayed at any point throughout (Injury treatment) 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 Griffith Sport.

Substitutions

- 1) Substitutions can only take place when the game has stopped and the referee must be
 - a) The only time the game stops is when a goal is scored, a foul is committed or the ball goes outside the pitch.

Uniform Requirements

- 1) All players on a team must wear the matching uniforms in accordance with their University Sports Department requirements.
- 2) In addition each team must provide at least one set of netball bibs with playing positions on the front and back.

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.

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- 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.

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- 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.



Competition Format

1) Round Points Scoring

Points are awarded in matches as follows:

- a) Winning team - 3 points
- b) Drawn match - 2 points per team
- c) Losing team - 1 point
- d) Forfeited team - 0 points
- e) Bye - 3 points

2) Round Progression

- a) Teams with the most number of round points will progress through to the elimination matches.
- b) Where there is a tie in points the following progression of tiebreakers will occur:
 - i) Points difference (for and against)
 - ii) Highest for score
 - iii) Head to Head results between the teams concerned

3) Drawn Matches

- a) No extra time will be played for drawn matches in round games and each team will be awarded the drawn match points
- b) In finals or progression matches if the score is equal at the conclusion of normal time then 2 extra periods of 3 minutes will be played.
 - i) There is no break between normal time & extra time. Teams immediately commence the first 3 minute period with a new centre pass.
 - ii) After the first extra time period teams immediately swap ends and commence the second period with a new centre pass.
 - iii) If scores are still tied after the conclusion of the second extra time period then play will continue until one team scores a two goal lead and they will be declared the winner.

4) Forfeit Matches

- a) A forfeit will be declared 5 minutes after the scheduled start time of a match if either team is unable to commence play
 - i) If at any point during the match that a game can not continue due to a team not meeting minimum player numbers then the match will be declared a forfeit.
- b) The forfeit score for a match is 5 - 0

Disciplinary

- 1) 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.
- 2) 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](#).