

# Summer 7-a-side Competition

## Rules and Regulations

Updated 13/10/14

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### 1 THE BALL

Standard size 5 ball supplied by the AUSC.

### 2 NUMBER OF PLAYERS

#### 2.1 *On the Pitch*

Each team may have up to 7 players (6 on the field and 1 goalkeeper) on the pitch at any one time. Each team must also have a minimum of 4 players on the pitch before the game may start. Failure to have the correct number of players to play a fixture will result in a forfeit, implying a 3-0 loss.

#### 2.2 *Substitutes*

There is no limit to the number of substitute players per team providing each individual player has registered, and an unlimited number of substitutes may be made at any time. Substitutions must be made from the outside the centre line of the pitch. Swapping or substituting a goalkeeper may be done at an appropriate stoppage in play with the permission of the referee.

#### 2.3 *On-time starting*

There will be a 5-minute grace period for teams that are late. The game will begin after this time as long as there is the minimum number (4) of players. Failure to start on time will result in a forfeit as outlined in 2.1.

### 3 EQUIPMENT

#### 3.1 *Shoes*

Normal soccer boots are not to be worn. Players are only to wear shoes or boots permitted in indoor or artificial pitches.

Players will not be allowed to start if they are in breach of this rule. If there is an oversight and a player is discovered to be playing in non-approved boots, the player will be sent off for 10 minutes (without replacement) and may return when the boots are replaced. If the player cannot replace their boots, a substitute is entitled to replace them after the 10-minute penalty has elapsed.

Recurrent breaches of this rule by any individual team will result in further penalties being applied, which may include immediate forfeiture or expulsion from the competition.

#### **Exceptions to this rule**

If it has rained or is forecast to rain, which will make the pitch slippery, the organiser of the competition will permit the wearing of normal boots. This determination will be made prior to the start of the game by the organiser. PLAYERS ARE ENCOURAGED TO HAVE THEIR NORMAL BOOTS WITH THEM AS WELL AT ALL TIMES.

#### 3.2 *Shin Pads*

Shin pads are strongly recommended to be worn, but as there are no studded boots allowed, the individual player will take responsibility for not wearing shin pads.

### 3.3 *Shirts*

All players (excluding goalkeepers) are encouraged to wear numbered shirts (not mandatory) of the same colour or pattern. In the case of 2 teams wearing similar shirts, the 2nd written team on the schedule will be considered the away team and must wear an alternative strip or bibs (supplied by each team).

## 4 THE REFEREE

The referee is to follow FIFA rules and regulations and all rules and regulations in this document. No assistant referees are required.

The referee is expected to check all footwear before the game to ensure compliance but the ultimate responsibility is the manager's of each team to make certain that there is compliance. THE REFEREE IS NOT HELD RESPONSIBLE FOR IMPOSING THE PENALTY OUTLINED IN 3.1. This is the responsibility of the competition organiser on the night.

## 5 MATCH DURATION

Each game will be played in two 25-minute halves with a 5-minute interval. On nights that include back-to-back timeslots, the matches on the pitch(es) with back-to-back matches will be two 20-minute halves.

## 6 PLAYING THE BALL FROM THE SIDELINES

If the ball is played out over the sidelines, a player from the opposing team may restart play by kicking the ball in from the sideline. The player must be behind the line whilst doing so. Failure to do this will result in a foul and the control of the ball will be passed to the other team.

## 7 OFFSIDE

The offside rule does not apply.

## 8 FOULS AND MISCONDUCT

8.1 To follow FIFA rules and regulations and in particular,

8.2 Abuse or threats of Referees or Officials

**There is a zero tolerance policy on any abuse or threats to referees or officials. Anyone who abuses or threatens in any manner will immediately be expelled from the competition, and depending upon the severity of the breach, penalties may apply to the team responsible for that player.**

8.3 Slide tackles are not permitted.

## 9 FREE KICKS AND DELIVERY FROM THE GOALKEEPER

9.1 Opposing players must stand at least 5 metres away from the ball. This also applies to kick-off, corners and balls played from the sideline.

9.2 If a free kick is awarded near the D, the kick must be taken 5 metres from the D at the direction as determined by the referee.

9.3 Goal kicks must be taken from the ground by the goalkeeper at any point within the D.

Any time the goalkeeper distributes the ball from within the D, it must **touch the ground or a player** before it crosses the halfway line, or will result in a free kick for the opposition from the halfway line closest to where it landed.

9.4 The goalkeeper cannot pick up a back pass with their hands. An infringement will result in a free kick for the opposition 5 metres from the D at a 45° angle to the edge of the nearest goal post. This free kick may be defended by a wall along the D.

9.5 The ball may be passed back to the goalkeeper within the D who cannot pick it up but it must be put back into play within 6 seconds otherwise it will result in a free kick for the opposition 5 metres from the D at a 45° angle to the edge of the nearest goal post. This free kick may be defended by a wall along the D.

9.6 The goalkeeper may come out of the D but will be immediately considered a field player with all the relevant rules applied.

9.7 No players are allowed inside the D at any time otherwise this will result in a free kick or a penalty.

If a defending player is inside the D when it is clear that he is stopping a shot at goal or clearing the ball, this will result in a penalty.

The penalty will be taken 5 metres from the top of the D, in front of goal, with all outfield players 5 metres from the ball and behind the line of the ball.

If a defending player moves into the D when there is no contact with the ball, this will result in a free kick to be taken 5 metres from the D at a 45° angle to the edge of the nearest goal post. This free kick may be defended by a wall along the D.

If an attacking player moves inside the D, the ball will be considered dead and the goalkeeper will take a free kick from inside the D.

9.8 Shots at goals must be delivered outside the D but players may be carried, with the momentum, into the D after the kick without penalty.

## 10 DISCIPLINE

### 10.1 Yellow Cards

**Yellow cards will be issued for breaches as per FIFA rules and 2 yellow cards for the same player will result in a red card, send-off.**

### 10.2 Red Cards

**Red cards mean an immediate send-off and the player will not be replaced. The offending player may play the following week unless further disciplinary measures need to be taken by the competition manager.**

## 11 HEAT POLICY

**No games are to be played if the weather exceeds 35 degrees. The temperature must be 35 or above at 5pm before a game is cancelled.**

## 12 DISPUTE RESOLUTION

If a player argues against a competition rule or loss of points, the situation will escalate to the competition manager who has the authority to resolve any issues.

If the issue is of such severity that the competition manager cannot resolve it, it will escalate to the Chairman of the AUSC for a final ruling.

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### **TEAM REPRESENTATIVE ACKNOWLEDGEMENT**

**Please Return this portion to the AUSC via the Adelaide University Sports Office with team payment or hand in at one of the pre competition meetings.**

As team representative, I am authorised to act on behalf of my team and will pass on all relevant information to members of my team. Further, as representative, I understand the rules of the competition and will ensure to the best of my ability to ensure compliance with all requirements by all team members.

**Team Name:** \_\_\_\_\_

**Representative Name:** \_\_\_\_\_

**Representative Signature:** \_\_\_\_\_

**Date:** \_\_\_\_\_