

Gwawley Bay Summer Soccer Rules - 2011

The competition is provided as a fun, healthy and social football activity. At all times players and spectators are expected to conduct themselves in a socially acceptable manner. The use of foul, abusive or insulting language or behaviour to any other players, spectators or officials is not acceptable and incidents will be dealt with by the organising committee.

General rules:

- Maximum number of players on the field is 6 (six) – 5 players and 1 goalkeeper.
- Minimum number of players to start a game is 4 (four) – 3 players and 1 goalkeeper.
- Unlimited interchange is allowed
- Borrowing of players is not permitted. Exceptions may be granted by the match night supervisor only due to unforeseen circumstances (eg. Players held up in traffic/train delays)
- At kick-off all defending players must be in their own half and at least 5 metres from the ball.
- Before the game can start a ball **MUST** be supplied by each team for the game to commence. (It can be borrowed or bought or obtained by other reasonable means).
- From a kick-off the ball must move forward.
- A goal **CAN** be scored from a kick-off.
- A goal **CAN** be scored directly from a corner.
- Slide tackles are not allowed and will be penalised by the referee by an indirect free kick. Depending on the severity of the contact the referee may also give the offending player a yellow or red card.

A slide tackle can be recognised when a player moves from an upright, running position and starts to slide in a “studs up tackle” towards an opponent who has the ball at their feet. Slide tackles are ones that are intentionally committed **AGAINST AN OPPONENT**.

A player **CAN** slide on the field as long as there are no opponents nearby eg they can slide to prevent the ball going out. The referee is the only one who determines whether the opponent is too close.

- In any foul or potential free kick situation, the referee can choose to “play advantage” but this will usually only occur during an attacking phase of the game. Once again the referee is the sole judge of “advantage”.

Kick-ins:

- For a kick-in, the ball must be placed on or behind the line
- If the ball is kicked-in from more than 1 metre away from the sideline the kick in will be given to the other team.

- All DEFENDING players must be 5 metres from the ball
- However, if defending players are not 5 metres away at the time of the kick-in, the player MAY still kick the ball into play.
- If the ball hits the player within the required 5 metres distance the referee may award an indirect free kick against the player.
- The referee will control all aspects of the kick in and determine if the defending team has impeded play or infringed in some way – “play-on”, free kick, yellow card, etc.
- A goal CANNOT be scored directly from a kick-in

Goal keepers and goal area:

- Goalkeepers CAN leave the penalty area but must play as a “field player” during this time (ie this is now the same as winter soccer or Futsal)
- After the ball has travelled over the goal line last touched by an opponent (ie “goal kick” restart) the goalkeeper must either throw the ball into play or place the ball on the ground to kick it into play, either way the ball cannot travel over the halfway line on the full without having been touched or played by another player.
- A goalkeeper CANNOT throw the ball over half way at any time during the game or from a restart. If this happens a free kick will be taken by the other team from the point where it crossed the half way line.
- A goalkeeper CANNOT pick up the ball if it was INTENTIONALLY passed to them by one of their team mates. If this happens the referee will award an indirect free kick on the line of the penalty area (team mates can line up in a wall 5 metres away if they want to).
- A goalkeeper CAN receive the ball from a team mate AND can play the ball with any part of their bodies except arms and hands. They can, of course, be fairly tackled by an opposition player.
- When the goalkeeper picks up the ball in their own penalty area (ie last touched by an opponent) they GENERALLY have 6 seconds to get the ball back into play. The referee is the sole judge of this time.
- A goalkeeper CAN change with a field player or substitute during the game. However the referee must be informed first. Play need not stop. However it is probably more sensible to wait for a “goal kick” or kick in to your own team for this to happen.
- Substitutions will be permitted as long as they do not significantly disrupt play and will be at the referee’s discretion.
- A penalty kick is a direct free kick.
- A penalty kick CAN be awarded for any “direct free kick” offence INTENTIONALLY committed by a team mate of the goalkeeper in the penalty area ie hand ball, push, kick, etc. However penalty kicks should be rare.
- A penalty kick is taken ON the penalty area arc mid way along its length. This point is 6 meters out from the centre of the goal line.

Free kicks:

- All free kicks are INDIRECT except for the penalty
- For an indirect free kick, defenders may line up in a wall 5 metres away from the ball.
- For this and any other free kick, they cannot move (forward) until the kick is taken.

Yellow and Red cards:

- A player who is shown a yellow card (for an appropriate offence) will be asked to leave the field for 3 MINUTES. They CANNOT be replaced during this time – ie their team plays one player (or more) down for this time period.
- Any player “sent off” for a 2nd yellow card will not return to the field and will not be replaced.
- Any player sent off for a “red card offence” will not return to the field and cannot be replaced.

Note:

- Referees will use common sense in these situations to make sure that only deliberate infringements are penalised.
- Referees are the sole judge of play and infringements on the field
- Referees have authority BEFORE, DURING and AFTER the game.
- Any player shown a red card shall automatically incur a minimum one match suspension.
- Any send offs or incidents will be dealt with by the organising committee on the night where possible. Any decisions will be emailed to the team captain.
- Unregistered players are not to participate in any games. An automatic team forfeit will apply.