



## SIX-A-SIDE FOOTBALL RULES

### 1) The Field and Ball

- a) Games will be played on a modified-size field. The boundaries will be clearly identified on the grass. The goal keeper's area will be the small half-circle directly in front of the goal.
- b) Regulation size 5 football balls will be used.

### 2) The Number of Players

- a) Teams may have a maximum of 10 players per team; 6 players are on the field at one time; 5 open-field players and 1 goalkeeper. **There must be at least one player of each gender on-field at all times in Tuesday football.**
- b) **Wednesday football has no specific gender requirements.**
- c) There are unlimited, rolling substitutions.
- d) The referee must be notified if the goalkeeper is changed.

### 3) The Player's Equipment

- a) **All players within a team must wear the same colour playing shirt or uniform.** In the event there is clash between two teams, bibs will be supplied.
- b) All players must wear appropriate sporting footwear.
- c) Shin pads are highly recommended.
- d) Players may not wear jewellery or any other sharp adornments, and must keep fingernails short at all times.

### 4) The Duration of the Match

- a) Tuesday games will be 2 x 15 minutes halves with a 2 minute break for half time.
- b) Wednesday games will be 2 x 20 minute halves with a 2 minute break for half time.

### 5) The Start and Restart of Play

- a) From a kick off, the ball must be played forward. A goal cannot be scored directly from a kick off.



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- b) The opposing team must be outside of the centre circle, or 3m from the kick-off point.

### 6) The Ball in and Out of Play

- a) When the ball goes out over the side line, it is then placed on the side line, or up to 25cm behind the line. From a stationary position, the ball is kicked into the field of play to another player.
- b) Corner kicks will be taken in the instance a ball touches a defending player before crossing the end line. A goal kick will be awarded in the instance an attacking player is the last to touch it before it crosses the end line. Goal keepers may kick the ball to restart play. A goal-kick must touch another player before crossing halfway.
- c) All kick-ins (including corners and free kicks) must be completed within 6 seconds. The 6 seconds begins at the referee's discretion.
- d) The opposing team must be at least 3ms away from the ball for any restart of play.
- e) For a ball to be out of play or a goal scored; all of the ball must be over the line.
- f) A goal cannot be scored directly from a kick-in or restart of play.

### 7) Free Kicks

- a) Direct and indirect free kicks will be awarded at the discretion of the referee.
- b) A direct free kick allows the kick taker to make a scoring attempt from the free kick.
- c) An indirect free kick must touch another player before attempting to score.
- d) A direct free kick will be awarded in the following instances;
  - A foul e.g. tackle from behind, incorrect slide tackle, careless/excessive contact. A direct free kick may also be awarded if the referee deems a player to have acted in an unsportsmanlike manner e.g. purposely stopped the ball with his/her hand etc.
- e) An indirect free kick will be awarded for all other offences such as;
  - accidental handball, goalkeeping infringement, breach of the goalkeeping area by open-field players, restart of play.





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- f) All opposing players must be 3m from the ball on direct and indirect free kicks.

### 8) Fouls and Misconduct

- a) There is no slide tackles or tackling a player from behind. Playing on the ground is permitted when not endangering a player.
- b) Minimal shoulder-to-shoulder contact will be allowed, and judged by the referee. A direct free kick will be awarded in the instance of excessive contact.
- c) There are NO offside.
- d) The referee has the ability to remove a player from the game for unsportsmanlike conduct. This may result in a temporary 'sin-bin' or complete removal from the remainder of the game.
- e) A 'sin-bin' will result in a player being removed from the field of play for 5 minutes, with no substitute.

### 9) The Penalty Kick

- a) A penalty kick is awarded if a defending teams' player commits an offence denying an attacking player an obvious goal scoring opportunity e.g. defender enters the goalkeeper area to block, goalkeeper handles the ball outside the area, foul in the act of shooting.
- b) All 'scoring opportunities' will be identified at the referee's discretion.
- c) The penalty taker must be identified, and taken from 2 metres beyond the goalkeeper's area.
- d) All players must be 3m away from the ball, and behind the line of the ball.

### 10) Goal Keepers

- a) Goalkeepers have 6 seconds to control the ball inside their own area.
- b) Goalkeepers are not allowed to pick up a back pass from any of their team mates.
- c) A goal clearance is when the ball travels outside the goalkeeper D area, either by pass or dribbling.





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- d) Goalkeepers can restart with an indirect kick when the ball has gone out of play behind their goal. This restart cannot travel beyond halfway before touching another player.

### 11) The Referee

- a) Referees have the right to warn, ask to leave or eject from the field, any player or spectator whom they feel is bringing the game into disrepute.
- b) Referees may play an advantage should a team not be negatively affected by a technicality or foul immediately to improve the flow of the game.
- c) The referee's decision is final.

### 12) Competition

- a) Defaults will be recorded as a 3-0 victory to the non-offending team. Multiple defaults will be met with a warning, and subsequent removal from the league should it continue.
- b) Teams that are late, or are late to meet minimum team requirements of the game (gender specifications, minimum players etc), will be penalised one goal a minute up to 5 minutes
- c) Should a team not have the minimum player requirements after 5 minutes of the games start time, non-offending teams will be allowed the option to either;
  - record the game as a default;
  - play on as normal with new parameters of the game agreed upon **by both teams and the referee prior to the game starting.**
- d) Teams are paired up to play against teams who are in a similar position on the ladder as they are. The last two weeks of competition are used for Semi-Finals and Finals.

