



Summer 5-a-side soccer

Rules and Regulations

Regulations

- Each team is allowed a maximum of **ten registered players**.
- Teams playing the **first game** on each field are requested to put the nets up.
- Teams playing the **last game** on each field are requested to take the nets down.
- **Game duration** 9 minutes each way.
- Three points per win, one point per draw.
- A maximum of two minutes for a late start. After this, the game will be awarded to the opposition.
- Trainers only should be worn. **No long studs** - if you wear studs your team could lose points. **No work boots or bare feet**.
- **Please write the score up immediately after each game**. If no score is written up then the game will be deemed to have finished 0-0.
- All players in each team must **wear the same coloured shirts**. Team colours must not clash. Colours must be declared on registration night.

Match rules

1. Kick-off: players must be outside the circle and in their own half (the same applies following the scoring of a goal).
2. No player, apart from the goalkeeper, may enter the goal area. Should a player do so, a free kick will be given at the point of entry (attacker), or a penalty kick will be awarded (defender).
3. Opposition players must retire 5 yards from the ball on all free kicks. All fouls as per regular football will apply and will be punished accordingly, as will persistent foul play. A player may be suspended from the game and may miss a maximum of two further games - the Match Committee will adjudicate.
4. Corners and throw-ins will be rolled in to play (using one hand). For goal kicks, the goalkeeper will roll the ball out. Attackers must be a minimum of 5 yards away.
5. No ball may travel above cross bar height (approx. shoulder height). If the ball does travel above cross bar height, an indirect free kick will be awarded at the spot from where the ball was kicked.
6. Should any team persist in time wasting a goal will be given against them (at the discretion of the referee).
7. A maximum of five players from each team are allowed on the field at any one time. Teams may use as many substitutions as they wish during the course of a game.
8. Any team that plays an unregistered player or a player from another team forfeits the goals and points from that game - the Match Committee will adjudicate.
9. Should a team wish to deregister a player and register another, the Match Committee must be advised **before** the player takes part in the competition.
10. Goalkeepers are permitted to venture outside the goal area and play as in regular football.
11. Pass Backs: If the ball is passed back to the goal keeper by a team mate, the goal keeper **may not** pick the ball up - it must be played with the feet. Should the ball be picked up, the resulting free kick will be indirect, with the ball placed anywhere on the field of play. Defenders must be at least five yards away, or on the line of the goal area.

Entries Please complete the online entry form. There will be **no registration evening** this year.

Entry fee \$220.

Your fee must be paid in full to guarantee your team's position. Each team will **receive a match ball** on the first night of 5-a-side.

Leagues Teams will be placed in competitive or social leagues depending on their results during the grading phase. Please indicate your preferred level on your entry form.

Fixtures will be posted **at the clubrooms** on game day and on the club's **website**.

For more information contact dwayne@dbmm.co.nz.