

Summer Football Competition Rules

Venue 1: St George Hockey Centre at Kyeemagh RSL & Community

Centre Address: Tancred Avenue, Kyeemagh NSW 2216

Venue 2: Vanessa Street Multi-Sport

Centre Address: Tancred Avenue, Kyeemagh NSW 2216

General

All Fixtures will be played in compliance with the Regulations in force at the time and in accordance with FFA, FNSW and SGFA By-Laws, regulations, codes and directives, and under the FIFA Laws of the Game where applicable.

The competition organiser reserves the right to alter or add to the competition rules through the competition, should the need arise.

Summer Football Link: www.sgfa.com.au/summerfootball

Fixtures App

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Competition Results & Ladder

The competition results and ladders can be found on SGFA Summer Football website page:

www.sgfa.com.au/summerfootball

Game Details

Age	No. Players	Times	Break	Ball Size
U7/U8	5 x 5	2 x 12 min	3 min	3
U9/U10	5 x 5	2 x 12 min	3 min	4
U11/U12	5 x 5	2 x 15 min	3 min	4
U13/U14	5 x 5	2 x 15 min	3 min	4
U15/U16	5 x 5	2 x 15 min	3 min	4
All Age Men + Women	5 x 5	2 x 20 min	3 min	4

Goalkeepers

- All of the above grades include a goal keeper

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Minimum Number of Players

If a team has less than the minimum number of players at the commencement of the match, the referee shall not continue with the match and allow 10 minutes from the scheduled kick off time for sufficient players to arrive. If this doesn't occur then the match is abandoned.

The team that could not field a full team will automatically forfeit the match to the opposing team. The minimum number of players per age, per team, is 4 players (including goalkeeper).

Rules

- **U5 – U10** – The FFA Miniros rules shall apply.
- **U11** – All Age – Generally the LOTG apply except as modified below.

Player's Equipment

- Normal conditions of Law 4 will apply.
- Players must wear shin pads and they must be covered by their socks.
- Colours of undergarments and sock tape must comply with Law 4.
- **Flat souled or moulded rubber studs only.** No player is permitted to wear plastic, metal studs, bladed studs or screw in studs. Officials will check footwear before every game.

Interchange

- a) Must occur during a stoppage in play.
- b) The referee must give permission.
- c) The player must leave the field and cross the touchline in the interchange zone (halfway).
- d) The interchange player must enter the field at the interchange zone (halfway).
- e) Players who have been dismissed from the field cannot be replaced by an interchange player.

Offside:

- There is **no offside** for the duration of this competition.

Free Kicks

- Generally, the conditions of Law 12 will apply unless altered below.
- All free kicks, other than penalty kicks will be Indirect.
- Slide tackling is not permitted.

Restarts

- a) **Kick-ins** – When the ball wholly crosses the touch line the game will restart with a 'kick-in', from where the ball crossed the touch line. The player taking the kick cannot play the ball, a second time, until it has touched another player.

A goal cannot be scored direct from a kick-in, the ball must touch another player prior to entering the goal.

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- b) **Goal kicks** – The goalkeeper will throw the ball into play to restart the match after the ball has crossed the goal line, last played by an attacking player. The throw must take place from inside the 'goal arc'. A goal cannot be scored direct from a 'throw', the ball must touch another player prior to entering the goal.

Method of scoring

- A goal may be scored during the course of normal play.
- A goal may be scored if it was last played by a player inside the 'goal arc'.
- A goal cannot be scored direct from any of the above mentioned, Free Kicks and Restarts.

Goal Arc

- The goal arc is the area marked by a semi-circle from the goal line and extending out in front of the goals.
- This area also acts as the penalty area, and should a free kick be awarded to the attacking team for an offence inside the goal arc, then the free kick (penalty kick) will be taken from the point of the apex of the arc and directly in front of the goal.
- During this kick, only the defending goalkeeper and the kicker, are permitted inside the goal arc.
- All other players must remain outside the goal arc and behind the line of the ball, until such times as the ball is kicked and is in play.
- The goalkeeper cannot touch the ball with their hands outside the goal arc.

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