



Summer 5's

Junior Rules

1. **STRICTLY NO BOOTS TO BE WORN**, only trainers or futsal/5 a side shoes shin pads are strongly recommended.
2. Players enter in their current school year or above. A player may not enter in a lower group.
3. Games shall consist of two 15-minute halves. Teams will change ends at half time, a siren will sound to determine the start, half time and end of the games. No more than 5 players from each team will be allowed on the pitch at any time.
4. All team strips must be the same colour (bibs are provided for strip clashes).
5. Players may substitute at any time on an interchange basis, without notifying the referee.
6. There will be 1 club appointed referee assigned to each game. In the event of shortages, the services of a parent may be required.
7. Pre/Yr1 no goalkeeper. Therefore Rule 9 does not apply to these groups.
8. Goalkeeper's rules.
 - a. No players are permitted in the goalkeeper's area.
 - i. A free kick at the edge of the area is awarded to the defending side if an attacker interferes with play in the area.
 - ii. A penalty (NO RUNUP) is awarded to the attacking side if a defender interferes with play in the area. b. Goalkeepers are not permitted to leave the area.
 - i. A penalty (NO RUNUP) is awarded to the attacking side if a goalkeeper interferes with play outside the area.
 - c. The ball may be passed back to the goalkeeper, but the keeper is not permitted to use his hands, a penalty (NO RUNUP) is awarded to the attacking side.
 - d. In open play if the goalkeeper makes a save, the ball can only be released by a throw or roll (no drop kicks or bounce kicks).
 - e. Goalkeepers have 4 seconds to play the ball back into play.
9. Recommencement of the game.
 - a. For all age groups the game is started and restarted (following a goal) from the centre spot.
 - b. Ball out of play (sideline), the game recommences with a kick-in, the ball must be placed on the sideline at the point where the ball went out.
 - c. Ball out of play (behind goal), a goal kick or corner is awarded to the opposite team of the last player to contact the ball before it leaves play.
10. All free kicks, kick ins and corners.
 - a. Are indirect, a goal cannot be scored directly without being touched by another player, from either team.
 - b. Players have a maximum limit of 4 seconds to start/restart the game from the moment the ball is placed on the pitch (or the referee has signalled recommencement of play).
 - c. The opposition team must be a minimum of 3 metres away from the ball.
11. No slide tackles are allowed on opposition players, an indirect free kick will be awarded.
12. Foul language &/or aggressive behaviour will not be tolerated & may result, at the club's discretion in the individual or team's dismissal from the field or competition.
13. Respect the referee, officials, and each other.
14. Fair play is always required. If a player/team fails to comply with a referee's caution or request, the referee may request that the team manager remove a player from the field of play, for a period of time, by way of substitution. If the team fails to comply with the referee's request, the referee reserves the right to suspend or abandon the game and refer the matter to the club organisers for review.
15. Players participate at their own risk.