

FIVE-A-SIDE FOOTBALL COMPETITION

The laws governing the Competition shall be as for Association Football with certain exceptions as detailed in the "RULES OF THE GAME" stated below.

'RULES OF THE GAME'

1. All entrants must be bona-fide members of the Company they represent and compete up to and including the session in which they attain the age of 18 years.
2. Two competitions, Junior under 12 and Senior 13 and over shall be conducted on a league basis.
3. Goals shall be minimum of 12ft. long and 4ft. high or the metric equivalent.
4. A goal area 25ft. radius from centre of Goal-line shall always be marked, a penalty spot shall be placed 20ft. from the centre of each goal, and a centre spot shall be marked; other than boundary lines, no other markings shall be necessary.
5. Only the defending Goalkeeper is allowed to operate in the goal area.

Penalty for infringement:

- a) By an attacker – a direct free kick at the point of entry into the goal area
- b) By a defender – a penalty kick.

In the event of the Goalkeeper going out of their area, a penalty shall be awarded to the attacking Team.

NOTE: Accidental entry by a player into the goal area, or exit by Goalkeeper, which has no effect on the play is not penalised. Apart from this rule, there is no offside. Players may place themselves in any part of the pitch.

6. A goal can be scored from any part of the field of play which (except for a penalty) is outside the goal area. A goal may be scored by deflection from pitch boundaries.
7. After holding the ball, the Goalkeeper must return the ball into play by rolling it out of their area with underarm bowling action.

Penalty for infringement:

Indirect free kick at the nearest point (outside the area) to the place where the offence is committed.

8. FOULS AND MISCONDUCT

Charging is forbidden.

Penalty for infringement:

A direct free kick

A player who intentionally obstructs an opponent when not playing the ball shall be penalised by the award of an indirect free kick. This includes standing with part of the body against a surrounding wall or barricade in order to:

- a) Prevent an opponent from reaching the ball, or
- b) Obtain possession of the ball from an opponent

Any player ORDERED OFF (red card) shall take no further part in that match and is automatically suspended from the next match.

If any player is found guilty of an offence under the laws of the game which warrants a caution (yellow card) he will leave the field of play for 3 minutes, sit with the time-keeper and will not re-enter the field of play until told to do so by that official. Any time on the

penalty unexpired at the end of the game will be carried forward to the next game. No substitutions can be made for a player in the "Sin Bin".

9. The ball must be kept below head height or boundary height (this should be specified before the start of the tournament).

Penalty for infringement:

An indirect free kick where the offence took place.

10. A ball shall still be in play if it is deflected from a wall or barrier on the boundaries of play. A throw in shall be taken by rolling the ball into the field of play.
11. When a free kick, throw in or corner is being taken, no opposing player shall stand within 2m (6') of the taker.
12. Players must not use their body, hands or otherwise lever themselves against obstructions or walls to obtain possession of the ball.

Penalty for infringement:

An indirect free kick from the point where the offence is committed.

13. The game shall be started in each half by the referee dropping the ball in the centre of the field of play. After a goal has been scored, play shall be recommenced in the same way.
14. Games shall be a maximum of 6 minutes each way.

Points awarded: 2 for win, 1 for a draw.

If 2 or more teams tie for first place, then goal difference shall decide, if this is equal, highest number of goals scored, if this does not decide then the least number of goals against, then the team with the most wins, then, if applicable, the result of the match between the 2 equal teams. If none of these decide the situation, then a game with the first team to score, 2 minutes being allowed each way. Following this each side shall take 5 penalties alternately, the one scoring the most goals from those 5 penalties taken by different players will be declared the winner. After that, alternate penalties (taken by different players) who might have already competed in the previous penalty round. The first team to score when the other team does not will be declared the winner. If no time is available to play extra time, then a tie shall be declared.

15. Two substitutes shall be allowed for any reason at any time in the game, a maximum of 7 boys shall be used in any one round.
16. An independent Timekeeper/Scorer shall be appointed to assist the Referee. This official shall:
 - a) Record goals scored.
 - b) Act as timekeeper and signify half-time and full-time by an agreed signal.
 - c) Suspend time on the referee's instructions for all stoppages and that time to the end of each half.
 - d) Record and control the re-entry into the field of play of any player ordered by the referee to the "SIN BIN"

17. PLAYERS EQUIPMENT

Four players of the team shall wear coloured bibs provided. Goalkeepers shall wear a coloured bib provided which must be distinguished from that of the other players.

Light footwear shall be worn without rigid or hard soles, studs or bars. Shinpads must be worn at all times.