

FSC Five A Side Competition Rules

Aces Tennis and Leisure Centre
5-7 O'Brien's Road Figtree
Competition Coordinator: 0433 388 725

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1. INTRODUCTION

Five-a-side Football is a hybrid game fundamentally blending Football and FUTSAL rules. The Competition is run by Football South Coast at the Fraternity Club across various parts of the year. There are competitions for men, ladies, mixed and juniors across various divisions and nights.

2. THE PITCH

Five-a-side Football is played on an artificial surface. The pitch markings resemble that of a futsal court.

3. THE BALL

The game is played with a FIFA approved Futsal ball i.e. low bouncing ball. Only one ball per pitch is used at any one time.

4. THE NUMBER OF PLAYERS

4.1 A match is played by two teams each consisting of no more than five (5) players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than three (3) players.

4.2 Teams may borrow players from other teams under these circumstances only:

- ☐ Less than five (5) regular players are available
Players borrowed are registered players in that competition
Players borrowed adhere to the age and gender requirements of that match

4.3 Failure to have at least three (3) registered players of that team playing in the match will constitute a forfeit. The match may be played if other players are willing to play although the official result will be a forfeit (i.e. 6-0).

4.4 The maximum number of players registered per team is twelve (12).

4.5 – In mixed competitions, a maximum of three male players can be on the field at any one time one of which is the goalkeeper.

4.6 Where a team is playing with only three (3) players and has a player sent off, the match will be abandoned with a further six (6) goals added to the current score of the winning team.

4.7 A substitute may replace a player sent-off and enter the pitch after two minutes of playing time have elapsed since the sending-off, provided that:

4.7.1 The player has the authorisation of the referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

4.7.2 If there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth player

4.7.3 If both teams are playing with three or four players and a goal is scored, both teams remain with the same number of players until the 2 minutes have elapsed, after which the team with the lesser players may be completed with a fifth player.

4.7.4 If there are five players playing against three, or four against three, and the team with the greater number of players scores a goal, the team with three players may be increased by one player only

4.7.5 If the team that scores the goal is the one with fewer players, the game continues without changing the number of players

5. SUBSTITUTIONS

1. 5.1 Substitutions can only occur within the prescribed substitution zone.
2. 5.2 A player can only be replaced once the player leaves the field of play.
3. 5.3 Players may be cautioned for incorrect use of the substitution procedure.
4. 5.4 Teams will swap technical areas each half. Their substitution zone will be that of the side of which they are defending.

6. THE PLAYERS EQUIPMENT

6.1 A player must not use equipment or wear anything that is dangerous to them or another player (including any kind of jewellery).

2. 6.2 Shin Pads are compulsory
3. 6.3 Unless a player has special game approved spectacles, eyewear/glasses are not permissible.
4. 6.4 Players that do not conform to these standards will not be permitted to play.
5. 6.5 Teams are required to wear a uniform predominantly the same colour as the rest of the players (if not the same).

6.7 Players are permitted to wear studded footwear on the provision they are not considered dangerous.

7. THE REFEREES

The Referee will:

7.1

1. 7.1.1 Enforce the rules of the competition
2. 7.1.2 Act as a timekeeper
3. 7.1.3 Keep a record of the match
4. 7.1.4 Take action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the technical area and the surrounds of the pitch
5. 7.1.5 Suspends or abandons the match because of outside interference of any kind

8. THE DURATION OF THE MATCH

8.1 The match lasts two equal periods of 20 minutes, unless otherwise mutually agreed between the referee and the two teams. Any agreement to alter the duration of the periods of play must be made before the start of play and must comply with the competition rules.

8.2 The referee at his discretion may reduce the game by several minutes each half if teams are not ready to start the game at the designated time in order to complete the game on time.

8.3 The time is not stopped for injuries or the recovery of the ball.

9. THE START AND RESTART OF PLAY

9.1 The home team according to the team sheet will kick off. The team named first is considered the home team.

9.2 There is no coin toss.

9.3 A goal may not be scored directly from the kick off.

9.4 The ball is kicked in from the sideline to restart play.

9.5 The Goalkeeper must throw the ball out to restart play with a goal-kick clearance

9.6 During a corner or sideline kick in, the ball must be stationary and opposition players must stand a minimum of 3 metres from the kicker.

9.7 Kickers have 4 seconds to restart play; failure to do so will result in the kick being awarded to the opposition.

9.7.1 In the event that the 4 seconds is exceeded during an attacking corner, a goal-kick clearance is awarded to the opposition.

9.7.2 In the instance where the goalkeeper delays the restart of play, an indirect free kick will be awarded to the opposition from the edge of the penalty area.

9.7.3 In instances where the 4 seconds is exceeded during a corner kick, the opposing team will be awarded a goal clearance.

10. THE BALL IN AND OUT OF PLAY

The ball is considered out of play when it has wholly crossed the line either in the air or on the ground.

11. THE METHOD OF SCORING

11.1 A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game have been committed previously by the team scoring the goal.

11.2 There is no offside in Five-a-Side Football

12. FOULS AND MISCONDUCT

12.1 A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referees to be careless, reckless or using excessive force:

- ☒ Kicks or attempts to kick an opponent
- ☒ Trips an opponent
- ☒ Jumps at an opponent
- ☒ Charges an opponent
- ☒ Strikes or attempts to strike an opponent
- ☒ Pushes an opponent
- ☒ Tackles an opponent

12.2 A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:

- ☒ Holds an opponent
- ☒ Spits at an opponent
- ☒ Handles the ball deliberately (except for the goalkeeper within his own penalty area)

12.3 A direct free kick is taken from the place where the offence occurred

12.4 The above offences are accumulated fouls.

12.4.1 A team may only commit five (5) accumulated fouls in one half of the game, subsequent fouls thereafter will result in a penalty kick being awarded to the opposition from the 10 yard penalty spot.

12.4.1 The accumulated fouls restart at the start of the second half.

12.5 An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following two offences:

- Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a team-mate
- Touches the ball with his hands inside his own penalty area after he has received it directly from a kick-in by a team-mate

12.6 An indirect free kick is also awarded to the opposing team if, in the opinion of the referees, a player:

- plays in a dangerous manner in the presence of an opponent
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits against a team-mate one of the nine offences penalised with a direct free kick if they are committed against an opponent

12.7 Misconduct is penalised with a caution or send off.

12.8 Sliding is not permissible in five-a-side under any circumstance – including slide tackling an opponent or sliding to block a shot on goal.

12.9 Referees may play an advantage if deemed appropriate. When play stops, the referee will call an accumulated foul against the infringing team.

12.10 Players are permitted to play the ball from the ground providing it is not considered dangerous.

13. SUSPENSIONS

13.1 Players who have received an accumulated 3 cautions during the competition will be suspended for one (1) match

13.2 Players sent off for a double yellow card will be suspended for one (1) match

13.3 Players sent off for any other reason will be dealt with by Football South Coast with a suspension advised based on the seriousness of the incident.

14. TEAMSHEETS

14.1 Teams are expected to have a completed team registration form submitted to Football South Coast Five-a-Side management before commencement of the competition and all players whom wish to play with that team must be nominated on the team registration form.

15. FEES / BOND

15.1 All teams are required to pay a \$100 bond prior to the competition. This is refundable assuming the funds have not been exhausted during the competition season.

15.2 The bond will be used to pay for games where teams have forfeited.

15.3 Where the bond has been partially used, teams are required to top-up the funds ensuring a \$100 credit remains.

15.4 Teams that exhaust the full bond and haven't topped it up, may be withdrawn from the competition.

PROCEDURES TO DETERMINE THE WINNER OF A MATCH

A forfeit result will be six (6) – nil (0) and three (3) points

All games drawn at full time will result in a tie – one (1) point each

FINALS SERIES MATCHES

The finals series format will be determined by the competition manager prior to each competition. This is dependent on the number of participating teams and divisions. All teams will be notified prior to the competition start date the format of the finals series.

In the event of games being drawn at the conclusion of full time during these matches, a penalty shoot out will determine the winner.

If a match goes to penalties, three (3) kickers from each side will take penalties. If still drawn, the penalties will continue (sudden death). The same kicker must not take another kick til such time the opposition have all taken a penalty (this includes the goalkeepers).