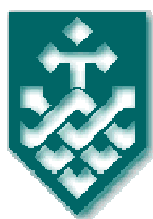




**KU-RING-GAI & DISTRICT SOCCER  
ASSOCIATION INC.**



**UTS SOCCER CLUB  
"5 A-SIDE"  
FOOTBALL COMPETITION**

**RULES MANUAL**

**2009-2010 SEASON**

## PLAYING RULES

1. Playing time allowed for each game shall be fourteen (14) minutes each half, with no half time break. There will be no time added for injury or other stoppages of play. Kicks off times are to be confirmed on the Draw.
2. Competition points will be awarded as follows:
  - Three (3) points for a win,
  - One (1) point for a draw and
  - Zero (0) points for a loss.
3. The top four teams in all divisions will qualify for the semi-finals (1 vs. 4; 2 vs. 3). Semi-finals will not be played if there is excessive wet weather and / or where there is insufficient time to complete the preliminary rounds.
4. If teams are equal on competition points at the end of the competition, goal difference (goals for minus goals against) will decide the final placing. If teams have the same goal difference then the team with the most goals scored is the higher placed team. If the teams are still equal, the regular season win / loss record between the equal placed teams will decide the higher placed team, or goal difference between the teams in these matches if required. If the teams are still equal, a coin will be tossed to determine the higher placed team.
5. All players must have an ID number. The ID number of all players is to be listed on the match card before talking the field for each match. Failure to complete or produce this photo identification of all your team players before taking the field of play may result in forfeits and / or fines.
6. No player shall take the field of play unless they have registered and paid their insurance levy. The registering of new players will be arranged with the Ground Manager or Tournament Convenor. New players may be registered at any time during the season prior to taking the field. No late registering player is permitted to take the field without payment of all fees and with the approval of the ground manager. All registered players must enter their photo on the website within their team. Players without a photo ID are not permitted to play in any game, unless the Competition Organiser (UTS Summer Soccer Coordinator) has granted consent.
7. Forfeits will be awarded when an opposing team does not field a minimum of 3 players, one of who shall be a goalkeeper, 5 minutes after the scheduled commencement of the game. Any game forfeited will be recorded as a four 4 - 0 win. Additionally Forfeits without any notice will incur the above listed penalties as well as the deduction of 1 (one) competition point.
8. Players may register to play for more than one team on the same night or alternate nights as long as the teams are not in the same division. A breach of this rule will result in an automatic forfeit.
9. Playing of unregistered or suspended players will result in a forfeit (see Point 7 above). In these circumstances a 4-0 result will be recorded.

10. Washed out games will be played at another date if time permits and/or the results have a bearing on the final table.
11. The maximum number of substitutes is three (6) players.
12. Each team must supply a size 5 match ball for the game.

### **INTERCHANGE / SUBSTITUTES**

13. Substitution Method: "Flying substitution" (all players apart from the goalkeeper enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with the consent of the referee)
14. The interchange of players must take place at the half way mark on the pitch. The player being replaced is required to leave the field before the replacement enters the field of play. Any breach of this rule will be penalised at the discretion of the referee.

### **PLAYING RULES**

15. All rules and regulations of the Laws of the Game (Laws 1 -17 inclusive) will apply unless otherwise directed below.
16. There will be no offside rule applied during the competition.
17. A kick-in shall be taken when the ball crosses the sideline. The following conditions apply: -
  - The ball is placed on the touchline before kicking.
  - The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
  - The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
  - The kicker cannot play the ball a second time until another player has played it; infringement of this rule entails an indirect free kick to the opposing from the point of infringement.
  - All opposition players must be at least 5 metres away from point of kick-in.
  - A goal cannot be scored directly from a kick-in. A player within the field of play must touch the ball first, prior to wholly crossing the goal line.
18. All free kicks, apart from penalty kicks, will be indirect. The minimum distance an opposing player may be from the ball in a free kick situation is five (5) metres.
19. Penalty kicks at the referee's discretion to be awarded when a defender commits an offence inside the "D" radius, for any infringement.
20. It is at the referee's discretion to award a free kick if it is of the opinion of the referee that a player has committed an unsafe sliding tackle on an opponent.
21. Penalties are to be taken six (5) metres from the goal.

22. Games will commence on time and the ground manager will be the sole timekeeper for all games. All games **MUST** start and finish on the siren – unless otherwise instructed by the Ground Manager, who will advise the Referees who will then commence / stop play through the use of their whistle. Extra time is not to be added on to any games for any reason.
23. Teams shall wear shorts, socks, and shirts of the same colour. **Black playing strips (shirts) are NOT permitted.** ALL playing strips are to have permanent numbers (No tape or marker pen is permitted).
24. All players must wear shin pads. Referees will not permit players to take the field of play without shin pads.
25. If a referee has not been appointed to your game, teams are to supply their own referee. Each team is to supply its own whistle.
26. No jewellery whatsoever is permitted to be worn by any player / official. All kinds of jewellery are potentially dangerous. Players may not use tape to cover items of jewellery. Rings and earrings, as well as leather and rubber articles are not necessary and can only cause injuries. The word “dangerous” can be ambiguous and controversial; hence for uniformity and a consistent approach, all players, substitutes and match officials may not wear any type of jewellery or adornment. Please note match officials may wear wristwatches for timekeeping purposes

### **GOAL KEEPERS**

27. Goal kicks are taken by throwing the ball (out of their hands) into play beyond the radius circle. This is called a “Goal Clearance”.
28. The Goal Keeper cannot punt kick or drop kick the ball (out of their hands) over the half way line on the full. This will result in an indirect free kick to the opposition at half way.
29. The Goal Keeper cannot pick the ball up directly from a “kick in” taken by a member of his / her own team. This will result in an indirect free kick at the point of the indiscretion.
30. The Goal Keeper must release the ball within four (4) seconds of gaining control of the ball in their hands and / or feet. The penalty for this indiscretion will be an indirect free kick at the point of the offence.
31. The Goal Keeper is not permitted to touch the ball for a second time unless an opponent has touched it or a teammate has touched it after it has crossed the halfway line.

### **CAUTIONS / SEND OFFS**

32. Referees at their discretion may issue yellow cards. An accumulation of four (4) yellow cards will result in an automatic one-match suspension. The committee has the authority to adjust suspensions at their discretion.
33. The referee may sin bin a player for periods of up to five (5) minutes at their discretion for offences committed. A player may not be substituted whilst in the sin bin.

34. Referees at their discretion may issue a red card and send the player from the field of play. Dismissed players may be substituted two (2) minutes after the player has left the field of play. The Referee will advise when the substitute can enter the field of play.
35. The following automatic suspensions apply:
- A. Second cautionable offence in a match – auto 1 match
  - B. Deliberate hand ball to prevent goal scoring opportunity – auto 1 match
  - C. Serious foul play to prevent goal scoring opportunity – auto 1 match
  - D. Serious foul play of a non-violent nature – auto 1 match
  - E. Offensive, insulting or abusive language loudly or to opponents – auto 1 match
  - F. Offensive, insulting or abusive language to referees, officials or spectator – auto 2 match
  - G. Serious foul play of a violent nature – auto 2 match
  - H. Violent conduct – auto 2 match
  - I. The ground manager has the discretion to cite and / or suspend any player / official / spectator for breaches of the respective “Codes of Conduct” in consultation with the respective team manager and KDSA (please see attached “Codes of Conduct”). This disciplinary action may include instances of violent / abusive behaviours before / after a game.

Serious offences may be subject to further action by the KDSA P&D Committee.

36. All Suspensions will be served in the next scheduled game/s.
37. The P&D committee has the discretion to review or confirm all suspensions
38. Appeals against non-mandatory suspensions may be made to the KDSA P & D Committee

### **SEMI-FINALS AND FINALS**

39. For a player to be eligible for a semi-final or final, that player must have played at least three (3) competition games for that team.
40. In the semi-finals and finals, extra time will be played in the event of a draw. Extra time will be in the form of two (2) extra periods of five (5) minutes each way. There is no golden goal. If the result is still a draw, and then a five (5)-goal penalty shoot out will be held in accordance with FIFA rules.