



Six-A-Side at Mt Kuringgai Oval

The rules of FIFA will generally apply except for specific Summer Football rules listed below.

1. PLAYING RULES

- (a) There is no offside.
- (b) There is no slide tackling. A free kick will be awarded to the opposing team for any slide tackle.
- (c) There are no throw-ins.

If a ball goes over the sideline play is resumed by a kick-in at the point the ball crossed the sideline. When kicked the ball must be stationary and on or behind the sideline.

The minimum distance an opposing player may be from a kick-in is 5 metres. A goal cannot be scored directly from a kick-in.

- (d) All free kicks (apart from penalties) will be indirect. The minimum distance an opposing player may be from the ball in a free kick situation is 5 metres.
- (e) Penalties to be taken from a spot 6 metres out and in line with the middle of the goal.

Goalkeepers cannot be changed immediately after a penalty or free kick has been awarded (unless injured).

- (f) There is unlimited interchange which can only be done when the ball is out of play-

When interchanging the player leaving the field must do so before the replacement player enters the field.

2. Goalkeeping.

- (a) Goal kicks. If the ball has been made dead behind the goal-line by the opposing team, it is a goal kick and play can be restarted by either a place kick, a punt kick from the goalie's hands or a throw. i.e. the ball does not need to be placed on the ground as per a traditional goal kick. The most important thing is to restart the game with the minimum loss of time.
- (b) The overarching rule of a goal kick is that the ball cannot be propelled by any means past the halfway line on the full. If a ball is kicked or thrown over the halfway line on the full, an indirect free kick will be awarded to the opposition nearest to where the ball crossed the half way line.
- (c) Similarly, in general play, after gaining control of the ball by using his/her hands, the goalkeeper cannot kick or throw the ball over the half way line on the full.
Catching, picking the ball up, or patting it down, is considered to be having control over the ball (punching the ball away for a save is not considered having control).
- (d) The only time the goalkeeper can kick the ball over the halfway line on the full is from general play where they have not used their hands (e.g. after receiving a pass from a teammate / when clearing the ball / making a save with their feet).
- (e) The goalkeeper must release the ball within 6 seconds of gaining control of the ball in his hands. If not released, this will result in an indirect free kick to be taken on the edge on the "D" adjacent to where the offence occurred.

3. CAUTIONS, RED CARDS & TEAM FOULS.

- (a) All players must abide by the spirit of Summer Football which is biased towards being non-contact and played primary for enjoyment and practice.

Any unnecessary aggression or forceful challenges, slide tackling or tackling from behind will result in a free kick and a possible yellow or red card.

- (b) Should the players in a team commit a total of four contact fouls within any half each subsequent contact foul (the 5th, 6th, 7th etc) by the same team in that half will result in the opposition team being awarded a penalty kick, taken as per Rule 1.(e)
- (c) Any player who accumulates three yellow cards in the season will receive a one game suspension.
- (d) Any player receiving a red card cannot be substituted in the game and that player will receive an appropriate suspension as determined by the Disciplinary Committee.

Any appeal by the player must be made in writing and received within 48 hours from the date of the suspension being announced. Appeals received after this time will not be heard and the suspension will stand.

4. GAME STRUCTURE

- (a) Games are played over two halves with each half being 12 minutes with a one (1) minute break for half time. Games will start and stop by the referee's whistle.
- (b) It is the responsibility of the winning team (or the home team if a draw) to confirm the final score on the referee's card and return it to the administration desk immediately after the game.

5. FINALS

- (a) If teams are equal on competition points at the end of the last round, the finals placing shall be decided by the following order.
- The team with the better goal difference. (i.e. goals for less goals against)
 - If still equal, the team with the most goals scored.
 - If still equal, the win-loss result in the game/s between the teams.
 - If still equal, a toss of the coin will decide the higher placed team.

6. REFEREES

- (a) Official referees will be appointed to all games.
- (b) In the unlikely event of no official referee being available, either team can provide a suitable referee via mutual agreement (it is permissible for each team to referee a half).