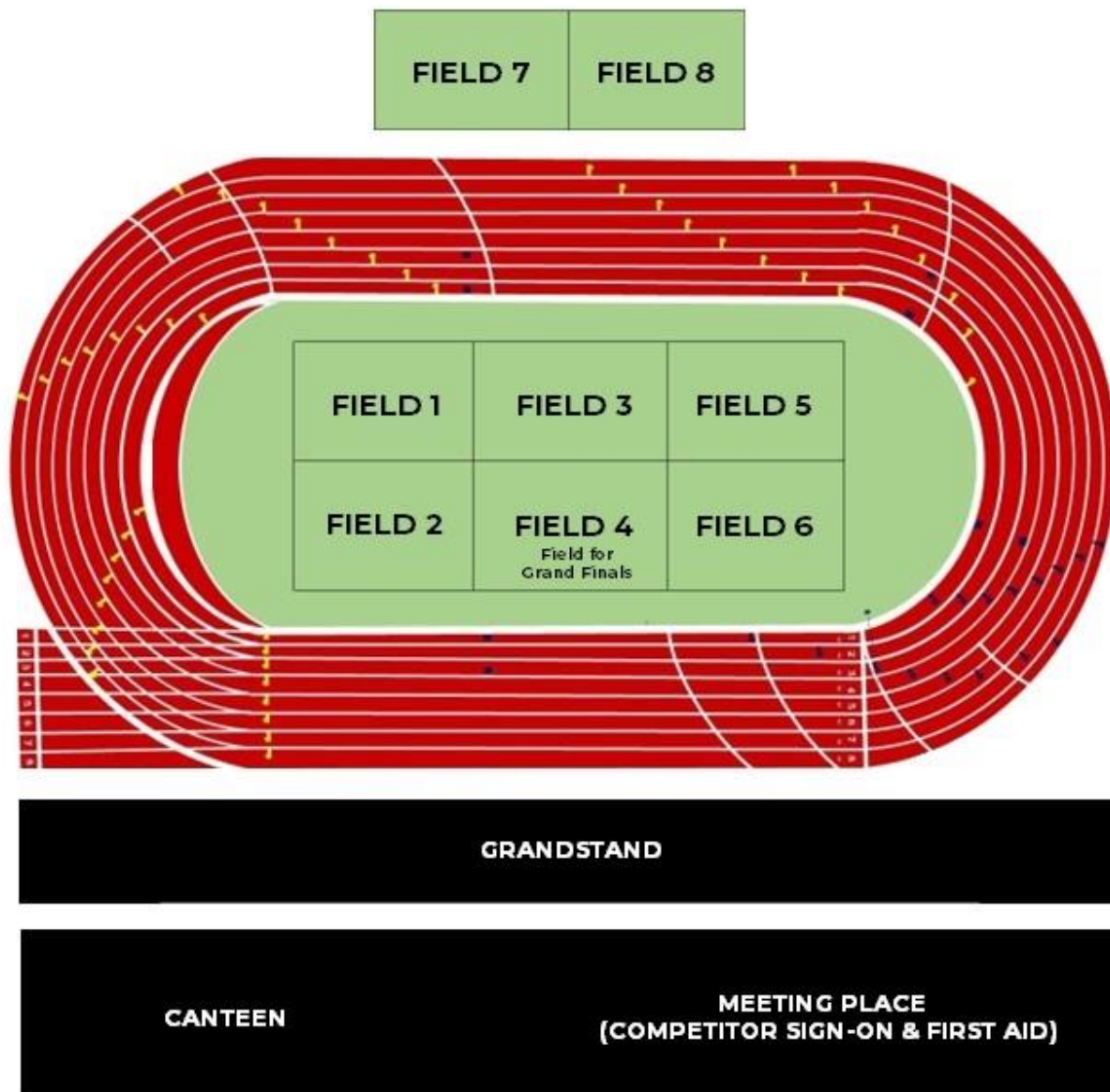


Competition Rules

5-a-Side Football Tournament



The emphasis of this event is on enjoyment, social atmosphere, and skill demonstration. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the referee and their decision is final.

Match Commencement

Teams will be provided with a draw prior to the event – the draw will also be available at the competitor information area, *The Meeting Place*, at the top of the grandstand. All matches will be announced by the event MC over the PA system.

Match Length

Matches are 15 minutes in length with no half time break. All matches will share the same clock. There will be 5 minutes between games.

Number of Players & Substitutions

A team is allowed a maximum of five (5) players (including a goalkeeper) on the field.

Teams are permitted up to five (5) reserve players on the bench.

Teams will require to field a minimum four (4) players to constitute a match, otherwise a forfeit result will be recorded. If a team forfeits, the match will be recorded as a 3-0 result.

Teams are allowed unlimited substitutions, made only once the ball is out of play. When substitutions occur, the player coming on may assume any position on the field, including the goalkeeper.

Start & Restart of Play

To start play, or restart play (after a goal) a kick-off is used. You cannot score a goal directly from kick-off.

The ball must be placed on the half-way line and is in play when it is kicked either forward or backwards. The player kicking off may not touch the ball again until it has been touched by a different player.

Opposition players must be five (5) metres from the ball for kick-offs.

Goals

Goals can only be scored from within the opposition's half. Goals cannot be scored directly from the kick off, a kick-in, or corner without another player touching it first.

Handball

The referee can call a handball if a player intentionally contacts the ball by a hand or arm (not shoulder or chest), or if the hand or arm are deemed in an unnatural position upon contact with the ball.

Free Kicks

If a free kick is called, the team awarded the kick can take straight away without the need for a whistle from the referee, unless the referee asks the kicking team to wait. The referee can do this if they need to caution a player, move defensive players back the minimum required distance of five (5) metres, or if there is safety concern for a player on the field.

Free kicks can be awarded for but are not limited to tripping/pushing/kicking/holding an opponent, handballs, and other unsporting behaviour.

Penalties

For a direct six (6) metre penalty, **penalty takers can only take one step before striking the ball**. All other players must be out of the penalty area.

Penalty takers cannot follow up a saved shot and attempt another shot on goal. All saved penalties result in a goal kick and restart of play.

Corner Kicks

The player taking the corner must kick it to another player before they can touch the ball again. Players must be five (5) metres away from the ball when corners are taken. Goals cannot be scored directly from a corner.

Kick-ins

This tournament will use kick-ins instead of throw-ins. The player taking the kick-in must kick it to another player before they can touch the ball again. A goal cannot be scored directly from a kick-in without the ball touching another player. Opposing players must be five (5) metres away from the ball when kick-ins are taken.

Goal Area

The goalkeeper is the only player permitted in the goal area. No other defending player is permitted inside the goal area nor are they allowed to touch the ball inside the goal area, otherwise a penalty will be awarded. Attacking players cannot shoot from inside the goal area. Any touches/shots inside the goal area by attacking players will result in a free kick to the opposing team.

Goal Kicks

A goal kick is a restart of play taken by the goalkeeper anywhere inside, or along the edge of the goal area. The goalkeeper must kick it to another player before they can touch the ball again. Opposing players must be five (5) metres away from goal kicks. A goal cannot be scored directly from a goal-kick.

Goalkeeper

The goalkeeper is not permitted outside the goal area.

The goalkeeper is the only player who can touch the ball with their hands.

If an outfield player passes the ball back to their goalkeeper, who then picks the ball up inside the goal area, a penalty will be awarded.

When in the goal area, the keeper must distribute the ball within five (5) seconds of gaining control. The referee may show disciplinary action for goalkeepers not releasing the ball in time.

Changing the goalkeeper may only be done when the ball is out of play. This can be an outfield player or a player from the bench. The referee must be notified of this change.

Offside

There is NO offside rule in this tournament.

Slide Tackles

Slide tackling is not permitted in this tournament. If a player loses their footing to make a tackle, a yellow card and 2-minute sideline penalty will be enforced, leaving the team a player down.

Dangerous Play

The referee can award a free kick against a player at any time if they've deemed the player to commit foul play or perform a dangerous act. Dangerous play includes, but is not limited to, any form of aggressive tackle, excessive body contact, and any other act in the referee's opinion, that places the safety of players at risk.

Sin Bin & Disciplinary Sanctions

Dangerous play, abusive language, deliberate time wasting or challenge to the referee's authority will not be tolerated.

The following process will apply for infringements, and **the referee's decision is final on all disciplinary action.**

The referee is permitted to issue a card or send off any player at any stage if they feel it necessary to do so, for player safety, or for the infringing player's inability to control their behaviour.

Warnings/Cautions – A warning or caution is typically given to a player by the referee for minor offenses or foul play. It serves as a formal indication that the player's behaviour is unacceptable and may lead to more severe disciplinary action if continued. The referee can show a verbal warning or potentially a yellow card (depending on the severity) to signify the caution.

Yellow Cards – A yellow card is shown to a player by the referee as a formal disciplinary action for more serious offenses. When a player receives a yellow card, it serves as a warning that if they commit another serious offense during the game, they may receive a second yellow card, resulting in a red card and be sent from the field.

A yellow carded player will also receive a 2-minute penalty off the field. Players must leave the field immediately and are allowed to re-enter the field after the 2 minutes has elapsed (time left in the game permitting). Teams **cannot** substitute the carded player and must continue the game with the remaining players on the field. Yellow card offenses can include but are not limited to, reckless challenges, persistent fouling, simulation (diving), dissent towards officials, and other unsporting behaviours.

Red Cards – A red card is the most severe disciplinary action a referee can take, resulting in the player being sent off the field and their team playing with one fewer player for the remainder of the match. Teams **cannot** substitute the carded player. The player must leave the field immediately after receiving a red card, and they may face additional consequences such as suspension from future matches pending the seriousness of the incident. A red card is typically shown for serious misconduct, violent conduct, using offensive, insulting, or abusive language, or receiving a second yellow card in the same game.

Scorecards and Points

Referees will keep a record of all goals scored during a game on the official scorecard.

Competition points will be allocated as follows:

- Win – 3 points.
- Draw – 2 points each team.
- Loss – 1 point
- Forfeit – 0 points.

Should teams finish with equal competition points at the end of the pool games, Goals For/Against will be used to separate the teams.

Example: Team goals scored (6) – Team goals conceded (4). For/Against Total = 2

If it is still a tie, the result of the game between those two teams during the group stage will determine the final position of the teams on the table.

If the result in that fixture was a draw, the team with greater goals scored during the group stage goes through to the knockout round.

If it is still a tie, the least number of cards incurred (Yellow Card = 1, Red Card = 2)

If there is still a tie, a 3-person penalty shoot-out will take place. If there is no winner after the three (3) penalties, each team shall take a single penalty until one-team scores and the other misses (sudden death) – determining the winner. No single player can take more than one penalty unless every team member has taken a penalty themselves. **As per the penalty taking rules, players can only take one step before striking the ball.**

Finals

The format for finals qualification will depend on the number teams that enter the tournament. UQ Sport will confirm format for Men's and Women's competitions once entries close.

For finals matches, if the teams are drawn at full time, a "best of three (3)" penalty shoot-out shall take place to determine the winner of the match. A "coin" toss will decide who takes the first penalty.

If there is no winner after the three (3) penalties, each team shall take a single penalty until one-team scores and the other misses (sudden death)– determining the winner. No single player can take more than one penalty unless every team member has taken a penalty themselves. **As per the penalty taking rules, players can only take one step before striking the ball.**

Required Uniform and Jewellery

It is compulsory that ALL player wear shin guards, always covered by long socks.

Teams do not require a specific uniform, however, all players from a team must be wearing the same colour shirt and be identifiable to the referee and convenor that they belong on the same team. Bibs will be provided for teams made up of individual entrants.

It is compulsory for all players to wear appropriate enclosed boots or sports shoes. Metal studs are not permitted. No player can take the field with bare feet or while wearing jewellery of any kind. Jewellery, including, but not limited to watches, necklaces, earrings, bracelets, arm / wrist bands, and rings, must be removed prior to the game. Medical bands are allowed to be worn.

Only prescription glasses will be allowed. Other types of glasses are not permitted.