

Conditions and Rules for Over 35's comp

1. Pitch: 60m x 40m. Goals 5m x 2m. Centre circle 5m radius.
Penalty area 10m –half circle. Penalty spot 10m. Corner arc 0.5m.
2. Ball: size 5
3. 7 players on field – unlimited interchange. Each team must field a minimum of 5 of their registered players otherwise the match will be rewarded to the opposition as a forfeit (3-0). The match can still be played using fill ins.
Changes made at halfway at any time.
4. Equipment as per FIFA rules i.e; no jewellery, shin pads to be worn. Team wears same shirt, goal keeper's wears shirt to distinguish them from outfielders.
5. Referee: full authority to control game. Fouls and misconduct as per Rules. Red and yellow cards can be issued. Send offs must leave vicinity of playing fields. No replacement.
6. **Referees for the games are to be supplied by the allocated team. Penalties apply for not supplying referees when scheduled.**
7. Game time: 2 x 20 minute halves, with 5 minute break.
8. Home team kicks off – away team decide which way to run 1st half.
9. Defending free kick in penalty area taken from anywhere in area. Indirect kick to attacking team, for offence in penalty area, taken from 10m circle. Penalty spot on apex of penalty circle. All players behind the ball until taken.
10. Re-starts of play – defender 5 m from ball.
11. Goal keepers have 4 seconds. Ball thrown out or played off the ground. No drop kicks or punts.
12. Backpass rules same as 11 v 11.
13. Throw ins from side lines.
14. Goal kicks anywhere in penalty area. 4 second time limit.
15. No offside
16. **No slide tackles**
17. Failure to supply your duty referee will result in a \$50 team fine (payable before the next game), and loss of 2 match points.
18. All games will start on time, by a central timer. If teams are not ready the clock will start anyway and they will lose the time. A 2min warning will be sounded by 2 short bursts of siren, refs will be told when 30sec until start. Siren will sound to signify start and end of game.