



## Over 35's 7-a-side Competition Rules 2019



All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear, please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game.

All participants are also required to read and understand the FFA Code of Conduct. Unless otherwise stated in these competition rules, FIFA Laws of the Game will apply (2018/2019). All laws and rules are open to the interpretation of the referee and their decision is final. FNT's Competition Administrator can change this rule as required without any notice to the teams.

### **RULE 1: TEAM COMPOSITION & PLAYER REQUIREMENTS**

- a) A team may have a maximum squad of twelve (12) players.
- b) Seven (7) players are allowed on the field at one time, one of which is the goalkeeper.
- c) Four (4) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with four players provided.
- d) In the event that the above rules (1a – 1c) are broken an indirect free kick will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- e) If a team forfeits 3 times, that team will be removed from the competition, however players from a removed team can join another existing team.

Forfeit – teams must notify the competition administrator before 12pm on the day of the match. If the notification takes place after 12pm, it will be deemed a no-show. A forfeit will result in a loss of 1 competition point.

No show – teams that do not turn up by the required kick off time or do not have the minimum number of required players result, will be deemed a no-show. A no-show will result in a loss of 2 competition points.

- f) All players must be registered in PlayFootball for FFNT Social season. An ID card may be requested by competition administration where the competition administrator is concerned about player's eligibility.
- g) All players are required to wear shin pads and will not be permitted to play if they do not wear them.
- h) To qualify for finals, a player must play at least three (3) games for the team as a regular player.

### **RULE 2: FIELD and BALL**

- a) The field dimensions will be 60m x 40m with the goal dimensions 5m x 2m.
- b) Size 5 ball will be used in all matches.
- c) FNT will provide match Balls.



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### **RULE 3: GAME DURATION**

- a) Games consist of 2 by 20-minute halves with the half time break not exceeding three (3) minutes. Teams must change ends at half time.
- b) No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Competition Administrator.
- c) If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Referee and Competition Administrator.

### **RULE 4: GAME COMMENCEMENT**

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the referee has signalled the game can start will incur a 0-5 forfeit loss. NB. The game may go ahead after 10 minutes; however, the 0-5 loss will stand regardless of the actual score.
- c) In all circumstances the game must finish at the scheduled time.

### **RULE 5: THE REFEREE (POWERS AND DUTIES)**

Where a referee has been appointed to the match, the referee has the full authority to enforce the Laws of the Game in connection with the match. The decisions of the referee will be made to the best of the referee's ability according to the Laws of the Game. The referee's decision is final.

This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority etc. **will not be tolerated**. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game.

The referee has the power to show yellow or red cards and, where competition rules permit, temporarily dismiss a player, from entering the field at the start of the match until after the match has ended, including during the half-time interval and kicks from the penalty mark.

### **RULE 5: PLAYERS FILLING IN**

Fill in players are permitted under following clause:

- Maximum of 3 fill in players permitted, limiting the maximum squad size of seven (7) players only including fill in players.
- All fill in players MUST be registered as per rule 1 (f).
- Any team in breach of this rule will be considered forfeiting the match and rule 1(e) Forfeit applies.



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### **RULE 6: PLAYING STRIPS**

Each player in a team in the competition must have same coloured playing strips. Whenever match official determines the clash of strips, away team must put on bibs (to be provided by FNT). A goalkeeper must have different coloured strip to all outfield players.

### **RULE 7: INTERCHANGE**

- a) Players can re-enter the game as many times without notifying the referee, but it must occur only when the ball is out of play.
- b) Substitutions must take place within three (3) meters of the halfway line.
- c) The exiting player/s must be completely off the field before the substitution can take place.
- d) The goalkeeper may also be substituted as many times as they like however; the referee must be notified, and substitution of a goalie can only occur when play is stopped by the referee.
- e) It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rule 1. It is NOT the responsibility of the referee to monitor this.

### **RULE 8: CAUTIONS, SEND OFFS AND TEMPORARY DISMISSAL**

#### **CAUTIONS AND SEND OFFS**

- Where a Player is sent from the field of play, they shall be automatically suspended from their Team's next match.
- Two cautions received during the same match incur an expulsion (indirect red card) and automatic suspension from the next match.

#### **TEMPORARY DISMISSAL**

For 2019 Over 35-7-a-Side Competition, the organizers will be introducing Temporary Dismissal to assist with player behaviour and reduce dissent.

Where a temporary dismissal is due the referee shall indicate the temporary dismissal by showing a yellow card accompanied by five (5) minutes hand signal and a direction to Temporary Dismissal holding area.

The match official shall monitor the temporary dismissal five (5) minutes temporary dismissal and informs the player about the conclusion of that periods.

A player can only be temporarily dismissed twice in a match and may not take further part in the same match. The temporarily dismissed player may be substituted after they have served the five (5) minute of temporary dismissal period. The temporarily dismissed player will still be eligible to play in the next scheduled match.



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### **RULE 9: RULES DIFFERING FROM FIFA LAWS OF THE GAME**

- A) Re-starts of play
  - 1. All opposition players must be a minimum of 5m from the ball at any free kick restart.
- B) Goal keepers
  - 1. Goal keepers have 4 seconds to play the ball when in their hands. The ball can be thrown out or played off the ground. Drop kicks or punts are not permitted.
  - 2. The ball cannot be passed back to the goal keeper from a teammate directly following the goal keeper playing the ball out. If this occurs, the opposition team will receive an indirect free kick on the 10m line.
  - 3. Goal keepers cannot pick the ball up directly from a deliberate pass back by a teammate. If this occurs, the opposition team will receive an indirect free kick on the 10m line.
- C) Goal kicks
  - 1. Goal kicks can be taken anywhere within the penalty area
- D) Slide tackles
  - 1. Slide tackles are not permitted and will result in a caution.
- E) Penalty kicks
  - 1. If an offence is committed that results in a penalty kick, the penalty kick will be taken on the 10m line.

### **RULE 10: POINTS**

Points are awarded in matches as per below:

Win: 3 points

Draw: 1 point

Bye: 0 points

Loss: 0 point

Forfeit: -1 points, Opponent gets 5-nil win

No-show: -2 points, Opponent gets 5-nil win

In the event of tied points at the end of normal round matches, team placings will be determined by goal differential.

### **RULE 11: DETERMINING A WINNER**

The 18-week competition will include a finals series. The team at the top of the ladder in each division after the completion of the 18-week competition will be deemed Champions. Finals will be two weeks long, first week being semi-finals and second week being Grand Finals. For semi, Team placed first in the ladder will play against the team placed in 4<sup>th</sup> of the ladder and second plays against third. Winner of both games will play in Grand Final.