



# Super Liquor Summer 5-a-side soccer

## Rules and Regulations

**Game duration** 7 minutes each way.

- Each team is allowed a maximum of **eight** registered players (**seven** for the junior league).
- Three points per win, one point per draw.
- No extra time. A maximum of three minutes for a late start. After this, the game will be awarded to the opposition.
- Trainers only should be worn. **No studs** - if you wear studs your team will lose points. No work boots or bare feet.
- Please **write the score up** immediately after each game. If no score is written up then the game will be deemed to have finished 0-0.
- **All players in each team must wear the same coloured shirts.** Team colours must not clash. Colours must be declared on registration night.

### Match rules

- 1.** Kick-off: players must be outside the circle and in their own half (the same applies following the scoring of a goal).
- 2.** No player, apart from the goalkeeper, may enter the goal area. Should a player do so, a free kick will be given at the point of entry (attacker), or a penalty kick will be awarded (defender).
- 3.** Opposition players must retire 5 yards from the ball on all free kicks. All fouls as per regular football will apply and will be punished accordingly, as will persistent foul play. A player may be suspended from the game and may miss a maximum of two further games - the Match Committee will adjudicate.
- 4.** Corners and throw-ins will be rolled in to play (using one hand). For goal kicks, the goalkeeper will roll the ball out. Attackers must be a minimum of 5 yards away.
- 5. No ball may travel above cross bar height** (approx. shoulder height). If the ball does travel above cross bar height, an indirect free kick will be awarded at the spot from where the ball was kicked.
- 6.** Should any team persist in time wasting a goal will be given against them (at the discretion of the referee).
- 7.** A maximum of five players from each team are allowed on the field at any one time. Teams may use as many substitutions as they wish during the course of a game.
- 8.** Any team that plays an unregistered player or a player from another team forfeits the goals and points from that game - the Match Committee will adjudicate.
- 9.** Should a team wish to deregister a player and register another, the Match Committee must be advised **before** the player takes part in the competition.
- 10.** Goalkeepers are permitted to venture outside the goal area and play as in regular football.
- 11.** Pass Backs: If the ball is passed back to the goal keeper by a team mate, the goal keeper may **not** pick the ball up - it must be played with the feet. Should the ball be picked up, the resulting free kick will be indirect, with the ball placed anywhere on the field of play. Defenders must be at least five yards away, or on the line of the goal area.

**Entry fee** Senior: \$160. Junior: \$70.

This must be paid in full on or before registration night to guarantee your team's position. Registration night is Thursday September 19 - 7pm at the Matamata AFC clubrooms.

Each team will **receive a match ball** on the first night of 5-a-side (Thursday October 3, 2013).

Three leagues are available this season:

**A grade** Competitive league open to players aged 15 years and older.

**Businesshouse** Social leagues open to players aged 15 years and older.

**Junior** to include youth and junior players under the age of 15 years as at January 1, 2013.

Fixtures will appear weekly in the **Matamata Chronicle** and will be posted on the club's **website**.

**Please place litter in the bins provided. No BYO alcohol is permitted on the grounds.**



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## Registration form

**Team name**

**Team colours**

**Preferred grade**

**A Grade**

**Businesshouse**

**Junior**

(Players must be 15 years or older for both these grades)

(Under 15)

**Players**

**1**

**2**

**3**

**4**

**5**

**6**

**7**

**8**

**Juniors**

**Seniors**

**Contact details**

**Name**

**Phone number**

**email**

**Match ball received** Sign

Date

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**Office Use Only**

**Paid** Yes / No

**Amount** \$

**Receipt issued** Yes / No