

Colo SFC Summer 6-a-Side Rules

OBJECTIVE: The principal objectives of the Colo 6-a-side competition are to provide an environment in which players and spectators respect others and participate in a spirit of good sportsmanship, fun and enjoyment.

1. POINTS :

- Win = 3 points, Draw = 1, Loss =0.

2. KICK OFF TIMES :

- All matches will commence at the scheduled kick off times.

3. MATCH BALLS :

- Match balls will be supplied for the competition.

4. FOOTWEAR :

- Must be either Football Boots or trainers (No metal studs)

5. SHIN PADS :

- The wearing of shin pads is compulsory. **NO EXCEPTIONS.**

6. PLAYING FIELD :

- The size of the pitch will be 48mx36m.

7. GOAL AREA :

- This will be a semi circle or “D” of a 6 m radius.

8. GOALS :

- These will be 2m high x 3.5m wide x 600mm deep with nets.

9. MATCH DURATION:

- The duration of the match will be:
 - **Juniors:** 13 min each half and;
 - **Seniors:** 18 Minutes each half.

10. REFEREES :

- All endeavours will be made by Colo Soccer Club to supply qualified referees for each match.
- All senior teams **MUST** nominate a person to act as referee should an official referee be unavailable.
- **Anybody who abuses, mishandles, or strikes a referee will be SUSPENDED from the entire competition. In addition Colo Cougars six-a-side committee reserves the right to expel the player’s entire team from the competition.**

11. INJURIES :

- There will be no clock stoppages for an injury unless it is extremely serious (Referees discretion).
- Injured players must leave the field of play immediately and once they have done so, may be substituted.

12. PLAYERS :

- U8-O35, Mixed, female or male will have six players including a goalkeeper with a minimum of 7 players in the team.
- U6 –U7 Mixed will have 4 players on the field maximum of 7 in the team

13. SUBSTITUTIONS :

- These will be unlimited but must take place from the half way line. The player being replaced **MUST** leave the field before the replacement player can enter play.

14. TEAM KITS :

- All players on a team must wear shirts of the same colour, preferably with numbers
- Goalkeepers should wear a different colour to that of their team.

15. FORFEITS :

- Teams must give 48 hours notice of a forfeit to the Administrator of Colo Soccer Football Club telephone 0400 265633 Game fees are payable.
- Any forfeited game will be awarded to the non-forfeiting team as a 3-0 win.
- Any team which forfeits two games without notice **WILL BE** disqualified from the competition.
- Any team which forfeits three games **MAY**, at the discretion of the Colo Cougars six-a-side Committee, be disqualified from the competition, even if appropriate notice was given to the Administrator.
- There will be no refunds for teams that are disqualified.
- A team that drops out of the competition will have their points redistributed back to any side which lost to, or drew with, that side.
- There will be no refunds for teams that drop out.

16. UNREGISTERED PLAYERS :

- Any team playing an unregistered, suspended or disqualified player will be deemed to have forfeited the match. The team may be suspended

17. INTERCHANGING BETWEEN TEAMS :

- Teams will be allowed to borrow 2 players to make up a team in any particular game.
- The player must come from a team in a lower division in the same age group or from an age group below the age of the team they are upgrading to.
- Junior players can dual register to a senior team if they have attained the age of 16. **Dual registration must take place prior to the commencement of the competition**

18. MATCH FEES:

- Match Fees must be paid before game commences or game may be forfeited.

19. RULES:

- The Colo Six a Side Committee reserve the right to alter rules as it deems necessary.
- No discussion will be entered into regarding rules that may be altered.

20. MIXED COMPETITION:

- Players registered to play in AA, AAL or O/35 can dual register for the mixed competition.
- Junior players can dual register to a mixed All Age team if they have attained the age of 16. **Dual registration must take place prior to the commencement of the competition**

Colo Cougars 6-a-Side Game Rules

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FIFA Rules of Football apply where they have not been altered or affected by these Game Rules.

1. GOALKEEPERS:

- The goalkeeper can handle the ball anywhere inside the penalty area.
- The goalkeeper may leave the penalty area, but can't handle the ball outside the penalty area.
- Where the goalkeeper receives the ball during general play, the goalkeeper may kick or throw the ball from the penalty area.
- During general play, a goal can be scored directly from a goalkeeper's throw or kick.
- A goal **cannot** be scored directly from a goal kick.

2. KICK OFF:

- Kick off shall be from the middle of the field.
- A goal **cannot** be scored directly from a kick off.
- Opposing players must be at least 5 metres away from the ball.

3. GOAL KICKS:

- Goal kicks must be taken from inside the penalty area.
- The ball must be kicked, not thrown.
- A goal **cannot** be scored directly from a goal kick.
- Opposing players must be at least 5 metres away from the ball.

4. BACK PASSES:

- The regular back pass rule applies- ie the goalkeeper **CANNOT** pick the ball up.
- An indirect free kick, to be taken from the edge of the penalty area, shall be awarded for an infringement of this rule.

5. CORNERS:

- These will be marked and taken in the usual manner.
- A goal **can** be scored directly from a corner;
- Opposing players must be at least 5 metres away from the ball.

6. INDIRECT FREE KICKS:

- Except in the case of an infringement within the penalty area, an indirect free kick shall be taken from the point where the infringement occurred;
- Where an infringement occurs within the penalty area, any indirect free kick shall be taken from the edge of the penalty area at the closest point to where the infringement occurred.
- Opposing players must be at least 5 metres away from the ball

7. KICK INS:

- When the ball goes over the sideline, play restarts with a KICK-IN (No throw ins).
- The KICK-IN must be taken within 4 seconds or the kick-in will be awarded to the opposing team.
- Opposing players must be at least 5 metres away from the ball.
- A goal cannot be scored directly from a KICK-IN.

8. FREE KICKS:

- Free kicks, other than penalties will be INDIRECT.
- Opposing players must be at least 5 metres away from the ball.

9. PENALTIES:

- Penalties are awarded as normal for any fouls inside the penalty area, and will be taken 5m from the goal line directly in front of the goal

- Opposing players must be at least 5 metres away from the ball and not within the penalty area.

10. TACKLING:

- **Slide tackles are not permitted.**
- **Tackling from behind is not permitted.**

11. OFFSIDE:

- The offside rule **DOES NOT** apply.

12. OFFENSIVE, ABUSIVE OR THREATENING LANGUAGE:

- Any player using offensive, abusive or threatening language will automatically receive a yellow card; or
- The player may receive a red card if, in the opinion of the referee, the incident is serious enough to warrant such action.

13. YELLOW CARDS:

- Any player receiving 2 yellow cards in the same match, will immediately receive a red card;
- Any player accumulating 3 yellow cards (in separate games) will be automatically suspended as follows:
 - From playing for any other team on the day that the 3rd yellow card is awarded; and
 - from playing the next scheduled match for the team for which the player is registered.

14. RED CARDS:

- Any player receiving a red card will be automatically suspended as follows:
 - From taking any further part in the game in which the player received the red card; and
 - Will serve a minimum mandatory one match suspension in his/her next scheduled fixture (not including any fixtures on the day of send off) and
 - Is suspended from playing for any other team on the day that the red card is awarded.
 - Suspensions will be awarded by the Nepean FA judiciary as per the Nepean FA By Laws (www.nepeanfootball.com.au)

15. PLAYERS UNDER SUSPENSION:

- If any player plays, or attempts to play, in a game whilst under suspension:
 - **The player will be suspended for balance of the competition;** and
 - If such game involves the team for which the player is a registered player, that game shall be forfeited to the opposing team; or
 - If such game involves a team other than the team for which the player is a registered player, that game may be forfeited to the opposing team at the discretion of the Colo six aside committee;

16. FINALS:

- See draw regarding semis and finals.
- Once the Finals draw has been placed on the website teams have until Monday 5pm to dispute league position. No disputes will be allowed after Monday 5pm
- Games will be played on the allocated day. Changes of days will not be considered.

17. MIXED COMPETITION:

- A maximum of 3 male players can be on the field at any time.
- A male player can only score from inside the "D".
- In the event that a ball played by a male player from outside the "D" enters the goal without being touched by another player, a goal kick will be taken.
- In the event a male player kicks the ball and it is deflected into the goal the referee will decide whether it was originally:
 - A pass-Goal allowed
 - A direct shot-Goal disallowed. **The Referees decision is final**