



FOOTBALL (SOCCER)

Venue: To Be Confirmed – will be relatively central to the city

Team, Results & Draw Information:

****IMPORTANT****

- It is compulsory for All players on the pitch to be wearing football boots and shin guards to ensure player safety.

- **SCORERS & GAME TIMES**
 - Referees provided on the day will score the game.
 - A siren will be sounded at the ½ time break and at the end of game.
 - **Please note: Once the siren has sounded, the referee will blow their whistle once the current phase of play is over.**
 - The games will be Two x 12 minute halves with a 3 minute halftime and 3 minute warm up between each game. Altogether 30 minutes.
 - Please ensure your team is ready to go before the start of the game.

- **PLAYING GROUND**
 - The dimensions of the field will be W 42m x L 60m size pitch
 - Goals will be 3.6m x 1.8m with a 5m semi-circle the "D". The penalty spot will be 1 meter from the top of the D, in line with the middle of the goal.

- **THE BALL**
 - a Size 5 Soccer ball.
 - SACSA Sports will supply all match balls.
 - Please make sure you bring no more than two warm up balls (named) for your team.

- **START OF THE GAME**
 - The **Home** team on the **score sheet** shall: kick-off and the Away team will choose direction of play. This needs to be checked and done prior to the beginning of each game.

- **THE TEAM**
 - The team consist of a maximum of 7 players (including the Goalie) on field at any time and up to 5 reserves. (12 players max).



- **Players Numbers and Goalies Equipment:**

- Please ensure that all players remain in the same shirt number for the entire day so that players can be easily identified if behaviour issues occur.
- The goalkeeper should be dressed in a way that makes them easily identifiable, separate from the other six players on their team.
- The goalkeeper should also be outfitted with protective gloves.

- **Table Points:**

- 3 points for a win, 2 points for a draw, 1 point for a loss.

- **In the event of a draw** during the minor rounds there will be NO extra time played.

- **FINALS DRAW:**

- The **top two teams will progress to the Grand Final** after the minor round matches
- Please check the sportfix app for all updates. Finals tab
- Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - I. **The result** of the match between the teams concerned.
 - II. If still tied or more than two teams tied, placings determined by the **highest goal percentage** e.g., goals scored for / goals scored against x 100.
 - III. If still tied, The team with the least amount of goals scored against them.
 - IV. If still tied, The team with the most amount of goals scored for them.
 - V. If still tied, the team that scored first in the match between the teams concerned.
- **In the event of a draw during the Grand Final:**
- If the game ends in a draw, the teams will play 2 x two minute halves, with 1 minute half time.
- If the result is still undecided, penalties will decide the outcome.
- Penalties best of 5, then sudden death.



Modified Rules of the Game:

- **General Rules:**

General match play and conduct are to follow the traditional rules of soccer in terms of contact between players, playing the ball, and spirit of the game. For 7-a-side, there will be modifications.

- **7-a-side rules:**

- All teams must take the field with seven players, including the goalkeeper.
- The goalkeeper must be dressed in distinctive clothing that clearly identifies their role.
- Unlimited interchanges will be allowed for all matches. These can be made from the centre line of the pitch. The referee must approve all substitutions and can award an indirect free kick against any team that is deemed to be wasting time during substitutions.
- Goalkeepers may also be substituted, but play will not be held up to accommodate this (i.e., play will continue even if the new goalkeeper is still changing gloves), with the exception of player injury.
- Players are not allowed to slide tackle.
- Only goal keepers are allowed inside the "D", players are not allowed to play the ball in this area.
- No offside
- Defending players must be a minimum of 5m away from the ball for all free kicks, direct or indirect.
- Throw-ins will be taken as indirect kick-ins from the sideline, and corners will be played as normal.

- **Goal keeping Rules:**

- The goalkeeper may come out of the D but will be immediately considered a field player with distribution restrictions (see point 4 in indirect free kick).
- No players are allowed inside the D at any time otherwise this will result in a free kick or a penalty. If a defending player is inside the D at all (i.e., a visible part of the foot), this will result in a penalty. The penalty will be taken 1 meter from the top of the D, in line with the middle of the goal, with all outfield players 5 meters from the ball and behind the line of the ball.
- If an attacking player moves inside the D, the ball will be considered dead and the goalkeeper will take a free kick from inside the D.
- Shots at goals must be delivered outside the D.
- All Goal kicks to be taken by the Goal Keeper inside the "D".



- **Direct free kicks:**

- Field players handling the ball (including goalkeeper if outside the "D" penalty area)
- Inappropriate contact with a player (such as trips, use of excessive force, holding back players, etc), rough conduct, or conduct contrary to the spirit of the game (such as swearing, abuse of other players, or dissent towards the referee)
- Penalty kicks are awarded for any of the above infractions inside of the goal area, and to be taken from the penalty spot 5m at the top of the D.
- A goal may be scored directly from a kick-off, which will be taken from half-way, with both teams positioned inside their own defensive half. Defending team must be a minimum of 5m away from the ball at kick-off.
- Corners will be played from the corner of the pitch and are direct free kicks.

- **Indirect free kicks:**

- Goalkeepers may not handle the ball if it has been passed to them from a teammate (indirect free kick to be taken from the spot at which the infraction occurred).
- Goalkeepers must release the ball within 6 seconds (indirect free kick to be taken from the spot at which the infraction occurred)
- Goalkeepers cannot kick the ball out of their hands; either roll or throw to another player (first infraction will be a reminder to the goalkeeper as the ball is returned to them for a second attempt; any subsequent incident will result in an indirect free kick to be taken from the spot at which the infraction occurred)
- When the goalkeeper plays/disposes of the ball from at any time, the ball must be touched by any other player before crossing the halfway line. An indirect free kick to be awarded at the halfway line to the opposing team if an infraction occurs.
- If the referee determines that a team is deliberately wasting time during substitutions, an indirect free kick may be awarded at their discretion; generally, at the point of a reversal of possession, or in line with the penalty spot according to the context of the game.

- **Additional considerations:**

- The ball may travel above head height without consequence during the course of play.
- Serious foul play or misconduct will be punishable by yellow and red cards at the discretion of the referee. Players who receive a red card (either two yellow cards in a match, or straight red) will be suspended for at least one match.