



RULE BOOK

DSP - 5-A-Side Soccer Rules

RULE ONE: PLAY IN THE "SPIRIT OF THE GAME"

The Team

A maximum of 12 players per team may be registered, there after a new team must be formed and registered, failing to do so will result in teams not being allowed to play.

A team consists of a maximum of 8 players, of which 3 players being "Rolling Subs" and may be substituted at any time during the game. A maximum of 5 players per side, including the goal keeper, are permitted on the pitch at any one time.

"Rolling Subs" are to remain outside the field of play and must enter the field of play at their goal end. A player who is coming onto the field of play may not enter until the player he/she is substituting has left the field of play.

If a team is caught with 6 or more players on the pitch at any time during the match, the referee will stop play and tell the offending team players to leave the field of play. If a goal is scored by the offending team by having 6 or more players, the goal will be disallowed. If a goal is scored by the opposition, the goal will stand.

No player will be permitted to play for more than one team in the same division. He/she is permitted to play for another team in a different league provided that the player in question is registered with that team.

Any player who plays in a league match who is not registered under the team name that he/she plays for will result in an automatic forfeit whether or not the team in question wins or loses. However, should both team captains come to an agreement before the game is started regarding an unregistered player, then all rules are waived and the game may go ahead.

Any unregistered player must sign an indemnity form prior to the start of the game.

Should a team have any discrepancies whatsoever against another team or player, then the complaint must be lodged with management by the end of the first half. Should the second half have started, then "NO" discrepancies may be lodged and the result of the game will stand.

In the event of a team suffering from injuries whereby the team cannot provide 5 players for a match, management may permit any other player to play for the team in question and the result will stand. This must be lodged prior to the game commencing.

The Points

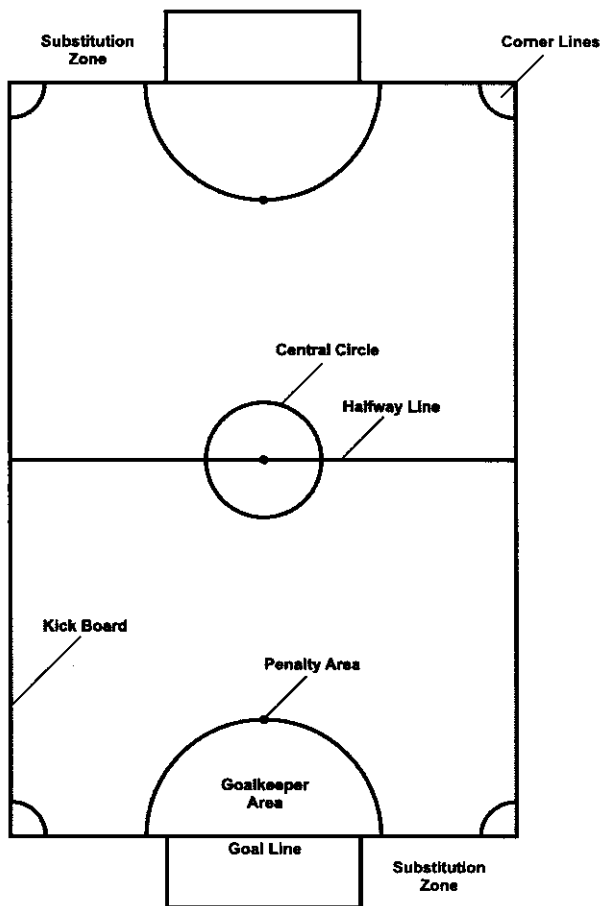
Win 3 Points

Loss 0 Points

Draw 1 Point Each

Team Forfeit 0 Points Opposition Team 3 Points

The 5 a Side Playing Pitch



Penalty

Penalties will be awarded for infringements within the "D" box area. Penalties to be taken from the middle of the "D" with no run up allowed. A player's non kicking foot must be placed beside the ball and the ball to be kicked in that stance. The Goal Keeper is not allowed off the goal line until the ball has been kicked by the penalty taker. Should the ball rebound off the Goal keeper, it is then free to be played by any player. Should the ball rebound off the goal posts or kick boards, the penalty taker may not replay the ball but is free to be played by any other player. All players are to stand outside of the "D" box area while penalty is being taken.

Free Kick

All free kicks must have a ONE MAN WALL.

Once a free kick has been awarded all opposing players are to be 2m {2 large steps} from the ball until it has been kicked. Any player who fails to retreat the required distance will receive a warning.

In the event of the player not retreating the required distance after he/she has been given a warning, they will then be cautioned with a "Yellow Card".

If a player deliberately stops the free kick from being taken quickly he/she will be cautioned with a "Yellow Card". If any player deliberately kicks the ball into an opponent (once a free kick has been awarded), no "Yellow Card" will be issued, however the free kick will be overturned. Any other form of unsporting behaviour like kicking the ball away will result in a "Yellow Card".

The Goal Keeper

The Goal keeper may not kick the ball from his/her hands nor may he/she drop kick it. The ball must be placed on the ground before kicking it. The Goal keeper may throw the ball and can throw it over the half-way line.

Once the Goal keeper has the ball in his/her possession, he/she must release the ball within 5 seconds. If the keeper fails to do so a penalty will be awarded.

The Goal Keeper may not put the ball on the ground and pick it up again. Should this occur a penalty will be awarded.

The Goal keeper may not handle the ball from a back pass unless from a header or chest of a team mate. A player may not do a back pass off the kick boards. If the keeper handles a back pass, a penalty will be awarded.

In the event of the Goal keeper kicking the ball from his/her hands or drop kicking the ball, a penalty will be awarded.

The Goal keeper may score a goal from his/her penalty box, he/she may place the ball on the ground and shoot. The keeper can throw the ball to score a goal provided he/she does not step outside of the penalty box.

Please note that there is no "10 Fingers Rule", even if he/she only has 5 fingers on the ball (one hand full control) no player may "knock" the ball out of his/her hand. In the event of this taking place and a goal is scored, the goal will be disallowed.

NB: All free kicks which are awarded under this rule will be taken on the "D" closest to where the offence was committed.

The Referee

The referee's decision is final!

The referee shall have sole control of the game.

The referee is a part of the game. If any ball rebounds off the referee, play will continue as normal.

Players are to play to the referee's whistle.

The Referee shall:

May call advantage or use hand signals to indicate an infringement has been observed but not penalised. Having blown the whistle for an infringement, he must award the free kick or penalty.

"Not" criticise or coach any team or player while a game is in progress.

Answer any questions regarding clarification of the rules from the team captain only, and only at the break or at the conclusion of the game.

Advise each team of the correct score at half time.

Adjudicate the rules contained in this book both consistently and without bias.

There is a *"zero tolerance"* to undesirable behaviour and any racist, intimidating, threatening or other like conduct towards any referee, player, spectator or staff member, this could result in a player/team being permanently banned from the venue.

Due to the nature of the surface and the nature of play, *NO SLIDE TACKLING OR SLIDING WILL BE PERMITTED* and if this occurs the player will be cautioned with a *"Yellow Card"*.

There is no offside rule.

Players may not HOLD onto the nets, as well as the kick boards which surround each pitch. Failure to do so will result in a free kick being awarded where the offence was committed.

When a player has the ball in the corner of the pitch, the opposition player has to give a 1 metre space (demarcated area), and the player has 5 seconds to release the ball. Should the opposing player try attack within the 1 metre space *"OR"* should the player not release the ball within 5 seconds, a free kick will be awarded either way.

In the event of a hand ball, the opposition will be given a free kick where the offence took place. A deliberate hand ball, a free kick will be given as well as a *"Yellow Card"*. A hand ball inside the penalty box, a penalty will be given.

For player safety, the Bicycle or Scissors kick has been banned. If any player attempts this, a free kick will be awarded. A *"Yellow Card"* will be issued if a player consistently does this type of kick.

Due to the size of the pitch, there will be NO 2 on 1 tackles allowed. If this occurs then a direct free kick will be awarded.

Should a player be injured and needs to leave the field of play due to excessive blood (blood bin) and may be substituted. The blood bin player may return to play after being cleaned up and must get the approval from the referee.

At the start of the game all players must be in their own half of the field. Once the referee has blown his/her whistle to signal the start of the game, a player may score from the centre spot.

It is the responsibility of both team captains/referee to make sure that the score card is signed at the end of the match. Failure to do so will deem the score to be correct and the score will stand.

No player will be permitted to play with metal studs, this also includes metal capped studs. Only soccer boots which are multi-studded (plastic studs) or indoor boots will be allowed.

No player will be allowed to play barefoot or in socks.

It is recommended that players make use of shin guards.

It is recommended that players wear matching shirts.

No chewing of gum is allowed.

No jewellery is allowed, this includes rubber bands or supporters bracelets.

Bad Weather

In the event of inclement weather patterns, management has the right to postpone and/or reschedule any fixtures if the weather becomes dangerous to any players on or off the field of play especially lightning and thunder.

Should the weather conditions deteriorate during a game the game can continue, however if conditions become unsafe for players (*lightning/severe rain*), play will be suspended and/or abandoned depending on the discretion of management.

In the event that both captains want to wait out for the conditions to improve, the referee will take note of how much time has been lost and make the necessary time deductions. The result will stand due to the agreement by both team captains.

If 28 minutes or more of play have been played and the match is abandoned, the result will stand and the fixture will not be re-played. If however no play is possible or game has commenced for less than 28 minutes, then management will reschedule the fixture and notify both captains within the next 24hrs.

The Venue/Management reserves the right to amend any of the above rules as they deem necessary. All the above rules are final and abiding and may not be challenged.

The Game

League games are 40 minutes long with two 20 minute halves. The half time period may not exceed more than 2 minutes from the end of the 1st half to the start of the 2nd half.

No extra time will be played unless a player sustains a serious injury.

Games "must" start at the scheduled time. Teams will be given a maximum of 5 minutes after scheduled time to be ready to start. Once there are 3 players or more for either side, play will commence. Thereafter, the game will be shortened by each minute that the game does not commence. *However*, should both captains agree to play the game with the time remaining, and the result will stand as a league match, and then the game can commence. Should the game not get played, the team that was late will forfeit the game, and the score will be 3 – 0. *(Forfeiting side refer to the venue rules)*.

NB: If a match starts late, time must be lost so as not to affect the start of the next fixture.

The Rules

Yellow Card

A "Yellow Card" will be awarded to any player who commits repeated offences. Any player receiving a "Yellow Card" is termed to have been "sin binned" and he/she must leave the field immediately and will be off the field of play for 5 minutes. Two consecutive "Yellow Cards" given to a player in the same game, that player will then be given a "Red Card". If the player refuses or protests in a manner of unsporting behaviour, he/she will be issued with a second "Yellow Card" followed by a "Red Card".

In the event of a sin binned player returning to the field before his/her allotted time is up, he/she will receive a "Red Card". If any other player enters the field of play (other than for a substitution) that player will be cautioned with a "Yellow Card". The players are to wait for the Referee to signal them that the player may return to the field of play.

In the event of a player being issued with "4 Yellow Cards" in one season, that player will be suspended for one match.

Red Card

A "Red Card" will be issued to a player who plays in a dangerous or violent manner or upon receiving a "2nd Yellow Card" in a game. Any player who uses foul and abusive language whether racist or demeaning to any opposing player or the referee will be issued with a "Red Card".

If any player spits at an opponent or the referee, he/she will be issued with a "Red Card".

If a player receives a "Red Card", he/she will be suspended for one match pending the outcome from an investigation and if necessary the player could be permanently barred from entering the venue.

If any player plays while under suspension, the team will automatically forfeit the fixture 3 – 0. The fixture will continue as a friendly and the player in question will be asked to leave the field. *(forfeiting side refer to venue rules)*