



Super Liquor Summer 5-a-side soccer

Rules and Regulations

Game duration 7 minutes each way.

- Each team is allowed a maximum of **twelve** registered players.
- 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 you run the risk of your team losing points. If you choose to wear bare feet you do so at your own risk.
- 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.** There is no limit on how high the ball may be 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 runs the risk of forfeiting 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 \$180 (October to December) or \$220 (October to March). Entry fee must be paid in full on or before registration night to guarantee your team's position. An **early bird fee of \$160 (or \$190)** can be enjoyed if you enter and pay before registration night (Thursday September 16, 2010).

Each team will **receive a match ball** on the first night of 5-a-side (Thursday September 30, 2010).

Four leagues are available this season:

A grade open to players of any ability.

B grade limited to a maximum of two recognised soccer players (or players of like ability) per team.

Businesshouse no recognised soccer player (or player of like ability) in the team.

Junior intermediate or primary school aged players.

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.



Super Liquor Summer 5-a-side soccer Registration form

Team name

Team colours

Preferred grade

A Grade

B Grade

Businesshouse

Junior

Players

1

2

3

4

5

6

7

8

9

10

11

12

Contact details

Name

Phone number

email

Match ball received Sign

Date

Office Use Only

Paid Yes / No

Amount \$

Receipt issued Yes / No