



SUMMER SIX-A-SIDE FOOTBALL SEASON 3 - 2011

General

1. When registering your team that a minimum of 6 players and a maximum of 8 players will be permitted.
2. Full payment is required before September 30th. No team will be permitted to play in the tournament until all fees are paid.
3. One team member/parent should take responsibility as the Team Contact. This person should co-ordinate team line-ups and sign in on each night of competition.
4. This Main Team Contact will be informed of all game dates and times prior to the season start.
5. Each participating team should co-ordinate their strips ie) wear the same colour shirts and shorts. In the event that teams have the same colours bibs will be used.
6. Failure of a team to arrive on time for a fixture will result in a forfeit resulting in a 3-0 victory for the opposition.

Please Note: All players play at their own risk. Players are responsible for their own insurance. Virginia United F.C. accepts no liability in the event of injury.

6 a Side Soccer League Rules

NUMBER OF PLAYERS

- The number of players shall be: 6 players including the goalkeeper on the field
- 2 interchange substitutes
- Each participating team shall wear the color assigned to their team.
- The goalkeeper shall wear colors that distinguish him from other players and officials.
- Should both teams be short of players prior to kick off both teams should agree on an equal number of players to play out the fixture.
- Unlimited interchange of players is permitted. The interchange can be conducted while there is a stop in play. Referees must be informed at time of change.
- The goalkeeper can also be alternated at any stoppage in play. The referee must again be notified of any change.

OFF SIDE RULE

- The off side rule is **NOT** to be used. However deliberately placing a player or players in an off side position is contrary to the spirit of the

game and is discouraged.

PLAYERS EQUIPMENT

- A player taking the field of play should not wear anything that is dangerous to another player. Shin pads are required for all juniors and strongly recommended for seniors.

REFEREES

- All decisions of the referee regarding the game are final.
- The referee will be the timekeeper.
- At the end of play both teams and the referees should acknowledge each other either by shaking hands, as a show of sportsmanship.

DURATION OF THE GAME

- The recommended times for 6 a side soccer are: 2 halves of 15 minutes each a half-time interval of 5 minutes.
- There is no stoppage of play for interchange.
- There will be a 10 minute interval between matches. Please leave the field as soon as your game concludes..

THE START OF PLAY

- A game is started by a kickoff in a forward direction from the center mark.
- The team winning the toss of a coin shall have the option of choosing ends or taking the kickoff.
- All players must be in their own half before the kickoff can be taken. The opposition must be 4 meters from the ball when the kick off begins.
- After a goal has been scored the game is restarted from the center mark with the side conceding the goal taking the kick.
- Following halftime the game is restarted with teams changing ends and the kickoff being taken by the side that did not start the game. A goal cannot be scored directly from the kickoff

METHOD OF SCORING

- A goal is scored when the ball has wholly crossed the goal line between the goal posts and the cross bar.

BALL IN AND OUT OF PLAY

- The ball is out of play when the ball has wholly crossed the goal line or sideline. These lines are part of the field of play.

KICK-INS

- When the whole of the ball passes out of the field of play along the sideline a kick in is awarded to the opposing side to that of the player who has last played or touched the ball.
- The ball is placed on the sideline spot where the ball left the field of play.
- Once the ball is placed on the line it must be kicked back into play

within 5 seconds. · If there is a foul throw, possession will be passed to the opposing team.

- Opposing players must stand at least 2 metres from the kick in spot.

GOALKICKS

- Goal kicks may be taken from anywhere in the goal area.
- Goal kicks are awarded when the whole of the ball has crossed the goal line (except for the scoring of a goal) and last touched by one of the attacking team. Opponents must be clear on the goal area.
- Goal kicks must land before the halfway line of the pitch. A free kick shall be taken from the center of the pitch for goal kicks that exceed this point.
- Back passes are allowed and the goalkeeper may pick up the ball.
- Should an attacker enter the goal area a goal kick will be awarded.

CORNERKICK

- When the ball passes wholly over the goal line (as above) and was last touched by a player from the defending team then a corner kick is awarded.
- Opposing players should be 4 meters from the ball.
- For all restarts of the game, the opposing player should be 4 meters from the ball, other than the kick in.

WINNING TEAM

- The winner is the team with the greater number of goals at the end of the game.
- A draw will be awarded if both teams have an equal amount of goals.
- The winning team receives 3 points, 1 point each for drawn game and no points for a loss.
- For finals only. In the even of a draw, two halves of 5 minutes will be played. If scores are still equal a penalty shootout will occur.

FOULS AND MISCONDUCT

- A player may not intentionally kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent.
- Players should not swear, gesture, or argue with the Referee or any player. Fouls can be awarded against the player for this behavior.
- Only the goalkeeper may touch the ball with their arms or hands, and only within the goal area.
- Referees will explain to a player why the foul was awarded against them.

Competition Structure

1. The Competition will run as a league, run weekly for seven weeks. The top four teams in each division at the end of the seven-week league will then enter the Finals Series. Teams 1st and 4th will compete in the first semi final and 2nd and 3rd will complete the second semi. The winners will meet in the final. The Losing Semi Finalists will play off in a 3rd place playoff final. These games will be played in week 8 of the competition.
2. The points system will be calculated as follows:
3 Points for a win, 1 point for a draw and 0 for a defeat. In the event of a forfeit the team who shows will be awarded with a 3-0 win. Points accumulated over the competition will be sorted on the table by:
1/Points 2/Goal Diference 3/Goals Scored

COMPETITION SCHEDULE

1. The season will run from Tuesday October 4th on 8 consecutive Tuesdays until November 22nd and from Thursday October 6th on 8 consecutive Thursdays for the Youth & Senior Competitions.
2. Should rain wash out any evening completely finals may be pushed back a week to November 29th, and December 1st

REGISTRATION DATES

Bring along your Team or individual registration to the Clubhouse.

Register also via e-mail to vufc.vpjuniors@gmail.com



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CONTACT: CHRIS CATCHPOLE 0404 165 735
E-MAIL: VUFC.VPJUNIORS@GMAIL.COM