

SOCCKER RULES

1. **OBJECT OF THE GAME** The object of soccer is to have scored more goals than your opponent by the end of the game. Goals are scored when one team lawfully propels the ball into the opposing team's goal using any part of the body, other than their hands and arms.
2. **DURATION OF THE GAME** 2 halves of 7 minutes each, with a half-time interval of 1 minute.
3. **THE FIELD** The field is the whole area of the pitch. Rebounds from all surfaces are allowed, including off the inflatable walls and fences.
4. **THE TEAM** There will be no more than 5 players including the goalkeeper on the field for each team.
 - This competition requires each team to have a minimum of four (4) players to start the game
 - Each team may only field its nominated and registered team members. Please note the Default and Forfeit Policy
5. **THE START OF PLAY** A coin will be tossed by one team and called (heads or tails) by the other. The team winning the toss of the coin shall have the option of choosing ends or taking the kick-off. The game is started by kick-off in a forward direction from the centre mark. All players must be in their own half before the kick-off can be taken. The team not taking the kick-off must be at least 4 metres from the centre mark at the kick-off. The kick-off in this competition is an indirect kick (see 12 INDIRECT KICKS).
6. **STARTING PLAY AFTER HALF TIME** Following half-time, the game is restarted at the centre mark with teams changing ends and the kick-off being taken by the team that did not start the game.
7. **METHOD OF SCORING** A goal is scored when the ball has wholly crossed the goal line between the goalposts and the crossbar. After a goal is scored, the game is restarted with a rollout from the goalkeeper of the team which conceded the goal.
8. **OFF-SIDE RULE** The off-side rule is NOT used. However, deliberately placing a player or players in an off-side position (i.e. standing in the opposition goal) is contrary to the spirit of the game and is discouraged.
9. **BALL IN AND OUT OF PLAY** In this competition, everything is in-bounds, unless the ball physically moves outside the area of the pitch (e.g. it is kicked over the inflatable fence). The Event Organiser's representative will have final discretion as to whether the ball is playable or not. In the unlikely event that the ball does exit the field of play, the ball will be given to the goalkeeper of the team which did not last touch the ball (see 15 GOAL KICKS).
10. **FOULS AND MISCONDUCT:** A player may not intentionally kick, trip, jump at, strike, hold, push, charge or deliberately collide with an opponent. Players should not swear, gesture, or argue with the Event Organiser's representative or any player. Fouls can be awarded against the player for this behaviour.
 - Players should exercise caution when the ball is in play next to a road.

- Any offence that compromises the safety of another player will result in a free kick to that player's team or may warrant further sanction depending on the severity of the offence.
11. NO SLIDE-TACKLING Slide tackles will result in an indirect free kick for the team of the slide-tackled player.
12. INDIRECT KICKS. An 'indirect' kick or indirect free kick is a kick from which a goal cannot be scored. It requires a player, other than the kicker, to touch the ball before a goal can be scored.
13. FREE KICKS In this competition, all free kicks are indirect. A free kick is to be taken from the spot where the free kick was awarded. Players from the opposing team should be at least 4 metres from the ball when a free kick is taken. Free kicks may be awarded for illegal or foul behaviour including, but not limited to, the following:
- Hand ball or deliberate contact by a player's hands or arms with the ball
 - Dangerous manner of play
 - Impeding the progress of an opposition player
 - Preventing the goalkeeper from releasing the ball
 - Causing unnecessary delays in play
 - Kicking or attempting to kick an opponent
 - Tripping or attempting to trip an opponent
 - Jumping at an opponent
 - Charging at or deliberately colliding with an opponent
 - Striking or attempting to strike an opponent
 - Pushing or holding an opponent
 - Making contact with an opponent before the ball whilst making a tackle to gain possession of the ball
 - Movement by the goalkeeper outside the goalkeeper's area

If any of these offences occurs within the goalkeeper's area, the free kick shall be taken at a location determined by the Event Organiser's representative and all players other than the goalkeeper must stand outside the goalkeeper's area until the kick is taken.

14. THE GOALKEEPER'S AREA

- The goalkeeper's area is the semi-circle in front of the goalposts.
- The goalkeeper must always remain within the goalkeeper's area.
- If the goalkeeper comes outside the area and interferes with play a Free Kick will be awarded to the opposition team (to be taken from 2 metres outside the area).
- A team is only permitted to swap their goalkeeper at the end of a half.

- Only the goalkeeper may touch the ball with their arms or hands, and only within the goalkeeper's area.
15. "GOAL KICKS" (GOAL ROLLS) "Goal kicks" will be in the form of a roll-out from the goalkeeper. A goal roll may be taken from anywhere in the goalkeeper's area. Goal rolls are taken after a goal has been conceded or when the ball is reintroduced into play by the team who did not kick or head it over the inflatable fence. Opponents must be clear of the goalkeeper's area when the ball is rolled. Goal rolls must be a roll (i.e. not an overhand throw or lob) and must be along the ground.
 16. BACK PASSES In the event of a back pass to the goalkeeper, the goalkeeper MUST NOT pick up the ball (i.e. it can only be played by the feet)
 17. CORNER KICKS There are no corner kicks in this competition, as everything is inbounds.
 18. 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 number of goals.
 19. FAIR PLAY SYSTEM Throughout this competition, there will be representatives of the Event Organiser on site, but these staff are not official referees. This is a social event which practices a fair-play and fun-first policy, meaning you should be making your own calls on the game. The Event Organiser's representatives will be there to make the calls not made by individuals, keep time, and help guide the games within the gameplay rules. The Event Organiser's representative has the final say on any issue that cannot be self-resolved.
 20. SPORTSMANSHIP All participants have read and agreed to the Terms and Conditions. If you are seen to be rude in any way or not playing within the respect of the rules, you will be asked by the Event Organiser's representative to exit the game.