

2024 Laws of the Game – 5 a side

1. The Number of Players

- a) A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper.
- b) A match may not start if either team consists of fewer than four players. If one of the teams has fewer than three players on the field of play a forfeit is awarded to the opposing team if they cannot field a team within 5 minutes of the schedule start time. Game time will be adjusted accordingly. No extra time will be awarded.
- c) Each team will have the opportunity for unlimited interchange during a match. A player interchange may be made at any time, whether the ball is in play or not, the interchange of a goalkeeper may only be done at a break in play.

2. Player Equipment/Uniform

- a) In accordance with FFA Laws of the Game (specifically Law 04) a player must not use any equipment, or wear anything (including jewellery) that could be dangerous to him or herself or another player.
- b) The wearing of shin guards that provide a reasonable degree of protection is compulsory.
- c) Moulded football boots or 'runners' must be worn.
- d) Players in a team must wear the same colours shirts. In the event of a colour clash, the team listed second on the fixtures draw, must wear an alternate shirt or bib.
- e) Goal Keepers must wear a strip that is distinguishable from the players on the field, or alternatively a bib will be used that is different from the players on the field.

3. The Referees

- a) Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection to the match to which they have been appointed. The decision of the referee regarding facts connected with play, including whether or not a goal is scored and **the result of a match, are final.**

4. Duration of the Match and Ball Size

- a) The following details length of a match and ball size to be used

AGE	DURATION	BALL SIZE
U5/6	Two 15 min halves	3
U8/9 & U10 & U12	Two 20 min halves	4
U13, U14, U15, U16	Two 20 min halves	5
U17 and older	Two 20 min halves	5

5. Social and Community Competition Specific Laws

- a) The Social and Community divisions are female only divisions.
- b) Designed to be a social game, competitiveness is not discouraged but it should be remembered that there may be novice or younger players in this division so a “win at all costs” attitude is not within the spirit of this division.
- c) The Community division will be heavily made up of non-players and teams must bear that in mind. Aggressive and overly competitive match play will not be tolerated in this division with offending teams being warned initially and if the behaviour continues the team will be removed and put into the social division or removed entirely.

6. Start and Restart of Play

- a) A kick-off is a way of stating or restarting play at the start of the match, the start of the second half of the match and after a goal has been scored. A goal cannot be scored directly from the kick-off.
- b) For a kick-off, all players must be in their own half of the field of play with the opponents of the team taking the kick-off at least 5m from the ball until it is in play. The ball must be stationary on the centre mark of the halfway line and cannot be kicked until the referee gives a signal. The ball is in play when it is kicked either forward or backward.
- c) After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

7. Ball In and Out of Play

- a) The ball is considered out of play when it has wholly crossed the goal line or touch line, whether on the ground or in the air, or when the referee stops play.
- b) The ball is considered in play at all other times.

8. Method of Scoring

- a) A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the cross bar, provided that no infringement has been committed previously by the team scoring the goal.
- b) Goals can be scored directly off free kicks, penalty kicks and corner kicks.
- c) The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

9. Offside

- a) There is no offside in Summer5s matches.

10. Fouls and Misconduct

- a) Fouls and misconduct are infringements of the FIFA Laws of the Game. Fouls are penalised with a direct free kick or penalty kick. Misconduct is penalised with a caution, timeout or a sending off.
- b) A yellow card is used to communicate that a player has been cautioned. In the first instance this player, when receiving any yellow card, must leave the field of play for a period of 5 mins which starts a POWER PLAY. In the second instance in the same match this player will receive a Red Card (See rule 10d).
- c) If a team receives more than 2 yellow cards in a match a show cause will be issued by the Baldivis Summer 5 committee.
- d) A red card is used to communicate that a player has been sent off. A player who has been sent off must leave the vicinity of the field of play and the technical area immediately and receives an automatic one-week suspension regardless of how many teams they are registered to.
- e) If a team receives more than 2 red cards in a single match their team is at risk of being removed from the competition. A show cause will be issued by the Baldivis Summer 5 committee.
- f) A player who has been sent off for serious foul play or violent conduct receives an automatic one-week suspension and will be subject to further disciplinary action as deemed necessary by the club administrator.
- g) All disciplinary matters must be dealt with in accordance with the National Disciplinary Regulations. An infringement incurred attracting a suspension that will exceed four weeks, must be referred to Football West to deal with in the first instance.

h) Slide tackles **are not** permitted at any time during a match. **Note** - A slide tackle is when a player is attempting to dispossess another player of the ball by sliding across the ground with one or both legs extended. A goalkeeper is not committing a slide tackle offence when attacking the ball with their arms or body first.

i) A modified three strike policy is adopted by Baldivis Summer 5 to manage any abuse or ongoing inappropriate behaviour during matches towards referees. Abuse towards the referee will not be tolerated in any form. This will be managed by incrementally increasing the consequences of bad behaviour and will be known as strikes.

- *1st strike* - Show cause will be issued to the team – a response will be required showing how the offending behaviour will be mitigated. Point deduction may be incurred.
- *2nd strike* – Team issued with a second show cause, loss of points for the match will occur and sanctions against the offending player/s may be carried out.
- *3rd strike* – Team issued with a third show cause. Sanctions against offending player/s will be enforced and they will be removed from the entire competition, team may have all its points deducted for the season, team may face full disqualification of the season.

11. Free Kick

a) A free kick is awarded to the opposing team, if a player commits an offence as outlined in the FIFA Laws of the Game. All free kicks will be awarded as **direct free kicks**, there are no indirect free kicks in the Summer 5 format.

b) A goal may be scored directly from a free kick.

c) The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.

d) When a free kick is being taken, the ball must be stationary, and all opponents must be at least 5m from the ball until it is in play. The ball is in play when it is kicked and moves forward. e) A free kick is awarded to the opposing team, if a player commits a slide tackle. **Note** -A slide tackle is when a player is attempting to dispossess another player of the ball by sliding across the ground with one or both legs extended. A goalkeeper is not committing a slide tackle offence when attacking the ball with their arms or body first.

12. Penalty Kick

- a) A penalty kick is awarded against a team that commits an offence inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick.
- b) The penalty kick is taken from the penalty mark at the top of the goal circle. When a penalty kick is being taken, the ball must be stationary on the penalty mark. The defending goalkeeper must remain on his goal line facing the kicker, between the goalposts, until the ball has been kicked and all other players, discounting the kicker, must be located on the field of play, outside the penalty area and at least 5m behind the penalty mark.
- c) The player taking the penalty kick must kick the ball forward and **may not take more than two steps before kicking the ball**. The ball is in play when it is kicked and moves forward.

13. Throw-In

- a) A throw-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.
- b) A goal cannot be scored directly from a throw-in.
- c) A throw-in is taken from the point where it left the field of play. When a throw-in is being taken,
- d) All opponents must be at least 5m from the point at which the throw-in is being taken.
- e) At the moment of delivering the ball, the thrower must be facing the field of play with part of each foot either on the touch line or on the ground outside the touch line. The ball must be held with both hands and be delivered from behind and over his head.
- f) After delivering the ball, the thrower must not touch the ball again until it has touched another player. The ball is in play when it enters the field of play.

14. Goal Clearance

- a) A goal clearance is a method of restarting play and is awarded to the defending team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Regulation 7.

b) A goal clearance is taken by the goalkeeper of the defending team from any point inside the goal circle. ***The ball must be thrown, or rolled, directly out of the goal circle by the goalkeeper and must not be thrown further than the halfway line on the full.*** A Free Kick will be awarded to the opposing team on halfway if the ball travels past the halfway line on the full on a goal clearance restart without touching a player.

c) When a goal clearance is being taken, all opponents must be 5 meters outside of the goal circle of the team taking the goal clearance, until the ball is in play (see (d) below for exception to this rule). A goal cannot be scored directly from a goal clearance restart until it has been touched by any player.

d) ***For a goal clearance in the U6 and U8 age group, all opposition players must retreat to halfway for the restart. Play will not be restarted until the players have retired to halfway or beyond.***

e) After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

15. Corner Kick

a) The corner kick is a method of restarting play and is awarded to the attacking team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Regulation 13.

b) All opposition players must be a minimum of 5 meters away from the player taking the corner

16. Points Tables

a) Points will be awarded as follows:

- Win 3 points;
- Draw 1 point;
- Loss 0 points;
- Forfeit 3 points (3 - 0 win, to the opposing team).

b) Positions on the points table will be determined in order of the following:

- Number of points accumulated;

- Goal difference;
- Number of goals scored;
- Toss of the coin.

17. Finals

- a) The format of any final series will be determined by the club administrator, based on the amount of team nominations.
- b) The finals series is played over 2 weeks, after end of week 8.
- c) The format will be based on the ladder standings –
 - week1–1v4 and 2v3
 - week 2 – (winner of 1 v 4) v (winner of 2 v 3) – grand final. Two losing teams play a final match to decide 3 and 4.
- d) In the event of a drawn match during finals, penalty shoot-out will occur. Each team will have a best of 3 shoot out by alternate shots. If at the end of 3 it is still drawn it will go into sudden death via alternate shots.

18. Fixture Cancellations and Forfeits

- a) In the event of the cancellation of a fixture, due to inclement weather, all teams will be notified by the club administrator. No points will be awarded for the round and the round will not be replayed.
- b) If a team forfeits two fixtures during a Summer5s program, it may be removed from the program at the discretion of the club administrator, with no refund given.
- c) If multiple players are removed from a team due to disciplinary matters then a show cause will be issued. Failure to address may in the discretion of the club administrator result in removal from said competition, with no refund given.