



5-A-SIDE LEAGUE RULES

MATCH RULES (1)

- 1.1 Match duration is 40 minutes consisting of two 20-minute halves.
- 1.2 Teams must arrive at least 15 minutes prior to their kick off.
- 1.3 A team must have a minimum of 5 players per game.
- 1.4 Teams must play with 1 goalkeeper and 4 outfield players.
- 1.5 Goalkeeper's cannot play the ball out with their feet, only with their hands and must be rolled out under arm.
- 1.6 Players can use their heads to play the ball.
- 1.7 NO outfield players are allowed in the area. Players entering their own area to gain an advantage will result in a penalty kick to the opposition. Players entering the opposition area to gain an advantage will result in the Goalkeepers ball.
- 1.8 Goalkeepers cannot leave the area
- 1.9 The clock will be "rolling" always, unless decided upon by the referee. This includes if one team is ready for KO and the other isn't.
- 1.10 Teams defending free kicks must stand a minimum of 2 meters from the ball.
- 1.11 Teams defending free kick's close to goal may stand at a maximum distance of the D markings even if the free kick is also close to goal.
- 1.12 If the ball goes out of play at any time, a drop ball will restart the game at the centre spot.



LEAGUE RULES (2)

- 2.1 All players must be registered with the league prior to play.
- 2.2 Teams may register a maximum of 20 players throughout the season. These players need to be added to the individual team administration form.
- 2.3 Teams must sign in prior to kick off, stating who is playing that game and if any substitutes are required.
- 2.4 Once teams have paid (minimum 5 players) then the captain will be handed a “Paid” voucher to give to the referee prior to KO.
- 2.5 Teams must report to reception after the match to record scores and goal scorers.
- 2.6 Man of the match will be decided by the referee.
- 2.7 Teams will receive 3 points for a win, 1 for a draw and 0 for a loss. League placings will be decided by points gained, followed by goal difference, followed by the aggregate scores between the teams in question.
- 2.8 Teams finishing the season in first place will be crowned champions.
- 2.9 The top two teams in the league will be promoted into the higher division
- 2.10 The bottom two teams will be relegated to the lower division



2.11 If teams are scheduled to play two games in a fixture week, the second match will still be charged at full price.

2.12 If a team is late for their fixture, the clock is rolling and the team waiting will gain a 3-0 advantage

2.13 Teams must give a week's notice if they can't fulfil a fixture. Little or no notice will result in a 3-0 opposition win and the team who don't attend will be fined the full match fee.

2.14 Teams entering the league late on in the season as a replacement will either continue the fixture schedule or start their own on 0 points.

2.15 Abandonment of games due to lateness will be decided upon by the referee, league manager and two team captains, the result of the match will be decided upon at that point.

2.16 Soccer Kings league management can overturn any score-line or decision after a complaint and review of the complaint.

SUBSTITUTIONS (3)

3.1 Teams may loan players from a team in any of the league, This is only if they are unable to field the 5 players.

3.2 Substitutions during play are "Rolling". Substitutes must wait outside the field of play and only enter once the current playing team member has left the field of play.



DISCIPLINARY (4)

4.1 Penalty's will be given if the goalkeeper plays the ball out with his feet.

4.2 Players must take only one step for a penalty kick.

4.3 All freekick's are direct.

4.4 Any disrespect shown to referees will result in a red card.

4.5 Yellow cards will be given for foul play, 5 yellow cards will result in a 1 match ban and fine.

4.6 Red card's will be given for serious foul play or 2 yellow cards. The player will be expelled from the game and the next fixture. The player will also receive a fine.

4.7 Further match bans or even fines may be implemented, this will be decided by the league manager and referee at the time.

4.8 Match bans and card counts will run from game to game, including all competitions. You will be banned from the very next match your team is scheduled to play.

4.9 Teams who fail to field a team will be forced to forfeit the game 5-0. 2 unfulfilled fixtures will result in expulsion from the league.

4.10 Players playing whilst suspended will have a further three match ban added to their original suspension.

4.11 Any team playing an unregistered or suspended player will automatically lose the match 5 – 0 and be deducted 3 points.



EQUIPMENT (5)

5.1 No metal studs or blades.

5.2 Astro trainers or moulded boots are allowed

5.3 Kits must be clearly separable otherwise players will wear bibs.

5.4 Shin pads are optional.

5.5 Soccer Kings match balls must be used.

5.6 No jewellery to be worn during play.