

# Team Sports - Junior Soccer Rules

## INTERPRETATION

The FIFA Futsal Laws of the game shall apply unless otherwise provided for in these rules.

## TO PLAY

A team must have a minimum of three players entered on a scoresheet who are ready to take the court at the commencement of the game.

## AGE ELIGIBILITY

To be eligible for a junior competition, a player must be the age of or younger than the competition they wish to participate in as of the start date of the season. Allowances may be made, but these are considered on a case by case situation by the Sports Supervisor. The decision that is made will be final and no correspondence be entered into.

## SUBSTITUTIONS

A player may only take the court in the second half of play if he/she is included on the scoresheet before half time and has played during the first half of the game.

Substitutions of field players can be made at any time during a game. Goalkeeper substitutions can only be made when there is a stoppage in play and when the team who is making the change is in possession of the ball. Either team can change goalkeepers after a goal is scored.

The referee must be informed when the goalkeeper is changed, and the new goalkeeper clearly identified.

Substitutions must be made at the interchange area (middle third of the pitch between the white lines). The process of making a substitution is to allow the player leaving the field of play to exit through the interchange area before the new player enters through the same area.

Failure to follow this process will result in a direct free kick from the white line within the team's attacking third unless the ball is already located in a more advantageous area.

## FILL INS

Teams may use 'fill-in' players. A 'fill-in' is a player already registered in a particular competition who is asked by another team in the same competition to 'fill-in'. A 'fill-in' can only play:

- For a grade same or higher.
- A maximum of two games for any particular team. Should a 'fill-in' reach this number they are required to choose one team only in which to qualify for finals and may not 'fill-in' for the other team for the remainder of the season.

The usual uniform penalties apply for each 'fill-in' that takes part in the game. The names of these players must be recorded on the scoresheet.

## UNIFORMS

All players in each team are required to present themselves in conforming uniforms for each match. Teams will be given three weeks to conform to the uniform requirements.

All players must wear the same coloured shirt.

As jewellery is not considered part of the uniform, it may not be worn. Items that are dangerous must not be worn. The only exception to this ruling is a Medic Alert Bracelet, which must be taped (apart from the information plate).

## GAME TIMES

All games will be played on a time limit of 40 minutes playing time with two x 18 minute halves with one minute half time break.

Game times are between 4.00pm – 9.20pm (last game to be finished by 10.00pm).

These game times may be altered according to the requirements of the competition.

## START TIMES

The game shall start on the exact time given in the fixtures. Games that do not have enough players from both teams at the start time shall not commence until this is so, however the clock will commence at the stipulated time.

## FORFEITS

In the event of a forfeit, the non-offending team shall receive a credit unless they take part in a scratch match or practice session. The non-offending team will receive the score of 5-0.

## PENALTIES

### Late Penalties

If a team has less than the minimum required players to start the match, then for every two minutes that play is late commencing, the opposing team will be awarded one goal, up until the ten minutes has expired. If a team does not have the minimum required players on court and ready to play within ten minutes of the scheduled starting time it shall lose the match on a forfeit.

### Finals

In the event of a draw in any finals match, teams will go straight to a penalty shootout with the winner being the team who scores the most goals from five attempts. If there is still a draw after each team has had their five attempts, they will go to sudden death (goal for goal basis) where the winner will be the team who scores the first goal unmatched by the other team.

Each player must only have one attempt at the penalty shootout until all other players on the team have had an attempt.

## JUNIOR SOCCER RULES

1. The playing area is as designated by the Centre with a semi circle defining the goal box area.
2. Teams may be of any number, however only five are allowed on the playing area at one time, one of which must be the goalkeeper.
3. Any stoppage is at the referee's discretion.
4. Should the ball cross the side line, it is an indirect free kick to the opposition from the point it crossed the line.
5. Slide tackles are not allowed. Infringement of this rule will result in a free kick to the opposition.
6. Players may not play the ball unless upright. Infringement of this rule will result in a free kick to the opposition.
7. The keeper cannot kick or throw the ball over the halfway line on the full. The exception is if a save is being made. Infringement of this rule will result in an indirect free kick to the opposition from the point where it crossed the halfway line.
8. Players have six seconds to play the ball after a free kick is awarded or the advantage will be reversed. Referees are encouraged to warn players when they are nearing their six second restriction before issuing any free kicks to the opposition.
9. The goalkeeper has six seconds to get the ball back into play once he/she has possession or a free kick will be awarded to the opposition. Referees are encouraged to warn players when they are nearing their six second restriction before issuing any penalties to the opposition.
10. Free kicks are ALL direct except from the halfway line and side lines or when playing the ball in any other position than upright. The opposition must stand at least 2.5m from the ball for all free kicks. Should the opposition player repeatedly stand too close, the free kick may be advanced or a yellow card may be issued.
11. If a free kick is awarded with a goal scoring opportunity before time expires and the siren sounds before the free kick is taken, the team will be allowed to take the free kick on the condition that it is taken within the six second limit. Only one touch of the ball is allowed for the free kick, any touch from the attacking team thereafter ends the play. If the free kick is scored off the one touch the goal will count.
12. Should the keeper step outside his area, a penalty kick will be awarded to the opposition. There are exceptions to this rule depending on the circumstances and it is at the referee's discretion. Please see the referee after the game if you require clarification as to why a free kick was or was not given in a particular instance.
13. Should a defending player step inside the keepers area, a penalty kick will be awarded to the opposition. There are exceptions to this rule depending on the circumstances and it is at the referee's discretion. Please see the referee after the game if you require clarification as to why a free kick was or was not given in a particular instance.

14. Should an attacking player step inside the keepers area, a goal kick will be awarded to the opposition. There are exceptions to this rule depending on the circumstances and it is at the referee's discretion. Please see the referee after the game if you require clarification as to why a free kick was or was not given in a particular instance.
15. All competitions above the ages of 13 will not have the D rule apply and are not subject to point 13,14 and 15.
16. The referee will indicate an area (roughly 1m) in which players are allowed to perform a run up to take a penalty kick.
17. There is no offside rule and no throw-ins.
18. Referees may allow play to continue rather than award a free kick for an infringement of any of the rules if they feel an advantage is gained by the non offending team. This is solely at the referee's discretion.
19. Spectators/players are expected to respect all referees and players. Harassing, abusing or arguing with the referee will not be tolerated. Referees can issue a red/yellow card in these circumstances and award a free kick to the opposition. Continuing harassment etc. will be dealt with by Centre Management in accordance with the Conditions of Entry and Team Sports By-laws.

## SUSPENSIONS

A yellow card results in a two minute suspension from the game during which the player may not be substituted. The referee will indicate when the player can return to the game which will be during a stoppage in play.

A red card results in suspension from the rest of the game during which time the player may not be substituted. The red card will be reviewed by Centre Management and may result in a further suspension.

## APPROPRIATE BEHAVIOUR

The City of Joondalup Leisure Centres has a no tolerance policy in regards to the use of abusive or inappropriate language, violence and misconduct from players and/or spectators. A breach of these rules will result in a technical foul, with a repeat offence resulting in the player and/or spectator being asked to leave the centre. This ruling is based on the judgment at the time of the offence by the Sports Supervisor.

Centre Management reserves the right to suspend or expel players or teams from the competition. Refer to Section 21 of the Team Sports By-laws.