

BAYSIDE UNITED FC

SUPER SIX: RULES OF THE GAME



Player equipment/uniform

- Players must wear shin pads that provide a reasonable degree of protection.
- Football boots must be worn.
- Players must wear a jersey in the colour that has been assigned to each team. This avoids colour clashes and use of bibs.

Scoring from restarts

- Goals can be scored directly off free kicks, penalty kicks and corner kicks.

No offside

- There is no offside in Super Six matches.

Fouls and misconduct

- Excessive rough or dangerous play will incur a caution from the referee.
- A player is sent off if he/she receives a second caution in the same match.
 - This player can return after 5 minutes time out
 - If the player incurs a 2nd send off they will not be able to return for the remainder of the match

No slide tackles

- Slide tackles are not permitted at any time during a match.

Free kicks

- All free kicks will be awarded as direct free kicks.
- A goal may be scored directly from a free kick.

Throw-in

- There is no throw in's in Super Six, play will be restarted by a place kick from the side lines.
- A goal cannot be scored directly from a place kick in.
- No goal kicks – goalkeepers must throw ball in
- A goal clearance (throw) can be taken by the goalkeeper from any point inside the goal box.
- A goal cannot be scored directly from a goal clearance (throw).
- After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.
- From age group Under 12 >, the goalkeeper must not throw the ball over halfway!

Wet weather

- Cancellations because of wet weather will be posted on the club website (www.baysideunited.com.au) and via social media by 4:45pm.
- If more than two weeks' of fixtures are washed out attempts will be made to reschedule cancelled matches, but this may not be possible due to scheduled field works.

Weekly Fixtures

- Weekly fixtures are posted on our website (www.baysideunited.com.au) and Facebook Page Bayside United FC each Wednesday.

ABRIDGED FOOTBALL QUEENSLAND RULES FOR SUPER SIX

(Referees Guide)

The field of play

- The field of play shall be rectangular in shape and measure approximately 1/4 size pitch. This size can be adjusted for U6-11 Miniroos as required.

The ball

- The ball is a standard Size 5 match ball. Size 4 is used for U10-U13. Size 3 can be used for U9 and below.

The number of players

- A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper.
- 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, provided the referee has been informed. The interchange of a goalkeeper may only take place during a stoppage in the match, provided the referee has been informed.

The Referees

- Each match is controlled by a referee who has full authority to enforce the Rules 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.

Duration of the match

- A match will last two equal periods of 20 minutes (total of 40 minutes), with a brief half-time interval for teams to change ends.
- A team not ready to start within 5 minutes of the designated match time, will forfeit the match and the fixture will be awarded to the opposing team, as a forfeit.

Start and restart of play

- A kick-off is a way of starting 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 may not be scored directly from the kick-off.
- 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 and moves forward.
- After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

Ball in and out of play

- 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.
- The ball is considered in play at all other times.

Method of scoring

- 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.
- Goals can be scored directly off free kicks, penalty kicks and corner kicks.
- 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.

Fouls and misconduct

- 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.
- A player is sent off if he/she receives a second caution in the same match. The player can return to the field after a 5 minute time out. If the player is sent off for 2nd occasion they will not be able to return to the match
- A player who has been sent off for serious foul play or violent conduct receives an automatic one match suspension and will be subject to further disciplinary action as deemed necessary by the club administrator.
- 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 Queensland to deal with in the first instance.
- Slide tackles are not permitted at any time during a match.

Free kick

- 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.
- A goal may be scored directly from a free kick.
- The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.
- 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.

Throw-in (place kick in)

- There is no throw in's in Super Six, play will be restarted by a place kick from the side lines.
- A goal cannot be scored directly from a place kick in.
- No goal kicks – goalkeepers must throw ball in
- A goal clearance (throw) can be taken by the goalkeeper from any point inside the goal box.
- A goal cannot be scored directly from a goal clearance (throw).
- After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

Goal clearance

- 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 13.
- A goal clearance is taken by the goalkeeper of the defending team from any point inside the goal box. The ball is in play when it is thrown directly out of the goal box by the goalkeeper of the defending team. When a goal clearance is being taken, all opponents must be on the pitch and outside of the goal box of the team taking the goal clearance, until the ball is in play. A goal may not be scored directly from a goal clearance.
- After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.
- From age group Under 12 and above, the goalkeeper must not throw the ball over halfway!!

Corner kick

- 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.