

Summer5–A–Side Soccer

Each team will need to provide a referee

Junior Rules

These rules are in place for safety reasons.

1. Please use discretion for penalties (education first) and try to keep the game moving as much as possible. Keep it fun for all the kids!
2. 5 Players from each team on the field at a time (1 goalie and 4 outfield players).
3. Rolling substitutions can be made at any time.
4. Games are 2 x 12 minutes halves (2 minutes between halves). Hooter signal for start of the game, end of first half, start of second half and end of game. We need to run to schedule so games need to start on time – you can't start late and finish late. Please be at your fields and ready with your team at least five minutes before your game starts (unless you have a back to back game – which we try to avoid).
5. Kick off from the centre. If a goal is scored the opposition team restarts with a kick off from the centre. After half time whoever did not begin the game kicks off. Cannot score directly from kick off
6. Kick ins from the side line where the ball goes out. Cannot score directly from kick ins.
7. Corner kick if ball goes over goal line when last touched by defending team.
8. There are no off-sides. Players to be discouraged from “seagulling” i.e. staying around the oppositions goal circle for the majority of the game and being blatantly offside.
9. Goalies only allowed in goal circle. If an attacker enters the circle goalie gets ball. If defender enters circle opposition kick in from the side. Goalie may step out of circle to kick a ball.
10. Referees are asked to referee this part consistently please. When the ball goes over the goal line from the attacking team.
 - a. Attacking team to retreat back to the half way line.
 - b. Goalie to throw or roll the ball to a player on their team
 - c. once the first outfield player in the goalies team has played at the ball the attacking team can move off from the half way line.
 - d. no placed or drop kicks from the goalie to restart play
11. Goalie can only handle the ball within the goalie circle- indirect free kick if they handle outside the circle
12. All penalty kicks are indirect- must touch another player before going in goal

13. Four second rule- if the game stops e.g. ball out of field, player only has four seconds to kick (or goalie throw or roll) the ball to restart play once the ball is in place

14. Two balls in play rule- each field will have two balls allocated to it as match balls – these are Mitre yellow with green stripes and clearly marked with “TA AFC and the Field No”. One ball is to be in the field of play and the other at the sideline on half way. If the ball is kicked out one of the subs players to retrieve the ball if it is not easily retrievable. Play is to restart using a kick in (or goalie roll or throw if the ball goes out over the goal line from defensive team or corner kick if from offensive team) from where the ball went out of field.

This is being introduced to keep the game moving and reduce playing time lost while waiting for the ball to be retrieved.

15. Slide tackles – there are to be no slide tackles – indirect free kick for a slide tackle and a reminder for the player to stay on their feet

16. No playing at the ball by players from the ground – i.e. no kicking at the ball if the player is not on their feet – indirect free kick for this.