

2016 Mardi Gras Six-A-Side Football Tournament

Team Captains must ensure team members know and understand these rulings.

THE TEAM

Each team shall consist of 6 players (5 field players and 1 goal keeper). The minimum number of players required in order to start a game is 4. A maximum of 4 substitution players is permitted.

MATCH DURATION

Matches consist of 2 x 15 minute halves

COMPETITION POINTS

In all group fixtures, match points will be awarded as follows:

WIN/FORFEIT = 3 POINTS

DRAW = 1 POINT

LOSS/FORFEIT = 0 POINTS

UNIFORMS

All teams' members must wear the SAME colour shirts except for the goalkeeper.

All players must also wear shin guards - they are COMPULSORY.

All caps and jewellery must also be removed before going on field.

SUBSTITUTIONS

Teams can substitute or INTERCHANGE players only when the play has stopped.

The team with the ball is under no obligation to wait for opponent's interchange to occur.

RULES OF COMPETITION

1. At Kick-Off the Ball must be played forward.
2. There is a 5 second time limit on throw-ins, corner kicks, free kicks and Goalkeeper clearance.
3. At the throw-in point, the opposing team must stand at least three metres away from the ball.
4. Players cannot play the ball if they have fallen to the ground. If this happens, it will result in a free kick.
5. There is no off-side. Players can score from any part of the field. Goals can be scored directly from a corner.
6. The Goalkeeper cannot leave the 'D' with the ball in his/her hands.
7. The Goalkeeper may leave the 'D' as long as he/she does not touch the ball with his/her hands.
8. Players may not use their elbows in order to shove the opposition from the ball.
9. Goalkeepers may throw the ball underarm only. There is no throwing the ball over the halfway line.
10. The Goalkeeper cannot pick up the ball after a back pass but may kick the ball over the half way line.
11. Goals cannot be scored directly from a throw-in or free-kick (ie must be touched by another player on route).
12. There are no goal-kicks. The Goalkeeper must pass the ball underarm to a player within his/her half.
13. Any foul committed inside the D will result in a penalty kick.

CARDS

1. RED Card:

- Any player given a Red Card is to leave the field for the rest of the game with a minimum suspension of one game, dependent upon the severity of the offence.
- After a player has been red-carded, he/she is NOT PERMITTED to sit on the sideline

2. YELLOW Card:

- Any player given a Yellow Card is given a Warning.
- Two (2) Yellow Cards in one match is equivalent to a Red Card.



SYDNEY RANGERS FC BY-LAWS

The following will not be tolerated:

1. SLIDE TACKLING - intentional or not (at the referee's discretion)
2. Kicking, pushing in the back and/or front
3. Intentional tripping of an opponent
4. Swearing (intentional or not)
5. Abusive, racial or homophobic language
6. Unduly rough play
7. Intentional hand-ball
8. Any foul or abusive language directed towards a player or referee/officials on or off the court.

A Yellow Card and a Free Kick will be given for the following:

1. Intentional hand-ball
2. Time wasting
3. Shirt pulling
4. Roughly kicking the ball through an opponent's legs from behind or from the front
5. Obstruction
6. Charging the goalkeeper
7. If a substituting player enters the field from an incorrect position or before the player has left field
8. Persistently infringing the laws of the game

INJURIES

The clock will not stop for injury time. The injured player must vacate the court immediately.

BLOOD RULE

If a player is bleeding, they must vacate the court immediately to seek treatment

ILLEGAL DRUGS/ALCOHOL

No individual will be permitted if it is suspected they are under the influence of illegal drugs/ alcohol.

FINALS

If a team is on equal points at the end of the comp's group stage:

- The team with the greatest goal difference will finish higher
- If goal difference is the same, then team that scored most goals FOR, will finish higher
- If goals FOR is the same, winner of HEAD TO HEAD will finish higher
- If HEAD TO HEAD result was a draw, then a toss of coin will decide who finishes higher

In finals, if there is a draw at full-time, a penalty shoot will occur with each team taking 5 kicks. If a winner is not decided after 5 kicks then each team will continue until one team wins by 1 goal.

REFEREES AND YOUR TEAM'S BEHAVIOUR

The Referees are not to be abused in any way whatsoever and above all,

Respect the referees as THEIR DECISION IS FINAL!

