



SIX-A-SIDE SOCCER COMPETITION

RULES OF THE GAME: JUNIORS

1. A match is played by two (2) teams each consisting of not more than six (6) players, one of whom is the goalkeeper. Up to a maximum of four (4) interchangeable substitutes may be used.
2. All substitutions are to take place at side of the field, near the halfway line, with the consent of the Referee when the ball is out of play.
3. All players of a team must wear the same colour shirt or bib.
4. Matches will consist of two fifteen (15) minute halves, with a 5min break at half time. Late starts will result in halves being reduced accordingly.

OFFSIDE

5. There is no offside rule.
6. Game Leaders should strongly discourage children from permanently standing in blatant offside positions.

GOALKEEPER

7. Goalkeepers can play the ball outside of the D but can only handle the ball inside the D. Goalkeepers are allowed in the field of play.
8. Outfield players may play the ball inside the D.
9. Ball out of play over sideline will result in a kick-in being awarded to opposing team.
10. For all free-kicks, kick-offs and kick-ins, opposing players must be a minimum of 3 meters from the ball.
11. The goalkeeper restarts the play after a save or gathering the ball with their hands; the ball must be thrown or played from the ground with their feet within 6 seconds.
12. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 3m away from the penalty area (D) and cannot move inside the D until the ball is in play. The ball is in play once it is out of the D.
13. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

BALL CROSSING THE SIDELINE

14. Kick in.
15. Opponents must be at least 3 meters away from the ball until it is in play. The ball is in play once it enters the field of play.
16. A goal cannot be scored directly from a kick-in.

BALL CROSSING THE GOAL LINE AFTER TOUCHING THE DEFENDING TEAM LAST

17. Corner kick.
18. A player from the attacking team places the ball inside the corner nearest to the point where the ball crossed the line.
19. Opponents must be at least 3 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.
20. A goal may be scored directly from a corner kick.



BALL CROSSING THE GOAL LINE AFTER TOUCHING THE ATTACKING TEAM LAST

22. Goal kick from anywhere within the D. Opponents remain at least 3 metres outside the penalty area until the ball is in play.
23. Game Leaders should not restart play until they are satisfied all opposition players are at least 3 metres outside the penalty area.
24. The ball is in play once it is kicked directly out of the D.

FOULS AND MISCONDUCT

21. All free kicks are direct.
22. Direct free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 3 metres away from the ball when a direct free kick is taken.
23. A goal can be scored from a direct free kick.
24. For deliberate or serious acts of handball or fouls and misconduct in the D, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the D and be at least 3 metres behind the penalty mark.

FOULS AND MISCONDUCT ARE:

- kicks or attempts to kick an opponent
 - trips or attempts to trip an opponent
 - jumps at an opponent
 - charges at an opponent
 - strikes or attempts to strike an opponent
 - pushes an opponent
 - holds an opponent
 - spits at an opponent
 - handles the ball deliberately
 - plays in a dangerous manner
 - impedes the progress of a player
25. No slide tackles are permitted
 26. Cautions (yellow card) will result in player being sent from the field for periods ranging from two (2) minutes, to the remainder of the match, at the discretion of the Referee. Send-offs (red card) will also incur suspension from next game.
 27. No substitution will be permitted for players that have been sent off or yellow carded.
 28. All refereeing decisions will be final and binding.
 29. Other than the variations mentioned in rules 1-33, all other rules governing the game of football will apply.

CONDITIONS OF ENTRY

1. A match card provide by Olympic Kingsway must be handed to the referee prior to kick off.
2. A team failing to be ready to kick off ten (10) minutes after the scheduled kick off time will forfeit the match 3-0.
3. Olympic Kingsway Sports Club does not carry insurance for this competition; therefore, participation is at the player's own risk.
4. The board of the Olympic Kingsway Sports Club reserves the right to exclude any team from the competition for serious misconduct or breaches of the rules.
5. No alcohol is to be consumed outside of the licensed area.