Weipa Mixed Social Indoor Soccer Rules

Competition Outline

All games are 2 x 18/20 Min halves, with a 4min interval between halves. The clock will not be stopped during a game for any reason, unless deemed necessary by management.

The competition will run for 7 weeks commencing on Tuesday 26th Oct 2021.

Registrations along with full payment required by Tuesday 19th Oct 2021

The competition will be limited to ten teams.

Team fixture start times will be:

1st 6.00pm 2nd 6.45pm 3rd 7.30pm 4th 8.15pm 5th 8.00pm

Conduct

In general, this section refers to the conduct of teams both on and off the court. It is the discretion of the referee to apply these rules and the severity of the disciplinary action within these guidelines and context of the game. All players who participate are expected to exhibit good sportsmanship toward other players, the referees, staff and spectators. Any query or complaints should be directed to the coordinators and management at the centre, not to the referees.

During a match, the substitutes of a team and/or their supporters, are held to the same behavioural standards as the players on court. The referee may warn the captain of the team, but the referee has the right to send the captain and/or goalkeeper from the court. Refer to both the [Code of Behaviour](https://brisbanewestindoorsports.com.au/code-of-behaviour/) and the "Cards" Section of these rules for further details.

Team Composition

* A team shall consist of five players 18 years of age or over on the court and a maximum of 9 individual players can take the court for any 1 game.
* A minimum one female player must be on the court at all times.
* If the team is not able to begin the game due to lack of players (min 4 ) after 10 mins from the allotted commencement time they will forfeit and the opposing team given the win.
* If a team requires fill-ins they can use other players from other teams until they have five players to take the court. Teams are only  allowed more than five players in this situation for the duration of the game at the discretion of management.

Substitutions:

* All substitutions must be done through the referee.
* A substitution can only be made when there is a stoppage in play and the referee confirms the substitution.
* Within the last three minutes of the match, no substitutions are allowed.

Health and Safety

* No watches or wristbands are to be worn
* Players who suffer an injury may be substituted. If a player is bleeding, he/she must leave the court immediately and will be asked to cover the wound directly by the referee or indirectly by any player through the referee.
* Ball must remain below shoulder height at all times.

Kick Off

* Each half of play will commence with a kick off and continue until a goal is scored.
* Play will then restart with a kick off by the non-scoring side.
* The kick off is taken from the centre of the court and must be played backwards into the commencing team’s own half.
* Before the initial player replays the ball, another player must touch the ball.
* All players on the defending team at the kick off must remain behind the yellow third line until the ball is touched.
* A goal is scored when the whole ball has crossed under the bar and between the goal posts, provided there are no infringements awarded against the attacking team.
* In Mixed Competition, a goal scored by a female player will count as two (2) goals.

Contact

* Any infringement called up is at the discretion of the referee.
* All play must be directed primarily at the ball and none at the body.
* No player may kick the ankles/legs, stomp, shove, push, shoulder, elbow any other player at any time otherwise an infringement will be called against them.
* If a referee deems any play to be dangerous, an infringement will be called against the infringing player

Net Abuse

* Net abuse is the improper use of the net enclosure. No player may use the net to gain an advantage.

Drop Ball

* Drop ball is when the soccer ball is dropped between two players standing approximately one metre apart facing each other in the direction their team is to attack. The players may play at the ball after the ball has hit the ground.
* A drop ball will occur near the following incidents:
* a) In the opinion of the referee the ball cannot be played by either team. They may call a dead ball and award a drop ball between opposing players.
* b) If the referee stops play for any reason other than an infringement or goal being scored play may be recommenced with a drop ball and occur where play was stopped.
* c) If during play the ball contacts the referee and players from either team are disadvantaged.

The Goal Keeper and Goal Area

* The goal area is defined by two red semi-circles surrounding each goal.
* The goal area is viewed as an imaginary wall going to the roof
* The goalkeeper is the only player allowed in their respective goal areas.
* Should any other player, other than the goalkeeper enter the area and gain an advantage, a free kick will be awarded to the other team.
* The goalkeeper is allowed to handle the soccer ball and in any manner whilst any part of the ball is within his/her respective goal area.
* While in the goal area the goalkeeper may slide, dive, lie down, and roll over etc. in any attempt to play at the ball but may remain fully within the goal area.
* Should at any point in time the goalkeeper leave there circle, they are considered to be a normal player. (ie they cannot play the ball whilst on the ground).
* The keeper is allowed out of the goal area and may score from anywhere on the soccer court.
* The goalkeeper may interchange, as per the substitution rule.
* When the ball gets trapped behind the goal, the referee shall award a goal kick which must be taken with the ball on the ground within the goal area by the goal keeper.
* The goalkeeper has five seconds in which to release the ball after gaining control of the ball.
* If the ball passes into the goal before an attacking player steps into the goal area, a goal will be awarded. (as once the ball fully crosses the goal line, the play is considered 'dead').
* When the goalkeeper or any player commits an infringement within the goal area or within two metres of the goal area, the related free kick will take place two metres from the goal area near where the infringement took place.

Back Pass

* Once the goalkeeper has played the ball from the goal area (other than by a free kick) the ball may not be passed into the goal area until it has:
* a) been touched by two or more players other than the attacking goal keeper, or
* b) been touched by an opposition player. or
* c) been touched by the goalkeeper whilst outside his/her area.

Indirect Free Kick

* An indirect kick is a free kick from which a goal cannot be scored unless another player has touched the ball before the ball passes into the goal.
* The non-offending team will take the kick from the place where the offence took place or the closest position possible as indicated by the referee.
* The defending players are not permitted within a two metre radius.
* All free kicks shall be indirect, unless the referee has stated otherwise.
* Indirect kicks are awarded in the following instances;
1) When a player uses his/her body against an opponent to gain an advantage.
2) A player does or attempts to kick, trip, throw, hold, strike or push an opponent.
3) When a player intentionally or unintentionally handballs the ball with his/her arm or hand.
4) When a player does not play the ball in an upright position e.g. slide tackle.
5) A player kicks or plays at the ball such that the ball travels above the height of the goals.
6) Offside, when a player other than the goalkeeper crosses into either goal area.

Direct Free Kick

* A direct kick is a free kick awarded for the same infringements as an indirect kick; however a goal may be scored directly from this kick without the ball having to touch any other player.
* It is the discretion of the referee to award either a direct or indirect free kick.

Penalty Kick

* A penalty kick is a direct kick where the goalkeeper is the only opposition able to defend the ball.
* The kick is to be taken from a spot directly in front of the goal.
* The person taking the kick is not allowed any more than two steps before striking the ball.
* A penalty kick shall be awarded when a player deliberately obstructs a one on one scoring opportunity against the keeper or if a player deliberately runs into an offside position to stop the path of the ball travelling into the goal.

Cards

Yellow Card

* The yellow card is meant to represent a warning. If a player receives a second yellow card in the same match the referee has the option to send the player from the court by using a red card.

Red Card

* When a player receives a red card during a match the player is sent immediately from the court for the remainder of the match and is not to be replaced. Depending on the severity of the incident further action may be taken.

Reasons for being carded: players will be given cards for reasons of language, misconduct, unsportsmanlike play, aggressive and dangerous play.

* When a player swears or uses abusive language during a match, the referee will give that player/team at minimum, a yellow card. If swearing continues the referee may send the player from the court.
* If in the referee’s opinion a player commits a foul that deserves an immediate send off, the referee does not need to give that player a yellow card or a warning.
* If during a match two or more players are sent from the court or the referee believes the game has become dangerous they have the right to call the game off at any point.

Referee Interpretations

* It is at the referee's discretion whether to call advantage, and to determine what constitutes 'advantage'
* Advantage may be called by a referee if in the referee’s opinion the non-offending team has been placed in a similar position had a free kick been awarded.
* If a free kick is taken quickly, the team taking the kick takes responsibiliy to ensure that they can play the ball (for example, if a defender is within 2 meters of the free kick), no re-take or additional free kick is required to be awarded.
* Whether a player has possession of the ball will not be taken into consideration as to whether dangerous contact is made.

All rules and interpretations, may be changed, altered or removed at the discretion of management.

Ladder

Teams will be awarded

 4 points for a win

 2 points for a draw

0 pints for a loss

Upon the conclusion of the competition he team with highest tally will be declared the winner. There will be no finals series.

In the event of a tie, the team which has scored the most goals for the competition will be declared the winner