



FOOTBALL
SOUTH
AUSTRALIA

**COMPETITION OPERATING
REGULATIONS**
Specific to Football Five5 Competitions

As of October 2022

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Application

These Competition Operating Regulations specify the requirements and regulations specific to the Football Five5 competition conducted by Football SA. These regulations are to be implemented in conjunction with the Football Australia Statutes and Regulations.

In the event of inconsistency between these regulations and any other Football Australia or Football SA regulations, the interpretation will prevail in the following order;

- i. Football Australia Statutes
- ii. National Registration Regulations
- iii. National Disciplinary Regulations
- iv. Football SA Competition Rules and Regulations
- v. These Regulations

Scope

These regulations apply to:

- i. participating teams, players and officials participating in the Football Fives competitions.

Definitions

Abandoned

Is a fixture which has failed to commence for any reason or did commence but was stopped by the Match Official prior to the game concluding.

Away Team

Is a team or Club not playing the fixture or match at its home ground and/or appears second on the fixture list where a match is conducted at a neutral venue.

Club

Means an entity affiliated to Football SA for the purpose of playing football in the Competitions.

Competition Administrator

Is a person appointed by Football SA to administer a competition.

Competition Fixtures

Are the matches scheduled and sanctioned by Football SA that form a competition.

Football Australia

Is the governing body for football in Australia.

Fixture

Is the scheduling and sanctioning of a game of football involving two teams as part of a competition.

Football SA

Is the governing body for football in the state of South Australia.

Forfeit

A match or fixture that is awarded to one team due to another team not fulfilling their competition obligations.

Goal Difference

Is the difference between the number of goals scored by a team (Goals For) and the number of goals scored against the team (Goals Against).

Goal Tending

The act of an outfield player (not the Goalkeeper) guarding the goal.

Home Team

Is a Team or Club playing the Fixture or Match at its home ground and/or appearing first on the fixture list in a match that is conducted at a neutral venue.

Interchange

Is the ability to replace one player for another player during a game. Interchange permits a player that has been replaced to come back into the game when required.

Junior Player

Is a player that is Under 18 and participates in the Junior Competitions.

Laws of the Game

Means the official laws of the game of football and futsal as proclaimed by FIFA.

Match

Is a fixture sanctioned by Football SA.

Match Official

Is a referee, assistant referee or fourth official who has been appointed by Football SA to take responsibility of a match.

Match Report

Is a written report submitted by a Match Official or Club Official providing details relating to a game.

Participant

Is a Player, Team Official or Match Official.

Player

Is any person who participates in a Match (irrespective of whether he or she is registered with Football Australia, junior or senior or an Amateur or Professional).

Postponed

Is a game that has not been played for any reason and is intended to be rescheduled.

Registered

Is a person that is registered in accordance with Football SA rules and regulations.

Spectator

Is a person that attends a Match.

Suspension

Is a ban from attending and/or participating in matches and/or competitions sanctioned by Football SA.

Team

An individual group of Players and Officials nominated by a Club to represent the Club in a Competition.

Team Official

Any person involved with the management, preparation or participation of a Team (whether paid or unpaid), including the coaches, managers, medical staff, other support staff or any other person acting for or on behalf of a Club or association.

1. Enforcement of Rules

- a. The Football Fives competitions shall be subject to all of the Rules outlined herein. These rules are specific to the Football Fives competitions.
- b. All teams and players must comply with these Operating Regulations as well as all Football Australia and Football SA Statutes, Codes of Conducts and Policies.

2. Teams

2.1 Team Size

- a. A team is allowed a minimum of four (4) and up to a maximum of five (5) players per team on the field of play at any given time.
- b. Should there be six (6) players on the field for one (1) teams at any given time, the referee will award a penalty to the opposing team.
- c. A team that has less than four (4) players will be required to forfeit the match.

2.2 Mixed Teams

- a. Mixed teams must have a minimum of two (2) female outfield players are all times on the field of play.

3. Duration of Game

- a. Seniors 2 x 20 minutes
- b. Juniors 2 x 15 minutes
- c. Five (5) minute half time break for all matches.

4. Player Registration

- a. Players must be registered on the National Registration System.
- b. A team may only field a player registered with another team after declaring their intention with the Competition Administrator prior to kick-off.
- c. The Competition Administrator will consult with the opposing team prior to making any determination on whether to allow the player to play.
- d. Teams that fail to obtain permission to field a player from another team will forfeit the match.
- e. Any decision to permit a player to play for another team is at the sole and absolute discretion of the Competition Administrator and any decision is final.

5. Team Registration

- a. Football SA will provide team registration dates and information prior to the commencement of each competition.
- b. The team registration fee is non-refundable.

6. League Formation

- a. The number of teams placed into any one league will be at the discretion of Football SA.

7. Finals Series

- a. Football SA may facilitate a finals series. Any finals series will be dependent on number of teams registered.
- b. Football SA will advise if a finals series will be facilitated once the competition has commenced and will provide structure details at that time.

8. Team Sheets

- a. Team sheets will be provided to teams on the night of the scheduled match by the Competition Administrator.
- b. Team sheets must be completed and provided to the match official no later than ten (10) minutes prior to the scheduled kick-off time.
- c. Team Sheets must include the following information:
 - i. Full Name
 - ii. Shirt Number

9. Match Fixtures and Results

- a. Football SA will schedule all matches including date and kick-off times to each registered team prior to the Competition commencement.
- b. All fixtures are subject to change.
- c. Teams must be ready to kick-off at the scheduled time. If a team is not present ten (10) minutes after the scheduled kick-off time, a forfeit will be applied with the score line of three (3) goals to nil (0) awarded to the opposing team.
- d. Competition points will be allocated as below:
 - i. Win – three (3) points
 - ii. Draw – one (1) point
 - iii. Loss – zero (0) points

10. Playing equipment

- a. All players must wear shinpads.
- b. All goalkeepers must wear gloves.
- c. All players must wear the same colour playing shirt as designated on the team registration form.
- d. All players must have numbered shirts.
 - i. If a player does not have a numbered shirt, they must not enter the field of play.
- e. No jewellery is to be worn.
- f. Football SA will provide match balls for each match.

11. Match Rules

8.1 Players

- a. The offside rule does not apply.
- b. Kick offs will be taken from halfway
- c. No throw-ins
- d. No corners.
- e. If the ball hits any part of the goal net or fence behind the goalkeeper, the ball resets with the goalkeeper for a restart.
 - i. To clarify, if the ball hits the solid wall behind the goal, the ball is still in play.
- f. If a team kicks the ball out of the pitch, the match will restart with the goalkeeper of the opposing team.
- g. If the match official deems that a team has intentionally kicked the ball into the net behind the goalkeeper or out of the pitch, a penalty will be awarded to the opposition team.
- h. Players (not goalkeepers) are not to goal tend unless for a set piece. If the match official deems that a player is persistently goal tending, a penalty may be awarded.
 - i. Exception: an exception to this rule is for set pieces.

8.2 Goalkeepers

- a. A goalkeeper must not handle the ball with their hand outside of the goal area.
Penalty: *An indirect free kick will awarded from the point of the offence*
- b. Goalkeepers are able to pass the ball out with the feet, or throw it with their hands only.
- c. Goalkeepers can not kick the ball out of their hands or drop-kick the ball directly from their hands.
Penalty: *A penalty will be awarded to the opposition team.*
- d. Goalkeepers have four (4) seconds to dispose of the ball from their hands.
Penalty: *A penalty will be awarded to the opposition team.*
- e. Goalkeepers are not able to pick-up the ball if passed back by a player of their team.
Penalty: *A penalty will be awarded to the opposition team.*

8.3 Free Kicks

- a. All free kicks awarded are indirect.
- b. Any opposing player or wall must be a minimum of two (2) metres away.

8.4 Penalties

- a. All penalties are to be taken one (1) metre back from the goal area.

- i. All penalties can be scored directly from the penalty spot.
- b. A penalty taker can only take one step prior to striking the ball.
- c. No throw-ins
- d. No corners.

8.5 Walls

- a. The walls can be used during game play.
- b. The ball is not to be held in the corner of against a wall. If the referee deems that a player is holding the ball against the wall or corner, or not playing in the spirit of the game, they may award free kick from the point of the offence.
- c. No pushing or bumping against walls.

12. Substitutions

- a. Football 5ives will utilise interchange.
- b. Unlimited interchange is allowed for all matches.
- c. The coach/player can make a substitution while the ball is in play, however, the player coming off the field of play must leave the field of play prior to the replacement player coming onto the field.
- d. The referee does not need to be informed about a substitution occurring, however it must be made at an appropriate time that does not impact play.

13. Disciplinary

- a. Serious foul play will be punishable by red cards.
- b. Reckless and unsporting behaviour will be punishable by yellow cards.
- c. If a player receives two (2) yellow cards or a red card, the player will be dismissed from the field of play. That player cannot be replaced and the team will finish the match with one (1) less player.
- d. All red cards will be reported by the referee to the Competition Administrator.
- e. All red cards will be reviewed in-line with the Football SA Grievance and Disciplinary Regulations.
- f. Any player that receives two (2) yellow cards or a red card, will face a mandatory one (1) match suspension.
- i. The Competitions Disciplinary Committee (CDC) will review all sanctions and may impose a penalty greater than the mandatory minimum.
- g. The referees decision in all cases is final and no decisions made on the field can be disputed with the Competition Administrator.
Penalty: The offending team will be withdrawn from the competition and no refund provided.
- h. Abuse towards a referee will not be tolerated and may result in a player and/or team withdrawal from the competition without refund.

14. Extreme Weather

- a. All matches will be played in accordance with the Football SA Extreme Weather Policy.

- b. If a match is required to be cancelled due to weather, a text message will be sent to all team contacts by 5:00pm that day.

15. Penalties and Fines

- a. If a game is forfeited, a three (3) goal to nil (0) score line will be awarded to the opposition team.
Penalty: A \$100 forfeit fine will be imposed.
- b. If a player receives a direct red card, a \$25 fine will be issued to the player.
- c. All fines are required to be paid prior to the next match.