



# FIVEASIDE 2024

## Summary of FIVEASIDE Rules:

**Rules:** The FIVEASIDE Summary of rules can be found on the Veneto Club website.

Please familiarise yourself with the rules of Veneto Club FIVEASIDE Competition.

### **Players**

1. Five (5) players per side are allowed on the court, including one goalkeeper.
2. A team can have up to ten (10) registered players per squad. You can register up to 10 players up to and including WEEK 6. After this point only special consideration will be given for special circumstances. Please contact Administrator.
3. You can be registered and play in ONE (1) team.
4. Teams may only borrow players if they do not have enough players to take the court. Borrowed players must be the same age or younger than the borrowing team but cannot be from the same league. A maximum of 2 players may be borrowed per game to make up a total of 5 players.
5. Team Managers must arrange borrowed players prior to start of the game and mark them as borrowed (i.e. player is not registered with team). You can only borrow any one player once. If teams do not have enough players refer "Forfeits and Abandoned Matches" below.
6. Any team not following the rules will automatically forfeit the game in question and the result will be a 5 – 0 loss. A second offence will result in disqualification from the tournament. No refunds.
7. All Teams must be registered and paid up to participate in the tournament.

### **Substitutions – Unlimited Interchange**

1. Unlimited interchanges are allowed during the game.
2. Players must enter and leave the court from the sideline, & from within the substitution zone in their defensive half of the court.
3. The player being interchanged must have left the court before the replacement can enter the court.
4. If the replacement enters the court before the substituted player has left the court, a caution (yellow card) will be given to the replacement player.

### **Player's Equipment**

1. Players in a team must wear identical shirts, shorts (without pockets or zippers) and socks. The shirts must be numbered (no tape).
2. The goalkeeper's shirt must be distinguishable from the other shirts and the referees.
3. The wearing of shin pads by all players is compulsory.
4. Shoes can be either Synthetic Turf shoes or normal football boots (i.e. moulded soles or short studs please, no metal studs).
5. As per FIFA guidelines, players must remove all jewellery, glasses etc and must tape medical bracelets to the satisfaction of the officials.

### **The Game**

1. Games are 20-minute halves with 3 minutes half time break
2. All games are run in accordance with the FIFA Laws of the Game
3. Game Ball for U6/U7 – U10/U11 will be a size 3 and for U12/U13 – Over 30s size 4.

### **Ball Out of Play – Side Kick-in**

1. Same as for outdoor soccer – the whole ball must cross the sideline
2. Play recommences with a kick-in from the sideline (four second rule applies)
3. To take the kick-in, the ball must be placed on the line at the point where the ball went out.
4. Opposing players must remain at least two (2) meters from the ball until it is kicked
5. A goal cannot be scored directly from a kick-in (without being touched by another player)
6. The 4 second rule will not apply from U6/7 through to U10/U11.

### **Ball Out of Play – Goal Clearance**

1. Play recommences with a throw from the keeper (four second rule applies)
2. The goalkeeper can throw the ball into play beyond the halfway line
3. A goal cannot be scored direct from keeper's throw without being touched by another player.
4. The 4 second rule will not apply from U6/7 through to U10/U11.

### **Ball Out of Play – Corner Kick**

1. Play recommences with a kick-in from the corner (four second rule applies)
2. Opposing/defending players must remain two (2) meters from the ball until it is kicked
3. A goal can be scored directly from a corner.
4. The 4 second rule will not apply from U6/7 through to U10/U11.

### **Fouls and Misconduct**

1. Fouls as declared in the Laws of the Game for Outdoor Soccer apply to Veneto Club Melbourne Fiveaside competition (ie deliberate handling of the ball, foul & abusive language, spitting, dangerous tackling, etc)
2. Any free kick (direct or indirect) awarded must be taken from the spot where the infringement occurs (four second rule applies) except inside own goal area.
3. When a team commits more than five (5) fouls in one half, the sixth foul will be a penalty awarded against the offending team to be taken from the second penalty mark.
4. The deliberate pass to a Goalkeeper rule will not apply to U6/U7 through to the U10/U11 age groups. The Goalkeeper may use their feet but not handle the ball with their hands.
5. U12 and above age groups NO back pass to the Goalkeeper will be allowed unless the ball has exited play, or the opposition has touched the ball. The Goalkeeper can't pick up the ball if the pass is received from their own team.
6. All free kicks will be determined at the referee's discretion
7. Halfway rule doesn't apply.

### **Tackling**

The following plays are NOT allowed in Fiveaside:

1. Tackling from behind where there is contact to player with ball.
2. Slide tackling
3. Players playing at the ball while they are lying on the court and there is another player within striking distance
4. Charging whilst the ball is not within playing distance

### **Four (4) Second Rule does not apply to U6/U7 through to U10/U11**

Players have a maximum limit of 4 seconds to start/restart the game from the moment the ball is placed on the court (or the referee has signalled commencement of play) from the following:

1. Any free kicks from general play (direct or indirect)
2. Keeper having possession of the ball (whether by hands or feet)
3. Side kick-in
4. Corner kick

Players who fail to start/restart play within the 4 seconds deemed by the referee shall be penalised by the awarding of an in-direct free kick.

### **Yellow/Red Cards**

If a yellow card is received in a match the player will be given a 5 min sin bin on the sideline. The team can replace this player.

2 yellows in a game = 1 week/game suspension

3 accumulated yellows = 1 week/game suspension

A straight red = automatic one week/game suspension the player must immediately leave the field and can't be replaced for 5 mins or until the opposition scores a goal. A further penalty will be decided depending on seriousness of offence.

2 accumulated reds = automatic two week/game suspension the player must immediately leave the field and can't be replaced for 5 mins or until the opposition scores a goal. A further penalty will be decided depending on seriousness of offence.

\*\* Further penalties may be applied including point deductions for serious misconduct.

### **Points**

Win - 3 points.

Draw - 1 point.

Loss - 0 points.

Forfeit - the other team will be awarded a (5 - 0) Win

### **Penalties.**

3 Penalty points will be deducted if teams do not meet strip guidelines.

3 Penalty points will be deducted if teams do not provide strip numbers before round 3.

### **Forfeits and Abandoned Matches**

**1.** Teams must have a minimum of 4 players on the court to start play at the time scheduled.

**2.** If teams are not ready to start play within 5 minutes of the start time, a goal will be awarded to the opposing for every two minutes after that. If teams are not ready to start play within 15 minutes of the start time the opposing team can declare a forfeit and will claim the forfeit points (5 - 0 result).

**3.** Tournament management and officials may abandon a game due to misconduct and non-compliance with codes of conduct. Games will result in neither team being declared a winner and no points being scored.

### **Weather**

In the past we have had some occasions due to inclement weather that play MUST be suspended for the safety of all. In the case that we will be cancelling the nights play we will notify all team managers via email by 5pm. All other occasions of game cancellation or suspension will have happen on a game by game situation.

### **Finals**

Players must play a minimum of 5 games prior to finals to be eligible to play in a finals fixture.

All players must be registered with the team they are representing in finals (i.e. you cannot borrow a player for a finals game).

In the event of a tie at full time 5 mins will be played each way.

If game is still a tied at the end of the extra 10 mins game will go straight to a penalty shoot-out.