



**NATIONAL CLUB
ACCREDITATION SCHEME**



**COUNTRY UNITED
SOCCER CLUB Inc.**

P.O. Box 135
Walkerston, Qld, 4751
ABN: 93 700 201 567
Email: cuscsec@gmail.com

Country United Soccer Club Fast Fives Carnival Laws of the Game

Version: 25th July 2016

1.0 General Guidelines

- 1.1 All participants must be current FFA registered players. FFA numbers must be provided when clubs / teams lodge their nomination forms. Any form received without valid FFA numbers will not be accepted. Any team found to be in breach of this rule will have their points stripped and will not be allowed any further participation in the competition.
- 1.2 NPL and ICC representative players are eligible to participate, however no more than one (1) NPL or ICC player will be allowed per team. For the purposes of this rule, an NPL or ICC player is defined as anyone who played more than 50% of the NPL or ICC games in the previous season. Players who have represented at a higher level than NPL or ICC are ineligible to participate unless authorised by the carnival committee.
- 1.3 Players to register online through MyFootballClub.com as a Country United Soccer Club social player.
- 1.4 A player can only be nominated in one (1) team for the entire carnival / division.
- 1.5 Team nomination fee paid and received by Country United Soccer Club to enter competition
- 1.6 Any team that withdraws less than seven (7) days from the start of the carnival will forfeit their nomination fee.
- 1.7 A maximum of eight (8) players to be nominated per team with absolutely no replacement for injury or unavailability up to 48 hours before start of carnival.
- 1.8 Youth Players (U15/16) to play within their age division, Colts Players (U17/18) to play within their age division, Men's Players are aged 19 and up, Women's Players are aged 19 and up, Over 35's is for men and women who turn 35 during 2016 (Born 1981 or earlier).
- 1.9 Youth, Colts and Over 35's are mixed divisions, so the team must have at least three (3) females and five (5) males in the team and must always have one (1) female in the outfield at all times during the game.
- 1.10 Players must wear the same jersey number for the duration of the carnival.
- 1.11 Teams should have an alternative strip available which includes goalkeepers.
- 1.12 Appropriate footwear, no metal studs, runners/trainers are okay.
- 1.13 Shin pads must be worn under long socks and covered at all times.
- 1.14 Team shirts must not clash with other teams and have a unique number on back 100mm high.
- 1.15 Team lists will be pre-printed by carnival organisers and provided to teams during managers meeting.
- 1.16 Interchanges to be made at halfway line at any time during play. There is no limit to the number of interchanges allowed. Interchanging player must have exited the field of play before the player replacing them enters the field.
- 1.17 The referee will not start the game until both team sheets have been completed and handed to referee at start of game.
- 1.18 Official referees will control all games.
- 1.19 Game Duration: 2 x 10 minute halves; no half time break – change ends start again. Controlled by automatic horn system and acknowledged by referee whistle. Time between games: five (5) minutes.
- 1.20 Maximum number of subs per team – 3 people.





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- 1.21 Field size: 30 x 45 metres, Goals: 2 x 3 metres approx.
- 1.22 Game ball – size 4.
- 1.23 Game points are as follows:
 - 1.23.1 Win - 10 points
 - 1.23.2 Draw - 3 points
 - 1.23.3 Bye - 3 points and 3 goals will be awarded to any team with a bye
 - 1.23.4 If level on points, group placing will be decided by most goals scored. If still equal, then minimum goals conceded. If still level a penalty shootout will take place.
- 1.24 In the case of rain interference:
 - 1.24.1 If rain causes the event to be cancelled prior to any match being played, all nominations will be refunded with no allocation of prize money.
 - 1.24.2 If rain causes the event to be cancelled on the day, no nominations will be refunded with no allocation of prize money.
- 1.25 Any situation that arises during the carnival not covered by either the carnival rules or FIFA rules will be decided at the discretion of the carnival committee and MRFZ will be advised.

Laws of the Game

2.0 Start and Restart of Game

- 2.1 Teams must only have at least four (4) players and a maximum of five (5) players on the pitch when the match commences. This must include a goalkeeper at all times.
- 2.2 The match will not commence until this occurs, if a team is unable to comply, game result will go to opposing team and recorded as a win with a score of 10-0.
- 2.3 The referee will choose a team at random to kick off the 1st half of the match. The opposing team will automatically kick off for the 2nd half.
- 2.4 Both teams must be in their own halves at Kick Off.
- 2.5 Start of match alerted by carnival alarm system and acknowledged by referee whistle.
- 2.6 The initial kick off must travel backwards and be touched by another player before the initial kicker may contact with the ball again.

3.0 During Normal Play

- 3.1 For safety reasons only minimum contact with other players is permitted on the pitch. Referees discretion will be used.
- 3.2 Any player, except a goalkeeper, may score a goal. A goal may be scored from any point outside the goal areas ('D' areas).
- 3.3 The ball may travel above head height; however, the ball may not be played with the head, failing which the opposition team will be awarded an indirect free kick.





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3.4 If the ball should leave the field of play,

3.4.1 Ball crossing the touch line

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass the ball into play. Opponents must be at least five (5) metres away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

3.4.2 Ball crossing the goal line

There is no corner kick. Regardless of which team touched the ball last, the goalkeeper from the team whose goal line the ball has crossed will return the ball into play with an underarm throw. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

- 3.5 Sliding tackles are not permitted for safety reasons. The referee will determine a 'sliding tackle' in his or her discretion, indirect free kick is awarded to the opposition team.
- 3.6 Only the defending goalkeeper is permitted to play the ball within the goal area ('D' area) and is the only player allowed to handle the ball.
- 3.7 An offensive (attacker) outfield player may not enter the opposition 'D' area to gain any advantage, unless this is due to uncontrollable momentum. A breach of this rule shall result in the opposition goalkeeper returning the ball into play. (Rule states goalkeepers may only return the ball into the field of play by way of an underarm action).
- 3.8 A defensive outfield player may not enter their own 'D' area to gain any advantage, unless this is due to uncontrollable momentum. A breach of this rule shall result in a penalty kick being awarded to the attacking team.
- 3.9 A defender who has received the ball from the player's goalkeeper may not intentionally return the ball directly to the goalkeeper. A minimum of one other player from either team must make contact with the ball first. A breach of this rule will result in an indirect free kick against the offending team, to be taken two metres outside the 'D' area. Should a goalkeeper decide not to touch the ball from a direct pass back, described above, but the ball stops inside his 'D' area, this will be deemed as a pass back as the goalkeeper has no option but to handle the ball.
- 3.10 Any player who intentionally denies an opponent a goal-scoring opportunity, either by deliberately fouling, heading or handling the ball, may have a penalty awarded against them. The referee may also show a yellow or red card, depending on the severity of the incident.
- 3.11 Teams can make rolling substitutions of outfield players during the game when the ball is in or out of play. The outgoing player must vacate the field of play before the incoming player enters. For goalkeeper substitutions see rule 5.1.
- 3.12 Youth, Colts and Over 35's Mixed divisions require at least one (1) female player in the outfield at all times. If this rule is breached, game win will be awarded to opposing team with the score line of 10-0 in favour of the opposing team unless the current score gives a higher goal advantage in which case the score will stand.

4.0 Offside

No offside





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5.0 Goalkeepers

- 5.1 Goalkeepers cannot be substituted during a match unless they have been sent from the field under rule 8.1.1 or injury.
- 5.2 Goalkeepers may only return the ball into the field of play by way of an underarm action. The ball, however, may still be thrown above head height from this action. The penalty for a goalkeeper who does not comply with this rule is an indirect free kick being awarded against the offending player's team. This free kick will be taken two (2) metres outside the 'D' area.
- 5.3 A penalty shall be awarded against a goalkeeper who leaves their penalty area, unless through uncontrollable momentum during a save.
- 5.4 The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands within six (6) seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least five (5) metres outside the penalty area and cannot move inside the penalty area. The ball is in play once it moves out of the penalty area.
- 5.5 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 team-mate.

6.0 Indirect Free Kicks

- 6.1 An indirect free kick will be awarded against the offending team for the following offences:
 - 6.1.1 Goalkeeper returning the ball into play in a motion that conflicts (over arm, kicking) with rule 5.2 and 5.4.
 - 6.1.2 Obstructing or impeding an opponent
 - 6.1.3 Heading the ball
 - 6.1.4 A player returning the ball (pass back) directly back to the goalkeeper as described in rule 3.9.

7.0 Direct Free Kicks

- 7.1 A direct free kick will be awarded against the offending team for the following offences:
 - 7.1.1 Tripping or attempting to trip an opponent
 - 7.1.2 Charging an opponent
 - 7.1.3 Kicking or attempting to kick an opponent
 - 7.1.4 Pushing an opponent
 - 7.1.5 Holding an opponent back
 - 7.1.6 Shirt pulling
 - 7.1.7 Deliberate hand ball
 - 7.1.8 Body checking
 - 7.1.9 Slide tackling
 - 7.1.10 Jumping at an opponent
 - 7.1.11 Striking or attempting to strike an opponent
 - 7.1.12 Goal keeper leaving goal "D" area





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8.0 Penalty Shootout:

- 8.1 Penalty shootouts only apply to the final series.
- 8.2 All FIFA rules for taking penalty kicks apply, except:-
 - 8.2.1 Only players on the field at the conclusion of the game are eligible to take part in the shootout.
 - 8.2.2 Penalty kicks will be taken from the midway point on the goal circle.
 - 8.2.3 Kicker can only take one (1) step to kick the ball.
 - 8.2.4 All shootouts will be sudden death from the first penalty kick.
 - 8.2.5 In the event that the shootout goes beyond four (4) attempts, the penalty takers will continue, in the same order.

9.0 Misconduct & Discipline

9.1 Send Off Rule

- 9.1.1 A yellow card offence will automatically require the player to be sent from the field for three (3) minutes. This will result in the team being reduced to three (3) outfield players (unless another player is currently 'sent off') for the full duration of the standard sin bin (ejected from pitch enclosure).
- 9.1.2 The yellow card will also be shown and will be recorded against the team's disciplinary record.
- 9.1.3 A second yellow card offence committed by the same player in the same match will result in a red card being shown and the player being sent off the field of play for the rest of the match. This will result in the team being reduced to three (3) outfield players (unless another player is currently 'sin binned' or 'sent off') for the remainder of the match.
- 9.1.4 A player, who has been sent off (red card), must leave the field of play and return to the clubhouse. They may not stand by the pitch. The referee will abandon the game if this rule is not adhered to. If the referee considers the offence to be of a more serious nature, then this matter will be dealt with by the disciplinary committee. There will be no right of appeal.
- 9.1.5 If any team is permanently reduced to three (3) players (including goalkeeper) on the field due to misconduct during a game then the game shall be abandoned with the score line of 10-0 in favour of their opponents unless the current score gives a higher goal advantage in which case the score will stand.
- 9.1.6 If any team is reduced to three (3) players on the field due to one (1) or more sin binned (yellow card) players, the game shall continue unless another player is sent off in which case the match will be abandoned with the score line of 10-0 in favour of the other team unless the current score gives a higher goal advantage in which case the score will stand.





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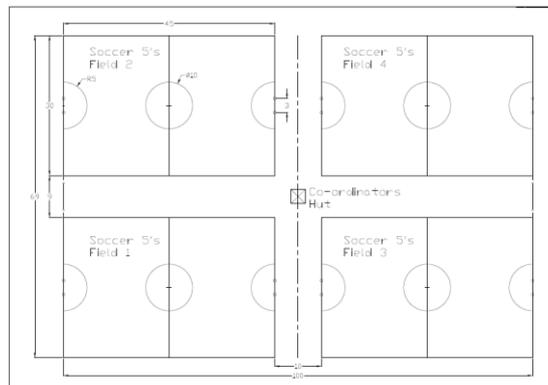
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- 9.1.7 In the event that both teams have their outfield players reduced to two (2) players by way of a double send-off then the game would be abandoned with both teams recording a loss and no goal score recorded. A report of the circumstances and send offs will be lodged.
- 9.1.8 If a player accumulates more than three (3) yellow cards within the carnival, they are suspended for their next game.
- 9.1.9 If a player accumulates two (2) red cards within the carnival, they are suspended for their next two (2) games, unless the referee considers the offence of a more serious nature. Then this matter will be dealt with by the disciplinary committee. There will be no right of appeal.

10.0 Overview

- At kick off, ball must go backwards.
- No offside.
- No slide tackles, a slide tackle is punished by an Indirect Free Kick to opposing team.
- Any player with the exception of the goalkeeper can score.
- No headers, is punished by an Indirect Free Kick.
- The goal “D” is a no-go zone for any other player except the goalkeeper. If the defender enters the “D” - Indirect Free Kick, if attacker enters the “D” - play is restarted with a goalkeeper restart.
- Goalkeeper cannot leave the “D”; if the goalkeeper leaves his area a penalty is awarded.
- Goalkeeper cannot be substituted during a match.
- Goalkeeper can only play the ball with underarm throws if he is releasing the ball from his hands.
- No Direct pass back once received the ball from players own goalkeeper.
- Yellow Card = 3 minutes in the sin bin (opposite side of field to team bench).
- Red Card = Back to the club house.
- If any team has less than 3 players (1 keeper and 2 outfields) the game is abandoned, unless team has players in the sin bin that will return when allowed by the referee.
- Rolling substitutes can be made when the ball is in or out of play and the referee informed.

11.0 Field Layout





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12.0 Finals Determination

1. See Appendix 'A' for grouping and match timings
2. See Appendix 'B' for finals determination

Appendix 'A'

The default format for the draw will be as follows:

1. Divisions with 6 teams, the draw will be made up of 1 group of 6 teams.
2. Divisions with 12 teams, the draw will be made up of 2 groups of 6 teams.
3. All games will be 10 minutes each way with no break at half time. There will be a 5 minute break between games.
4. Timing for all games:
 - Timing for all matches will be done per the official time-keepers siren and confirmed with referee whistle.
 - For all matches there will be a 5-minute warning notification prior to kick off.

Appendix 'B'

6 teams per division finals:

1. The draw for the finals will be:
 - **Semi-Final 1:** 1st plays 2nd
 - **Semi-Final 2:** 3rd plays 4th
 - **Prelim-Final:** Loser of Semi-Final #1 plays Winner of Semi-Final #2
 - **Grand Final:** Winner of Semi-Final #1 plays winner of Prelim-Final 2

12 teams per division finals:

2. The draw for the finals will be:
 - **Qtr-Final #1:** 1st in Group #1 plays 2nd in Group #2
 - **Qtr-Final #2:** 1st in Group #2 plays 2nd in Group #1
 - **Qtr-Final #3:** 3rd in Group #1 plays 4th in Group #2
 - **Qtr-Final #4:** 3rd in Group #2 plays 4th in Group #1
 - **Semi-Final #1:** Loser of Qtr-Final #1 plays Winner of Qtr-Final #3
 - **Semi-Final #2:** Loser of Qtr-Final #2 plays Winner of Qtr-Final #4
 - **Prelim-Final #1:** Winner of Qtr-Final #1 plays Winner of Semi-Final #1
 - **Prelim-Final #2:** Winner of Qtr-Final #2 plays Winner of Semi-Final #2
 - **Grand Final:** Winner of Prelim-Final #1 plays Winner of Prelim-Final #2

