



Budgie Summer 7's

RULES

FULL FIFA RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS

1.	Teams may not use any player who is not registered with that team.
2.	This is a sandshoe competition. No studded boots either screw in or moulded including Blades are allowed. 'Grass Sports' type footwear with multiple moulded rubber studs is acceptable. Referees will make sure that correct footwear is worn preferably before kick-off. If this is not possible the referee has the power to send from the field any player that breaks this rule. To avoid disappointment, make sure your team is compliant. There will be no compromise.
3.	At the end of the evenings play, teams are to take down the nets and return them to the store room.
4.	The code of FIFA FAIR PLAY is to be observed at all times. All players are expected to behave in a Sportsman like manner. Overly aggressive play will not be tolerated. This is a Social Competition <u>NOT</u> Grade.
5.	In all cases where players transgress these rules and are removed from the field of play, their Team may use a substitute. The player will be punished, not the Team.
6.	All players are to have respect for the Referee and to accept the decisions made without dissent. Referees are instructed to Sin Bin offenders.
7.	Repeated foul play and/or abusive language may result in a player being either sent to the Sin Bin for a period of time determined by the Referee, or Sent Off.
8.	Players Sent Off will not be able to take any further part in that evenings competition. The Sent Off player will have to appear before a Judiciary Panel before being able to play again in the competition. The Judiciary Panel have the power to bar any player from the competition and in extreme cases report the matter to the relevant Association, who could then impose a ban at the start of the next Winter season.
9.	Players <u>MUST</u> remain on their feet to make a tackle. Slide tackles or those made on one knee will be penalised with a free kick.
10.	Players are reminded that all tackles from behind are illegal. A slide tackle from behind will result in the offender being sent to the Sin bin for 2 minutes.
11.	Kick offs must be taken from the centre spot. A Player may score directly from the kick off.
12.	All players may play the ball within the goal area 'D'. A goal cannot be scored from inside the 'D', except with the head or chest. In the case of where an attacker kicks the ball from within the 'D' and the ball enters the goal after touching a defender last, the following will apply. If in the opinion of the Referee the goal would be counted as an own goal, then it will stand. If it would have been credited to the attacker it will be disallowed and a goal kick given.
13.	No Offside rule.

14.	Unlimited Interchange. Teams do not need the Referees permission to enact an interchange, but the oncoming Player cannot enter the field of play until the outgoing Player has completely left the field of play. All interchanges must be made at or near the halfway point on the same side of the field.
15.	Defenders must retreat a minimum of 3 metres from free kicks and kick offs.
16.	Penalties will be taken from on the line of the goal area 'D', central to the goal.
17.	The player responsible for kicking the ball away from the field of play <u>MUST</u> immediately leave the field and retrieve the ball. Substitutions may be made. If it is clear to the Referee that another person is retrieving the ball, then the player may remain in the game.
18.	It is the responsibility of any team who feels that their opposition is not abiding by the rules, in terms of the age and eligibility of the opposition players, to raise any objections directly with the referee and that team at the time. There is no point complaining afterwards, there is very little that can be done afterwards by BFC.
19.	Kick offs will not be delayed to allow players extra time to take to the field of play. Games are 12 minutes each way, with a 1 minute half time interval. No added time.
20.	Games commence at 6:30, 7:00 and 7:30 pm
21.	Points are 3 for a win, 1 for a draw and 0 for a loss. Points, then Goal Difference, then most goals scored, then head to head results, then a toss of the coin will be the order in which league position will be determined.
22.	A forfeited game will result in a 3-0 loss.
23.	In the event of bad weather and unavailable time to play the round later on, the whole round will be classed as a washout and a 0-0 draw recorded for all games.
24.	All teams will take part in the Knockout Finals series night. The draw will be structured to favour those who finished highest in the league competition. Any teams that miss out on the finals will play off to avoid the 'Wooden Spoon'.
25.	In the Finals, if the scores are level at full time, Extra Time will be played. During this period Goalkeepers are not allowed and the first Team to score wins. Each Team will remove 2 players and the game will recommence at 5 a side . Teams will toss a coin, winner to kick off. If after 2 minutes of Extra Time the tie is still level, the game will be stopped, each Team will remove a further 2 players and the game will recommence at 3 a side . Kick Off will go to the loser of the previous toss of the coin. The game will then continue until a goal is scored. Interchange is allowed.