

# Budgie 7's RULES

## **FULL FIFA RULES WILL APPLY, WITH THE FOLLOWING EXCEPTIONS:**

- a. This is a sandshoe competition. No studded boots either screw in or molded, including Blades, are allowed. 'Grass Sports' type footwear with multiple molded 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.
- b. The code of FIFA FAIR PLAY is to be observed at all times. All players are expected to behave in a sporting manner. Overly aggressive play will not be tolerated. This is a Social Competition.
- c. 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.
- d. All players are to have respect for the Referee and to accept the decisions made, without dissent. Referees are instructed to Sin Bin offenders.
- e. Repeated foul play and/or abusive language may result in a player being either sent to the Sin Bin for a period determined by the Referee or Sent Off.
- f. Players Sent Off will not be able to take any further part in that evening's competition.
- g. The Sent Off player may have to appear before a Judiciary Panel before being able to play again in the competition. The Judiciary Panel has 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.
- h. Players MUST remain on their feet to make a tackle. Slide tackles or those made on one knee will be penalised with a free kick.
- i. 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.
- j. Kick-offs must be taken from the centre spot. A player may score directly from the kick-off.
- k. 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, a goal will not be given, but a corner kick will be awarded. If it comes off an attacker last, a goal kick will be awarded.
- l. There are NO Offsides.
- m. Unlimited Interchange applies. Teams do not need the Referee's 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.
- n. A maximum of 10 players can partake in each game, that is, 3 subs only. If your team has more than one game on the one night, then it can be a different 10 players partaking in each game, but the same 10 that starts a game, must finish it. No subs outside of that 10 during a game.
- o. Defenders must retreat a minimum of 2 meters from free kicks and kick offs.
- p. Penalties will be taken from on the line of the goal area 'D', central to the goal.

- q. The player responsible for kicking the ball away from the field of play MUST 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 that player may remain in the game.
- r. It is both teams' responsibility at the start of a game, to work out alternatives if their shirt colours clash. It is best if each team has either a second strip to wear, of a very different colour, or they have bibs. It is not the competition organisers' or referees' responsibility for clashing shirt colours.
- s. 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 a competition staff person, and the team in question, on the same night as the game being played. There is no point complaining later, as there is very little that can be done then by the organisers.
- t. 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.
- u. 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 positions will be determined.
- v. A forfeited game will result in a 3-0 loss.
- w. In the event of bad weather and unavailable time to play the round later, the whole round will be classed as a washout and a 0-0 draw recorded for all games, even if some of the games of that round had been completed.
- x. 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.
- y. In the Finals, if the scores are level at full time, Extra Time will be played. During this period, Goalkeepers are not allowed, (though players may stand in the goal area, they just can't use their hands) and the first team to score a goal, wins. At the end of Normal Time, each team will remove 2 players and Extra Time will commence with 5-a-side. Teams will toss a coin, with the winner to kick off. If after 2 minutes of Extra Time, there has been no goal scored, the game will be stopped, each team will remove a further 2 players, and the game will recommence with 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.