

SMALL SIDED FOOTBALL RULES OF PLAY

**N.B. These rules have been sanctioned by the Lancashire F A.
(Revised 26th August 2008)**

1) PLAYERS

- a) Each match shall consist of two teams; 12 players may be registered initially.
- b) For each match a team can have up to 9 (10 for 7-a-side) nominated players; a maximum of 3 substitutes allowed.
- c) Any of the 9 (10 for 7-a-side) nominated players may change place with the goalkeeper providing that;
 - a. There is a stoppage in play, and
 - b. The referee has been notified and given his consent.

Failure to comply with this rule will result in a penalty being awarded against the offending team.

- d) The minimum number of players a team must have to start play is 5 (for 7-a-side) and 4 (for 6-a-side).
- e) Substitutions should be made in the defending team's half of the pitch. The substitute should not enter the pitch until the exiting player has left the pitch. Substitutions that are made that seek to gain an unfair advantage shall be punished by the by the awarding of a penalty against the offending team. The referee must be informed of any substitutions. Substitutions can be made at any time, providing the ball is out of play. Any amount of substitutions are permitted.
- f) If any player who is in the opinion of the referee, suffering from the effects of alcohol or drugs, they will not be allowed to take part in the match.

2) PLAYING EQUIPMENT

- a) Players must refrain from wearing jewellery (watches, rings, earrings etc.). Jewellery that is adequately covered i.e. taped up shall be permitted.
- b) **ALL PLAYERS MUST WEAR SHINPADS AT ALL TIMES. THIS RULE SHALL BE STRICTLY ENFORCED.**
- c) Players are permitted to wear moulded studs, blades, training shoes, or Astroturf shoes. **METAL STUDS/ BLADES ARE NOT PERMITTED.**
- d) Teams are required to wear matching shirts, i.e. the same colour.
NB: Bibs are available for clashing team colours.
- e) Goal keepers are permitted to wear long trousers and must wear shirts distinguishable from the rest of the outfield players and the referee.
- f) Work wear and/or jeans are not considered suitable match attire, so you will not be permitted to play if you wear these clothes.
- g) Shin-pads shall be covered with socks, as per Laws of the game.

3) FOULS AND MISCONDUCT

- a) **Sliding tackles are not allowed** and shall be classed as dangerous play. Players could be reprimanded, cautioned or dismissed for any infringement of this rule. A free kick shall be awarded to the opposition for any infringement of this rule.
- b) If at any time a team is 3 players short due to players being sent off, then the game shall be abandoned, resulting in an automatic 3-0 score line being awarded to the opposing team, providing that the opposing team is not already more than 3 goals in front.
- c) Yellow cards have been dispensed within small sided football as recommended by the F.A. A Blue card is now used instead accompanied with a “timed suspension” (sin bin) of 5 minutes.
- d) A £4 charge shall also be levied for all cautionable offences.
- e) Any player found to be guilty of any of the 7 cautionable offences under Law 12 (Laws of Association Football 2007), shall now be shown a “blue card” and temporarily excluded from play for 5 minutes.
- f) If a player is then issued with a second “blue card” in the same game then they shall be permanently excluded from play.
- g) Players maybe be shown a red card and dismissed for any of the 7 sending off offences under Law 12 (Laws of Association Football 2007).
- h) Red cards administered in small sided games for offences, which would carry a suspension of less than 35 days, would remain the responsibility of L.S.V Company to deal with according to the F.A’s recommended tariff of suspensions. Suspension for offences of less than 35 days would only apply to small sided football.
- i) Offences that carry a 35 day suspension or above will be dealt with by the Lancashire FA:
 - Kicking or striking another player
 - Use of offensive or insulting or abusive language or gestures directed at match officials
 - Spits at an opponent or any other person
 - Head Butting
 - Assault
 - Refusing to leave the field of play when ordered
 - Causing a match to be abandoned
 - Any offences where the offender has also acted in discriminatory manner for reasons of ethnic origin, colour, race, religion, sex, sexual orientation, disabilityDisciplinary action arising from such offences applies to all categories of football.
- i) Foul and abusive language and/or threatening behaviour towards an official, staff or the public could result in the player/team being reprimanded.

4) KICK OFFS

- a) A coin will be tossed at the beginning of each match to determine who has kick off/choice of ends.
- b) You are permitted to shoot straight from kick off.
- c) The ball can be passed in any direction from kick off.
- d) After a goal has been scored, play shall be restarted by a kick off from the centre spot to the opposing team.

5) GOALKICKS

Once the ball has passed the goal line (excluding the goal area) after being last touched by an attacking player then a goal kick shall be awarded.

Play will restart, by either of the following to options:

- a) The ball shall be placed on the ground, within the goalkeeper's area and kicked into play by any member of the defenders team. (**All** opposing players shall be at least 3 metres from the ball and are not allowed to challenge for the ball until the ball is deemed in play)
The ball shall be deemed in play once the ball has been played outside the goalkeeper's area.

Or,

- b) The goalkeeper may throw or kick the ball from his hands releasing the ball in to play.
The ball shall be deemed in play once the ball has been played outside the goalkeeper's area.

N.B: No player may play the ball to themselves, or dribble the ball from the goalkeeper's area, unless the ball has been played out of the area and touched by another player.

Breach of this rule will result in a DIRECT FREE KICK being awarded to the opposition.

6) KICK-INS

- a) If the ball goes over the sideline or over the sideline marked by the small cones, then a kick-in shall be awarded to the opposition.
- b) Kick-ins shall be taken when the ball runs out of play on either sideline.
- c) A kick-in is awarded to the opponents of the player who last touched the ball.
- d) Defending players must be at least 3 metres away, when a player is taking a kick-in.
- e) A kick-in is taken on the line, from the place where it crossed, and must be kicked in below waist height to resume play. A kick-in will be awarded to the opposite team if the ball is kicked in above waist height.
- f) A goal cannot be scored directly from a kick-in.

7) FREE KICKS

- a) All free kicks that are taken are to be **direct**.
- b) Players on defending teams are required to be at least 3 metres away from the ball at free kicks.
- c) Players refusing to comply with the 3 metre rule may be cautioned.

8) PENALTY KICKS

- a) A penalty kick shall be taken from the edge of the goalkeeper's area, level with the middle of the goal.
- b) All players other than the taker and the goalkeeper must be behind the ball and be a minimum of 3 metres away from the penalty spot.
- c) The goalkeeper must be on or within one step of their goal line.
- d) The penalty shall be retaken if this rule is not adhered to.

9) BACK PASS

- a) A **direct free** kick shall be awarded to the opposing team if a goalkeeper, inside his own area touches the ball with his hands after it has been deliberately kicked to him by a team-mate.
- b) A direct free kick shall be awarded to the opposing team if a goalkeeper, inside his own area touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.
- c) The free kick shall be 3 yards from the nearest part of the line (D) marking out the goalkeeper's area.

10) CORNER KICKS

- a) Opposing players must be 5 metres away from the ball when a corner is being taken.
- b) Infringement of this rule could result in a player being reprimanded/ cautioned.

11) OFFSIDE RULE

There is no offside rule.

12) THE GOALKEEPER AND HIS AREA

- a) Players on the defending team and the attacking team are permitted to enter the goalkeeper's area just like 11-a-side rules.
- b) The goalkeeper can handle the ball only when he/she is in his area, just like in 11-a-side rules.
- c) To prevent any time wasting, the goalkeeper must return the ball into play within 6 seconds. Any goalkeeper found to be time wasting by the referee shall be penalised by the awarding of a free kick (3 metres out) to the opposition. Persistent infringement of this rule could result in the goalkeeper being cautioned/ dismissed.
- d) The Goalkeeper can leave his/her area if desired.

13) REFEREES

A referee shall be appointed to officiate in all games and shall have the same powers and duties as laid down in the FA Laws of the Game. All referees shall be registered with the County Football Association.

If there are any other rules or laws of the game not covered by these competition rules, then the FA Laws of the Game shall apply.

14) APPEALS AND PROTESTS

All questions of eligibility, qualifications of players or interpretations of the rules shall be referred to the League Co-coordinator and/or the L.S.V management team.

Protests and complaints must be lodged with the League Co-coordinator and/or L.S.V Company management team within 7 days of the occurrence or within 7 days of the receipt of an L.S.V caution form.

To appeal against a Dismissal less than 35 days, will cost a £5 administration fee, this is returnable if the appeal is successful.

The appeal committee shall consist of the League Co-coordinator, members of the L.S.V management team, the referee concerned and an independent witness.

Appeals against dismissals over 35 days are too dealt with by the county F.A.

LEIGH SPORTS VILLAGE COMPANY OUTDOOR FOOTBALL LEAGUE PAYMENT & GENERAL INFORMATION

1) TIMES

- Teams are required to arrive for their fixture at least 5 minutes before their scheduled time slot (we are on a very tight schedule).
- Games shall be played at 40 minute intervals e.g. 6.30pm, 7.10pm, 7.50pm, 8.30pm etc.

2) DURATION

- Each game shall consist of 2 x 19 minute halves, to result in a 38-minute game.
- Team shall swap straight round at half time (i.e. no interval) and change ends.

3) LATENESS PROCEDURE

- Match time will be reduced if the match is delayed.
- If any team is longer than 15 minutes late then they shall forfeit the game. A 3 - 0 score line shall be awarded to the opposition.

4) TEAM NO SHOWS

- You are entering into a block booking agreement with L.S.V Company; therefore your team must pay for every week.
- If for whatever reason your team cannot turn up, notification must be given at least 36 hours before kick off. That team will then forfeit the game 3 - 0. The team will still have to pay their match fees i.e. £26 (October 08).
- Any team failing to show without prior notice will lose the game 3 - 0 and they shall have to pay the match fee of £26 plus a fine of £10.
- Teams who owe match fees and/or fines are required to have paid them within 21 days. Non payment of fines/match fees could result in teams being expelled from the League.
- If a team fails to show up, then we will endeavour, where possible to arrange a friendly. As you can understand this is not always possible as other teams may have limited time or prior engagements. Where a friendly is arranged the attending team, shall pay a reduced fee of £15.
- In extreme circumstances, fixtures can be re-arranged. This is to be decided at the discretion of the League Coordinator.

5) PAYMENT OF FEES

- A place in the league will only be secure once L.S.V Company has received the **team registration fee** (i.e. £20).
- **Match fees** are required to be paid a week in advance. So the first week that each team plays, they are required to pay 2 weeks match fees, so they are always 1 week in credit. When a team leaves they will not pay any money on their last match date.
- Match fees are inclusive of any fees paid to the referees. Payment of match fees should be made to reception at least 5 minutes before the scheduled start time of each match. Each team shall be issued with a receipt/token, which they then hand over to the referee prior to the start of each match.

6) LEAGUE FORMATION

- Each team shall play each other twice.

- New teams shall take over the points total and like for like record of teams that are departing.
- 3 points shall be awarded for a win and 1 point shall be awarded for a draw.
- The Top 2 teams of Division 2/3 shall gain promotion and the bottom 2 of Division 1/2 will be relegated (in the instance that there are two or more divisions).
- The top 2 teams at the end of the season shall receive winners and runners up medals respectively.
- 10 medals shall be awarded per team. A league trophy shall be awarded to the winning team. This should be returned 14 days before the end of the next League.
- League tables shall be displayed outside The Pavilion reception. Fixtures, League tables and blank team sheets will be sent out to team secretaries weekly by post or email.
- In the event of 2 or more teams finishing up with the same points, at the end of the League, team rankings are decided in order of:
 - i. Goal Difference
 - ii. Goals Scored
 - iii. Results between the teams when they played each other
 - iv. If these procedures fail to separate the teams then deciding matches shall be played, under circumstances set by the League Co-coordinator.

7) ELIGIBILITY

- All players must be registered in the league by completing an individual player registration form.
- No player shall be permitted to play for more than one team.
- All players are required to be 16 years old or over.
- Players who are suspended by a County Football Association are ineligible to play in L.S.V leagues.
- If you suspect a player of playing for more than one team, then it must be reported to the L.S.V staff directly after your game. You need to give as much information as you can about the alleged incident. L.S.V Company will then act accordingly.
- No player registered with a F.A Premier League or Football League Academy will be permitted to play in this competition.
- Contract players, as defined in the F.A rules are not permitted in this competition.
- Teams found to be breaching any of these rules shall forfeit the game

3 - 0.

- All eligibility issues on all matters are to be decided by the League Coordinator.

8) TRANSFERS

- A player shall be permitted to transfer from one team to another, providing that, both the team's league secretaries sign a transfer form. Transfer forms are available from the Football League Co-coordinator or from the centre reception.
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- The League Co-coordinator and the L.S.V Company management team shall decide all registration and transfer disputes.

9) ADMINISTRATION

- All players **must** complete a player registration form.
- A completed **team sheet** is to be handed in to the L.S.V reception each week. Team sheets are sent out through the post along with your fixtures.

10) INJURIES

Any injuries should be reported to reception as soon as possible (RIDDOR).

11) INSURANCE

WE RECOMMEND THAT ALL TEAMS SHOULD CONSIDER TAKING OUT PERSONAL ACCIDENT INSURANCE. PLEASE CONTACT THE L.S.V TEAM FOR FURTHER DETAILS.