



Balmain & District Football Club Summer Competition Rules

Game rules

Goal size: 3m x 2m

Offside: There is no offside rule.

Goalkeeper:

- a) The goalkeeper can handle the ball anywhere in the penalty area.
- b) To restart play after a save or goal kick the ball must be thrown or rolled from the hands or played from the ground with their feet.
- c) From a GK restart the ball must be played to a team mate prior to the ball crossing the half way line.
- d) The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- e) Opponents must be at least 4 metres outside the penalty area and cannot move inside the penalty area until the ball is in play.
- f) The ball is in play once it moves out of the penalty area. 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 teammate.
- g) Goalkeeper can be substituted and play as an outfield player as long as the goalkeeper is clearly identified separately from the outfield players.

Ball going out results in a Throw in.

- a) Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head.
- b) The thrower is unable to touch the ball again until it has touched another player.
- c) Opponents must be at least 3 metres away from the ball until it is in play.
The ball is in play once it enters the field of play.
- d) A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last results in a Corner kick.

A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.

Opponents must be at least 3 metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last results in a Goal kick

A goal Kick can be taken from anywhere within the penalty area.

Opponents remain at least 3 metres outside the penalty area until the ball is in play.

Game Leaders should not restart play until they are satisfied all opposition players are at least 3 metres outside the penalty area.

The ball is in play once it is kicked directly out of the penalty area. See GK rules for more details.

Referees: BDFC will do their best to provide referees. If on the off occasion that no referee is available, teams will share the refereeing duty in each half, referee bib and whistle will be provided.

Fouls and misconduct:

Indirect free kicks are awarded for all fouls and misconduct.

a) Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.

b) An indirect free kick is where a goal can be scored only if the ball touches another player before it enters the goal.

Any foul in the penalty area will see a penalty kick is awarded from a penalty mark

Penalties will be taken (U7-9: 1 step from area line, U10 + 2 steps) with only a goalkeeper in position on the goal line.

All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent;
- trips or attempts to trip an opponent;
- jumps at an opponent;
- charges at an opponent;
- slide tackles;
- strikes or attempts to strike an opponent;
- pushes an opponent;
- tackles an opponent from behind to gain possession of the ball;
- excessive contact with the opponent before touching the ball;
- holds an opponent;
- spits at an opponent;
- handles the ball deliberately;
- plays in a dangerous manner;
- impedes the progress of a player.

Competition rules

Age Division.

Players are able to play in the same group as they played in the CDSFA 2019 Competition. If you played U10 this season but turn 11 while playing summer comp, you are still eligible to play in the Under 10s comp.

Grading and pools:

2 Grading Rounds at the beginning of the season prior to competition proper.

Forfeits:

- Teams require 3 players from their team to start a game.
- If the team in question cant not field 3 players a forfeit will be deemed with a 0:3 loss.
- The team is still more than welcome to play with 2 players and borrow the remaining to ensure the available players and the opposing team still has a game.
- If a team forfeits twice they will be deducted 1 point.
- If a team forfeits a third time, they will have 3 points deducted from their points total and every subsequent forfeit after that.

Game day information:

- Playing time will be 2x13 minutes halves with 1-minute break followed by side switch. 3 minutes will be allocated for team transition after the match.
- Coaches and substitute players are located next to their goal, sides will be switched at half time.
- No player or coach is to stand between the fields, due to limited space.
- Fields will be marked 1,2,3.
- All fields are located on top grass area of BHS. Toilets and water fountains are located inside BHS.
- Warmups are to be done on the open area behind goals.
- BDFC will provide match balls
- A horn will be used to start and finish matches. If teams are not ready game time will be reduced.
- All games are run within 30min time slots.
- Referees will start games as soon as both teams are ready to play