

Balmain & District Football Club

Summer Competition Rules

Goal size: 3m x 2m

Offside: There is no offside rule.

Goalkeeper

- The goalkeeper can handle the ball anywhere in the penalty area.
- 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.
- From a GK restart the ball must be played to a team mate prior to the ball crossing the half way line.
- The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- Opponents must be at least 4 metres outside the penalty area and cannot move inside the penalty area until the ball is in play.
- 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.
- 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

- 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.
- The thrower is unable to touch the ball again until it has touched another player.
- 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.
- 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. Ball need to be touched by the attacking team after the kick first before the game can start.

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 Divisions

Players are able to play in the same group as they played in the CDSFA Winter 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.

Teams will be informed prior the start of summer football of final team allocations. Teams formed from Div 1 players from BDFC Development program are recommended to play year up. We strive to offer the best possible playing experience, communication of your level is important, please contact us after registering your teams at summercomp@balmainfootball.com.au with brief summary of history of your players.

Finals and ladders

U9 and up will compete for place in finals, (no finals for U7 and U8, FNSW miniroos standards).

- In single age competition, the place in final will be awarded to top 4 teams, with the finals being played 1st vs 4th, 2nd vs 3rd. Winners to final, Losers for 3rd place.
- In combined age competitions, the key to be placed to finals doesn't fully depend on ladder placement. Even younger teams will have a chance to be in finals. (for example: *If joined competition U9+U10 – 2 best teams of U9 and 2 best teams of U10*). Games being played: 1st vs 4th, 2nd vs 3rd. Winners to final, Losers for 3rd place.

Grading and pools

2 Grading Rounds at the beginning of the season may occur prior to competition start.

Teams need to register into an age competition, but can express their preferences, e.g. team wants to challenge themselves and is up for stronger competition, or team is friendship based.

If a team has at least 50% of DP players, they should enter a older competition.

Forfeits

Teams require minimum 3 players from their team to start a game and not be classified as a forfeit.

If a team cannot field 3 players a forfeit will be deemed with a 0:3 loss.

The team can still 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.

Borrowing players and playing in multiple teams

Teams can borrow a player (or players) from lower age groups, in that case game will not be classified as a forfeit.

Players can be part of more than one team during Summer soccer, however scheduling of games will not take that into consideration. Players must be listed on both team rosters.

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 1,2,3,4.
- All fields are located on grass area of Balmain Road. Toilets and water fountains are located in close surroundings of the park.
- Warmups are to be done on the open without interfering with the competitions matches or canteen.
- 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
- BDFC will be providing referees, however teams may be asked to help with refereeing.
- Referees will start games as soon as both teams are ready to play

Rained out days

BDFC will assess the grounds in the morning prior starting the day and will advise via social media and team managers if fields are suitable. Standard weather and medical policies are in place as during winter season.

In case of cancelling a day/half day competition organiser will decide if the whole round has been washed away or will be rescheduled and played piece by piece during following weeks.

Training

Training during the week is responsibility of team coach, BDFC is not providing training grounds during summer season.