



SUMMER COMPETITION FORMAT & RULES

COMP FORMAT

- 5-a-side (4v4 + GK)
- 2 x 13-minute halves with 1 minute half-time break
- BDFC will provide match balls
- BDFC will be providing Game Leaders, however teams may be asked to step in if required
- Squad sizes are limited to 8 players
- Goal size: 3m x 2m
- Field size: 32m (L) x 20m (W)
- Penalty area: 5m (D) x 12m (W)

GAME INFO

- Fields will be marked with a flag stating 1, 2 or 3
- Coaches and substitutes are located next to their goal, swapped over a half-time
- No player or coach is to stand between the fields, due to limited space
- Warm-ups are to be done in open space without interfering with the matches or canteen
- A horn will be used to FINISH matches only. If teams are not ready to begin the game at the allocated starting time, game time will be reduced.
- Game Leaders will start matches as soon as both teams are ready to play, as close to the starting time as possible.

COMP RULES

AGE DIVISIONS

- Players are able to play in the same age group they played in the CDSFA winter competition. If you played U10 in the winter season, but turn 11 while playing summer comp, you are still eligible to play in the U10 summer comp.
- Teams will be informed prior to the start of the summer football of final team allocations. Teams formed from Div 1 players from BDFC Development program are recommended to play in the older age group.

GRADING AND POOLS

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



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COMP RULES

- Teams need to register for 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 an older competition.
- Girls-only teams can play one age group comp lower. (This usually happens if Girl's team won't be able to fit in Girls only comp, they will be offered a place in mixed groups.)

FORFEITS

- Teams require a minimum of 3 players from their team to start a game and not be classified as a forfeit. If a team cannot field 3 players, the game will be forfeited and the opposition awarded a 3-0 win.
- The team can play a "non-competitive match" 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 in a season, they will be deducted 1 point.
- If a team forfeits a third time in a season, 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 comps than the game he/she is playing for, in that case, the game will not be classified as a forfeit. (U10 player in U11 competition or U9 player in U10+U11 competition)
- Players can be part of more than one team during summer competition, however, scheduling of games will not take that into consideration. Players must be listed on both team rosters from the beginning of the season.

RAINED OUT DAYS

- BDFC will assess the grounds in the morning prior to 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 per the 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 the following weeks.

TRAINING

- Training is not part of the registration for the summer competition. Training during the week is the responsibility of the team coach at their own expense.



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REFEREES/GAME LEADERS

- BDFC will endeavour to provide referees/game leaders. Game Leaders will be junior BDFC players between ages 11 and 14 years old, wearing designated Pink or Blue vests. Alongside them, you will be able to find adults working as their Mentors.
- Please address any issues with the organisers or Mentors first before engaging the Game Leader. The code of conducts for GL and participants applies.
- Any unintentionally paused game due to injury, dog on the field etc. will be restarted by a Referees Ball. The ball will be awarded to one team to continue in their play.
- If on the add occasion that no referee or Game Leader is available, teams will share the refereeing duty in each half as per the winter season.

FINALS AND LADDERS

- U9-U13 teams will compete for a place in finals, (no finals for U7 and U8).

Key to finals;

- In a single-age competition, the place in the final will be awarded to the top 4 teams, with the finals being played 1st vs 4th and 2nd vs 3rd. Winning teams to the Grand Final while defeated teams to play in the 3rd place play-off.
- In combined age competitions, the key to being placed in finals doesn't fully depend on ladder placement. Even younger teams will have a chance to be in finals.
 - (illustrative 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.
 - *In joined age groups comps additional rules will apply
 - The oldest teams in the joined age comp will need to finish in the top 4 to qualify
 - The number of teams going to finals from each age group in joined age group competition will be decided by the ratio of teams in the comp. (If 6x U12 and 6xU13 teams are in 1 competition, the division will be 2x U12 and 2xU13 if the U13 teams will occupy any of the top 4 spots.)
 - Ranking into finals will depend on positions on the ladder after all age-appropriate age adjustments took place.
 - If two or more team will consist of the same players, only 1 team will be able to play in the finals. (In case of Team A and Team B registered the same 12 players into both teams)



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MATCH RULES

MINIROOS RULES AS PER FOOTBALL CANTERBURY

OFFSIDE

- There is no offside rule in MiniRoos. Game Leaders should strongly discourage children from permanently standing in blatant offside positions. Goals can be scored from the offside position.
- Game Leaders should direct players from permanently standing in blatant offside positions to move into onside positions.
- Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.
- *The Game Leader may disallow a blatant offside goal, after notifying both teams, prior to the event.*

GOALKEEPER

- The goalkeeper is allowed to handle the ball anywhere in the penalty area.
- To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.
- The ball is in play when it is out of the GK's hands and on the field.
- The goalkeeper is not allowed to kick or drop kick the ball directly from their hands (AFL style).
- 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.

BALL CROSSING THE SIDELINE

- Throw-in.
 - Player faces the field of play, has part of each foot on the ground either on or behind the sideline, uses both hands and delivers the ball from behind and over his or her head.
 - The thrower must not touch the ball again until it has touched another player.
 - Opponents must be at least 5 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

- Corner kick
 - The attacking player places the ball on the corner arc on the side where the ball crossed over the line.
 - Defenders must be far enough (3-5 metres) away until the ball is played.



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- The ball is in play when it is kicked and moves.
- A goal CAN be scored directly from a corner kick.

FOULS AND MISCONDUCT

- Indirect free kicks are awarded for all acts of handball or fouls and misconduct.
- Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.
- An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.
- Fouls and misconduct are:
 - For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8-metre penalty mark with only a goalkeeper in position.
 - All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.
- Fouls and misconduct are OBVIOUS:
 - kicks or attempts to kick an opponent.
 - trips or attempts to trip an opponent.
 - jumps at an opponent.
 - charges at an opponent.
 - strikes or attempts to strike an opponent.
 - pushes an opponent.
 - tackles an opponent from behind to gain possession of the ball.
 - makes contact with the opponent before touching the ball.
 - holds an opponent.
 - spits at an opponent.
 - handles the ball deliberately.
 - plays in a dangerous manner; and impedes the progress of a player.

BALL CROSSING THE GOAL LINE AFTER TOUCHING THE ATTACKING TEAM LAST

- Goal kick from anywhere within the penalty area.
- Opponents remain at least 5 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 5 metres outside the penalty area.
- Opponents must be at least 5 metres outside the penalty area and cannot move inside the penalty area until the ball is in play.



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- The ball is in play once it moves out of the penalty area, and/or has been touched/controlled by the ball possession team to ensure that the team in possession has a chance to start to play the ball out from the back.

START OF PLAY AND RE-START AFTER A GOAL

- Play the ball from the middle of the halfway line.
- All players must be in their own half of the field of play.
- Opponents must be at least 5 metres away from the ball until it is in play.
- The ball must touch another player before a goal can be scored.

BALL IN AND OUT OF PLAY

- The ball is out of play when it has wholly crossed the goal line or the sideline on the ground or in the air, or when play has been stopped by the Game Leader.

METHOD OF SCORING

- A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

SAFETY

- Shin guards must be worn by all players without exception.
- No one is to wear a watch or any other jewellery that could be deemed as dangerous.
- Any player suspected of suffering from a concussion should be examined by a medical practitioner before returning to play. As a general rule, "If in doubt, sit it out".

SUBSTITUTES

- Substitutes may rotate during the entire game.
- The coach is allowed to make the substitutions while the ball is in play but must wait until the substituted player has left the field.
- Substitute players waiting "on the bench" should wear bibs.

THROW-INS / CORNERS

- Players will be made to stand back enough (3-5 metres) to allow the game to flow, this can be adjusted based on the level of the teams.
- This also applies to corners to keep the defenders away from the corner taker so it encourages short corners.