Senior

Summer 5 A-Side Rules

The following is a summary of rules and regulations relating to the playing of the Pukekohe AFC Summer 5 a-side football.

- This is a social 5 a-side competition with the emphasis on fun while playing football.
- There are no referees – teams need to referee themselves. Please be fair and kind.

Player Safety

1. **No slide tackles are allowed.**
    a. Infringement of this rule will lead to a free kick being awarded against the offending player's team.
2. **We strongly recommend that players wear shin pads.**
    a. We will not take any responsibility for injuries caused to players not wearing shin pads as it is understood that this is the individual player's own decision/responsibility.
3. **No jewellery including watches, earrings, Fitbits, necklaces during play.**
    a. Players cannot take the field, or must leave the field, if they do not comply with this.
4. **Footwear**
    a. Sand shoes or football boots with molded studs or cleats are permitted.
    b. No bare feet.
    c. Boots with screw in studs or steel studs are not permitted.
5. **Players**
    a. Player list needs to be submitted before the first game. This can be added to if there is space, but players cannot be replaced.
    b. Playing players not listed in your team player list will result in a loss for each match in which ineligible players are fielded.
    c. To be eligible for the Senior Competition
        i. The minimum age for male players is 14 but they must be turning 15 in the current calendar year.
        ii. The minimum age for female players is 14 but they must be turning 15 in the current calendar year.
        iii. Females who are 14 turning 15 in the current calendar year are eligible to play in a senior or youth team.

Team Structure

1. There will be a maximum of 5 players per team on the field at any one time.
2. Each team may field four outfield players and a goalkeeper on the pitch at any one time
3. Each team must have a minimum of 2 females on as outfield players at any one time.
4. Each team can use a maximum of 10 players per game, and a maximum squad of 12 throughout the tournament
5. Outfield players are to be wearing the same-coloured shirts.

Uniforms

1. As this is a fun competition, no club uniforms are provided.
2. Teams are asked that all players in their team wear the same-coloured t-shirt to identify team members, (e.g. all wear red t-shirts) or teams can arrange their own screen printed t-shirts at their cost.
3. Coloured bibs may also be worn if easier.
4. If the two playing teams have the same-coloured t-shirts, the team that is down second on the draw will need to change their t-shirt colour to one that will not clash, or teams are asked to wear an alternative-coloured bib. Please see the Pukekohe AFC coordinator who is onsite for a set of team bibs if needed.

Game Structure

1. Games will be played at the Pukekohe High School fields.
2. The match will consist of two halves.
3. The length of each half will be 12 minutes.
4. There is a hooter to sound at the following times:
    a. A hooter will sound to start the game at the scheduled kickoff time
    b. A hooter will sound at the end of the first half (12 mins after kickoff time). **There will be no hooter to start the second half**. Both teams change ends immediately and the game will restart when both teams are ready.
    c. The hooter will sound to end the game (25 minutes after kickoff).
5. The first half will begin with one team passing from the centre line; the second half will begin with the other team passing from the centre line.
6. After a goal has been scored the game will be re-started by the team who conceded the goal by passing from the centre line.
7. Half time will be a straight change around with one minute added to the second half to allow the change of ends.

Substitutions

1. Substitutions are unlimited during the game.
2. Outgoing substitutes must leave the field of play before the replacement enters the playing area.
3. Oncoming players can only enter the field of play when to ball is out of play.
4. The oncoming players are active immediately and can receive the ball.
5. Substitutes must stand outside the pitch area and spectators must not enter the field of play under any circumstances.
6. Teams may not change their goalkeeper until half time.
    - Unless the goalkeeper sustains an injury.
    - Injured goalkeeper cannot take part in the remainder of the game.

Field Restrictions

1. There are two marked goal areas on the pitch.
2. Only the defending goalkeeper is allowed to play the ball inside the goal area and only he/she may handle the ball in this area.
3. An outfield player gaining or seeking to gain an advantage by entering his own goal area will have a free kick awarded against his team.
4. An outfield player entering his opponent's penalty area to gain advantage will be penalized. The game will be re-started from the goalkeeper with a free kick.
    a. If momentum on a shot carries the attacking player in the box and no contact between the attacker and the goalkeeper occurs, this will be deemed acceptable.

Set up and Set down

1. Goals are onsite and are to be set up on fields by all teams. One net and goal per team per field must be set up before the first round.
2. On completion of games nets must be brought back to middle by all teams and put into bins provided. Goals put back by the cricket practise cages.

General Play

1. There are no offsides.
2. There are no sideline throw ins – these are to be kicked in from the ground from the point where the ball exited the playing field.
3. A goal may be scored from any point within the field of play.
    a. Exceptions are that goalkeepers may not score in the opponent's goal directly from a goal kick or a throw from within their goalkeeper area unless it is touched by an outfield player.
    b. Goals cannot be scored directly from a sideline kick in or directly from the kickoff unless the ball is touched by another player.

Corners

1. If the ball goes out of play over the goal line:
    a. If the last touch was by the defensive team (including the goalkeeper) then the offensive team is awarded the ball.
        i. Because there is no sideline throw ins in 5 aside, the offensive team will take a sideline kick. This will be kicked in from the ground at the corner of the pitch.
    b. If the last touch was by the offensive team, then a goal kick is taken.

Free Kicks

1. All free kicks will be indirect.
2. Opposition players must be at least one metre from where any free kick is taken.
    a. If opposing players do not retreat the required one metre, the kick may be moved forward one metre.

Goalkeepers

1. Are allowed to leave their Goal area but cannot cross the halfway line.
2. The goalkeeper can only take the ball outside of the goal area in an in-play situation. (ball has not left the field of play).
3. The goalkeeper cannot take the ball back into the goal area if they initially were the one to take it outside the area unless it has since been touched by another player from either team.
4. The goalkeeper must return the ball into play from an out of field occasion by kicking it from the ground out of his/ her area.
5. The goalkeeper can throw or kick the ball from an in-play situation.
6. The ball cannot cross halfway on the full if it has been kicked or thrown from inside the goal area.
7. The goalkeeper has a maximum of 5 seconds to return the ball into play.
8. Teams must provide their own goalkeeper gloves if required.

Scoring

1. Team managers (those people who registered the team in Friendly Manager) will receive an email ten minutes before the end of each game with a link in the email.
2. Clicking the link takes you to the score input screen and you will need to input the score into the system.
3. Each team enters the score via their own email, and if the score matches then the result is confirmed. If the scores entered by each team do not match, then this issue will need to be resolved by the Club, which takes time and a conversation with each team.
4. Please make sure the correct score gets attributed to the correct team.
5. **Scoring**
    a. Only goals count towards the final score.
    b. If the score is equal at the end of the game, then the game is drawn, and each team is allocated points as below.
    c. Please **do not** count corners.
6. Points allocations are described below and are automatically assigned by the system based on the score that is entered.
   Win = 3 points
   Draw = 1 point
   Loss = 0 points

Competition Table

1. The results table can be seen on the Pukekohe AFC website. Please contact the club if there are any issues with the points, results or otherwise.

Draw

1. The draw can be seen on the Pukekohe AFC website and is subject to the number of entries, it may be a league structure and may or may not include playoffs.

Cancellations

1. The Club reserves the right to cancel play due to weather issues or for other reasons.
2. Any cancellations will be made by 5pm at the latest on the day and will involve the following communication:
    a. An email will be sent to the manager of all teams **AND**
    b. A post will be put up on the Pukekohe AFC Social Media.
3. Please do not message or email the Club on the day asking whether football is on. Please trust that we will follow this process and you will stay informed via your team manager or our Facebook page.

Disciplinary and Complaints

1. A player who is being continually being brought to the attention of Pukekohe AFC may have a ban imposed.
2. Violent conduct will not be tolerated, and the person / persons involved will be banned from the competition.
3. In the case serious foul play or foul/abusive language a suspension will be placed against the offending player/s of 2 weeks, or longer should the Club deem this necessary.
4. Teams that continue to have poor player discipline may be removed from the competition.
5. Players playing whilst suspended will have a further three-week ban added to the end of their current suspension and the team will lose 12 points.
6. Any complaints can be emailed to: secretary@pukekoheafc.com Any complaints relating to conduct or results need to be emailed within 48 hours.

Team Entry/Payment

Team entry fee must be paid prior to the first game starting. If it has not been paid, then the team will forfeit all games (lose by default) until the entry fee is paid.