

NOMADS UNITED SUMMER FOOTBALL RULES (9+ years)

FIELD OF PLAY:

- The field of play is marked by pitch markers including the goal area or D (semi-circle)
- The goal area is marked by an arc of 5 metre radius from the centre of the goal.

KIT:

- A player must not use equipment or wear anything that is dangerous to themselves or another player (including any kind of jewellery).
- Players must wear appropriate football boots. No metal studs.
- The wearing of shin guards is compulsory and must be covered by socks.
- Teams are required to wear matching-coloured shirts. If team uniforms clash or a team does not have a uniform, bibs will be provided for one team to distinguish between the teams.

THE PLAYERS:

- A match is played by two teams, each consisting of no more than five players (5 a-side, one of whom is the goalkeeper).

D'S (SEMI-CIRCLE):

- All players are allowed inside the D's any time the ball is in play.
- There is no offside

SUBSTITUTIONS:

- The Rules of the Competition allow for "rolling" substitutes to be used. A player who has been replaced may later return to the playing area as a substitute for another player. A "rolling" substitution is one which is made when the ball is out of play. The referee's permission is not required.
- Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and the change is made during a stoppage in the game.

GOALKEEPER:

- D's (semi-circle) is in operation.
- Keeper is allowed out of the goal area (whilst out they will be treated as any other player).
- Keeper is allowed to save or stop the ball with their hands inside the goal area D's (semi-circle) only.
- Keeper can only return the ball into play with a throw in action within the semi-circle. Penalty for infringement: indirect free kick 6m from goal line at a point determined by the referee.
- The keeper may throw the ball to outside the D, then play the ball themselves.
- Keeper is not allowed to handle the ball after a pass or kick-in from their own team but may use their feet to distribute the ball.
- The keeper may only receive the ball once from a member of their own team, and may not touch it again, until it has gone out, gone over halfway, or touched an opposition player.
- After holding the ball, the goalkeeper must immediately return the ball into play with a throw or kick within 4 seconds. The ball can be thrown over halfway.
- If the ball deflects off a cone used for field marking, for example, the goal area, the goal shall stand as the cone is a part of the field of play.

GAME DURATION:

- All games played: 2 x 20 minute halves, 5 min halftime. (9/10th Grade 2x 15min halves with 5 min halftime).
- Teams must be ready to take the field at kick-off time.
- Game time will be kept on the organiser's public announcement system.
- If a team is more than 5 minutes late: they have defaulted (referee's discretion) and will lose the game with 3 goals.

POINTS:

- There shall be 3 points for a win, 1 point for a draw and 0 for a loss.
- There shall be 0 points allocated for a defaulting team and 3 points for the opposition.

START OF PLAY:

- The home team, listed as first team on the fixtures, starts the game with a kick-off from the centre spot.
- A goal may not be scored directly from the kick-off.
- The opponents of the team taking the kick-off are at least 4 metres from the ball until it is in play.
- The ball may go in any direction.
- In the event of any infringement of the kick-off procedure, the kick-off is retaken.

DISCIPLINARY PROCEDURES:

- If a player receives a sin bin they must sit out 3 minutes of play (as determined by the referee). A player given a sin bin can be replaced with another player from that team.
- A sin bin is also given for any verbal abuse.
- A player receiving a direct red card is suspended for the rest of that game and also the following game. A player that has been sent off can be replaced with another player from that team after 2 minutes have elapsed or the opposition score a goal. A player committing a second sin binning offence will be issued with a red card and sent off for the rest of that game and the following week's game.

SLIDING TACKLES/AGGRESSIVE PLAY:

- No aggressive force to be used and sliding tackles are not allowed. You may slide to prevent a ball from going out of play, but not when the ball is in possession of an opposition player.
- Sin bin may be used for persisting foul/ sliding tackles.

FREE KICK:

- Opposition must stay 4 metres away from the location of the free kick.

PENALTY KICK:

- A penalty kick is awarded against a team that commits an offence for which a direct free kick is awarded, inside its own defensive third.
- The ball is taken from 6 metres from the goal at a point determined by the referee.
- The player taking the penalty kick must be properly identified and has to have the foot by the ball.
 - The defending goalkeeper must remain on their goal line, facing the kicker, between the goalposts. until the ball has been kicked.
- All players must be behind the offside line while penalty gets taken.

KICK-IN (THROW IN):

- It is kicked in: there are no throw-ins.
- Opposition must stay 4 metres away.
- Kick-ins must be taken within 4 seconds of placing the ball on the ground.
- A goal cannot be scored directly from a kick-in.

GOAL KICKS:

- A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.
- The keeper can return the ball into play within the semi-circle by using their hands only. Penalty for infringement: indirect free kick 4 metres outside goal area.
- Opposition must stay 4 metres away.

CORNER KICK:

- A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.
- A goal may be scored directly from a corner kick.
- The ball must be placed within 30 cm of the corner cone nearest to the point where the ball crossed the goal line.
- The corner cone must not be moved.
- Opponents must remain at least 4 metres from the ball until the ball is in play.

Please note: Summer Football is a social competition, and all games MUST be played in the spirit of the game. Nomads United AFC reserves the right to re-grade or remove teams/players should they be deemed to be not playing in the spirit of the competition.