#### **TEAMS**

- Please do not, under any circumstances leave your gear in the changing rooms.
  The club will not be responsible for any gear that goes missing.
- First games of the night are responsible for field setup, goals, and flags being brought out.
  Please arrive earlier to do this, before your kickoff time.
- Last games of the night are responsible for packing away goals, flags and ensuring nothing is left on the field.
- Any teams who unable to control their players or spectators which brings our competition into disrepute may see their teams being removed from our competition.
- Draws are on our website www.bayolympic.co.nz, please double check your draw the night before your game.

## **REFEREES**

- Introduce yourself to teams, identify which team is which on your score card.
- Ensure that all games start and stop on time. (If teams are late to the pitch they must still finish on time).
- · Write score on score sheets provided, clearly writing who won the game with score.
- Once all your games have finished, leave score sheets in ref room for collection.

### **7 ASIDE GAME RULES**

#### **General Rules**

- 1. Games will start on time. Please ensure ALL your team are aware of the rules. NO SLIDE TACKLES.
- 2. Half time and full time will be signalled by the hooter.
- 3. Each game will be two x 20 minute halves, with a 3 min half time for the changing for the ends.
- 4. Shinpads are recommended.
- 5. Goals only count when scored from outside of the 'D' (penalty area). Your foot cannot be inside or on the line of the 'D'.
- 6. Rolling subs enter from halfway mark on field when play has stopped.
- 7. There is no off-side
- 8. Balls that go out of play i.e corners, throw-ins are to be taken as a ground kick.

#### **Goalies**

- 1. The 'D' area is for GOAL KEEPER only. Outfielders from both teams cannot enter the D area.
- 2. A 6 second rule applies for goal keepers to play ball.
- 3. After handling the ball, goal keepers are only permitted to throw out the ball.
- 4. Goal keepers cannot pickup backpasses only headers. A back pass picked up by goalie will result in a penalty. Change of goal keepers during the game may only occur at stoppage of play.
- 5. If keeper steps out of D, a free kick to the opposition will be given.

#### **Fouls**

- 1. Yellow cards will result in 3 minute sin bin without player substitution.
- 2. Red cards will result in player being sent off for the rest of the game. Fouls include offensive language and dissent/harassment against the referees or players.
- 3. Slide tackling (players leaving their feet to complete a tacke) will NOT be permitted. Slide tackling may result in a sin bin or if dangerous a red card.
- 4. Any disputes must be put in writing and submitted to the Summer Football committee.
- 5. Penalties to be taken from 2 metres from the edge of the 'D' area.

# Finals Night

1. If there is a draw, game goes to penalty shootout - no extra time. Each team has 3 shots, then sudden death.