



FEATHERSTONE SSP

SCHOOL SPORT PARTNERSHIP

Event Rules

Event Name: Year 5/6 Football Rules

YR 5/6 – Football Rules – These rules cover both girl's & boys' events and performance and development events.

Team Information:

- Minimum squad size: 6
- Maximum squad size: 9

(Please note: this may be subject to change - the Competition Lead will inform all schools before the competition.)

Competition Format:

- Each match will be between 8 and 10 minutes in duration (the competition lead will inform all participants at the start of the competition); there is no half-time.
- Points awarded are: 5 for a win, 3 for a draw, 1 for a loss.
- Group positions determined:
 - Points accrued
 - Goal difference
 - Number of goals scored
 - Head-to-head result between the two teams
 - Sudden death penalty shoot-out
- The top 2/3 teams in each group will progress to the competition's knockout phase. (Competition Lead – will inform all participants at the start of the competition)
- All other teams may get the opportunity to play in a Plate Competition. (Competition Lead – will inform all participants at the start of the competition)

Kit and Equipment:

- Size 4 Footballs will be used at this event. Schools are required to bring their own practice balls.
- Shin pads are compulsory.
- Footwear is venue-dependent; the Competition Lead will inform schools in advance of the event. Strictly **No Metal Studs** permitted.
- Players must have the correct footwear to be permitted to play.
- Jewellery should be removed or taped to the satisfaction of the referee.
- Schools are required to bring along a set of bibs in case there is a kit colour clash with another school.

Sport Specific Rules:

- Teams must be ready to play two minutes before the scheduled kick-off time.
- A coin toss will determine which team starts. The coin toss winner decides who starts.
- Teams not ready to play at the scheduled time may forfeit the match, and their opponents would be awarded a 3-0 win.
- YELLOW CARD - A player who receives two yellow cards in a match will be sent off and miss the next game.
- RED CARD - If a player receives a red card they will be sent off and miss the next match. It will be the discretion of the Competition Director whether that player continues to play in the competition.
- Substitutions are subject to the 'roll-on-roll-off' rule. They can only be made during stoppages in play and with the referee's approval.
- All free kicks are direct. (Except heading violation) Free kicks must be taken from where the offence was committed; opponents must be five yards from the ball.
- **CLARIFICATION of the RULE:** Opposition players must also be five yards away from corners, touchline restarts or goal kicks.
- **CLARIFICATION of the RULE:** Heading the ball is not permitted. Deliberately heading the ball is an offence punishable by an indirect free kick. The indirect free kick is taken at the point where the ball was deliberately headed, except where a player deliberately heads the ball within their own penalty area. The referee will stop the game and restart with an indirect free kick 5 yards from where the offence took place.
- **NEW RULE:** Goalkeepers are not allowed to kick the ball from their hands or drop-kick it. The ball must be placed on the ground and kicked or thrown.
- **NEW RULE:** In normal play, the back pass rule applies. If a goalkeeper picks up a back pass, a direct free kick will be awarded 5 yards from the infringement.

- **CLARIFICATION of the RULE:** An outfield player who has received a pass from the goalkeeper cannot pass the ball directly back to the goalkeeper (a second outfield player must touch the ball). Such action would result in the award of a direct kick.
- **NEW RULE: Touchline Restart:** When the whole of the ball passes over the whole of the touchline, on the ground or in the air, instead of a throw-in, a pass-in / dribble-in is awarded - The kicker that takes the pass-in / dribble-in may touch the ball again before it is touched by another player. At the moment of delivering the ball: The ball must be stationary on the touchline at the point where it left the pitch; only the kicker may be off the pitch All opponents must stand at least 5 yards from the point on the touchline where the pass-in or /dribble-in is to be taken from. A goal cannot be scored directly from a pass-in. See link for more information https://youtu.be/jP_DzpoMSXg
- Sliding tackles are not permitted.
- **NEW RULE:** The taking of ANY penalties will be subject to a 'five-step' run-up rule.
- **NEW RULE:** In the event of a penalty shoot-out, a coin will be tossed will decide who takes the first penalty. A penalty shoot-out will consist of 5 penalties each. The team with the most penalties scored will win the shoot-out. If the shoot out is a tie, a sudden death shoot-out will take place.
- **NEW RULE:** Goalkeepers will no longer be punished for leaving the goal area. They can now be used to support outfield play; however, they can only pick the ball up in the goal area.
- Foul or abusive language / aggressive behaviour will not be tolerated and will be penalised by the referee at their discretion by awarding a direct free kick/penalty/Red Card.
- The decision of the Competition Lead on the application of these rules is final.
- The Competition Lead reserves the right to change or amend these rules at any point. Any changes or amendment will be communicated with staff.