



FOOTBALL FIVE5WA

PLAYING RULES

1. DURATION

- 1.1 Senior matches consist of two 20-minute halves, with a 2-minute break at halftime. The direction of play will change after the half time break.
- 1.2 Junior matches consist of two 18-minute halves, with a 2-minute break at halftime. The direction of play will change after the half time break.
- 1.3 Standard league games will not include any additional time beyond regular play. A tied match will be considered a draw.
- 1.4 In the event of a tie during a finals match, extra time will be played, consisting of two halves of 3 minutes each.
- 1.5 Should a finals match remain tied after extra time; a penalty shootout will determine the outcome.

2. PLAYERS & SUBSTITUTES

- 2.1 A team is allowed to have up to a maximum of 8 players (5 players, plus a maximum of three substitute players).
- 2.2 All teams must take the field with a minimum of four players for the match to commence.
- 2.3 If a team is unable to field at least four players, it will be considered a forfeit, resulting in a 10-0 forfeit win being awarded to the opposing team.
- 2.4 Unlimited substitutions will be allowed for all matches.
- 2.5 The referee must be informed before a substitution can be made.
- 2.6 A substitute can only enter the field once the other player has left.
- 2.7 Any player may change with the goalkeeper, provided that the referee is informed of the change, and it is done during a stoppage in play.
- 2.6 During a match, mixed teams are required to always have at least two female players on the field if play.

3. START OF PLAY & BREAKS IN PLAY

- 3.1 Matches start with a coin toss to determine sides and possession.
- 3.2 Kick offs will be taken from halfway.
- 3.3 In the event of the ball going out of play, there will be no throw-ins. The game will resume with the ball being kicked in from the sideline, from the ground.
- 3.4 During a sideline kick in the opposition team must be a minimum of 2 metres from the ball until it is in play.
- 3.5 A goal cannot be scored directly from a sideline kick in.
- 3.6 No offsides will apply. Players may place themselves in any part of the playing area without restriction, including the goal areas.
- 3.7 All free kicks are indirect.
- 3.8 When a player is taking a free kick, the opposition must be a minimum distance of 2 metres from the ball until it is in play.
- 3.9 A penalty kick will be awarded for any foul inside the penalty area.
- 3.10 A penalty kick shall be taken from the edge of the penalty area directly in line with the centre of the goal.
- 3.11 In the event of a penalty being awarded, the penalty taker can only take one step before striking the ball.

3. THE GOALKEEPER

- 3.1 Goalkeepers must not leave the penalty area. If they do so then a penalty is awarded to the opposition unless the goalkeepers momentum has carried them out of the area while making a save.
- 3.2 Goalkeepers can pass the ball out with their feet or throw it out with their hands.
- 3.3 Goalkeepers are not permitted to kick the ball out of their hands. If they do so, an indirect free kick will be awarded to the opposing team.
- 3.4 Goalkeepers are not permitted to pick the ball up if it has been passed to them from a teammate. If they do so, an indirect free kick will be awarded to the opposing team.
- 3.5 Goalkeepers must release the ball within 6 seconds. If they do so, an indirect free kick will be awarded to the opposing team.

4. EQUIPMENT & SAFETY

- 4.1 Shin pads must be worn by all players. No shin pads, no play. Rule 2.3 may be applied.
- 4.3 Slide tackles are not permitted and will be penalised by the awarding of a free kick to the opposition.

- 4.3 Persistent slide tackles will result in a yellow card at the discretion of the referee.
- 4.4 Each team is required to wear matching shirts at a minimum.
- 4.5 The goalkeeper must wear a different coloured shirt or bib that distinguishes them from the other players.
- 4.6 In the event that opposing teams are wearing similar colours, bibs will be provided to the fixtured away team.
- 4.7 Players are permitted to wear boots with moulded studs or joggers. Screw-in studs are not permitted. Failure to wear the permitted footwear may result in a player being excluded by the referee. Rule 2.3 may be applied.
- 4.8 Senior Leagues (Men's, Women's, and Mixed) will use a size 5 match ball, supplied by Football Five5 WA.
- 4.9 The U16 and U14 Youth Leagues will use a size 5 match ball, supplied by Football Five5 WA.
- 4.10 The U12 and U 10 Youth Leagues will use a size 4 match ball, supplied by Football Fives5 WA.

5. MISCONDUCT

- 5.1 A player receiving a yellow card (caution) shall be sent from the field of play for a period of 2 minutes. This player may be replaced by a substitute.
- 5.2 A player who receives two yellow cards in the same match will be issued a red card and will be sent off the field for the remainder of the match. This player may not be replaced.
- 5.3 Direct red cards will be issued for instances of serious foul play at the discretion of the referee.
- 5.4 All refereeing decisions are final. Arguing with the referee may result in a yellow card or a red card at the referee's discretion.
- 5.5 Players responsible for misconduct may face suspension or removal from the league at the discretion of Football5 WA, in accordance with the Terms and Conditions.

All participants entering sporting activities do so entirely at their own risk and the organisers, their servants or agents do not accept liability for any personal injury or loss/damage to property whosoever caused. Football FIVE5 WA is unable to provide personal injury insurance or player-to-player insurance; teams are advised to purchase this as a team or individually. A copy of these rules shall be given to all participating clubs and are binding on the clubs and players taking part. A copy of these rules are available on request from Football5 WA.