



ALBANY CREEK EXCELSIOR FOOTBALL CLUB

5 A SIDE 2017

Rules of Competition

Laws of the Game

These rules are applicable to all of the club's five a side programs including the Junior Competition open to U6 to U17 players. "The Over 35s men and women Competition" including corporate teams. "The Open Men and Women Competition" and the "Kindy Five a Side competition" which is open to children that have participated in the ACE Kindy Soccer Program. Please note that each of these competitions are organised and managed independently of each other, however, the following Rules of Competition cover go across all Five A Side Competitions.



COMPETITION STRUCTURE

ACE FC will arrange age restricted competitions for players as per the following.

Competitions may be mixed or gender specific as determined by ACE FC. Final Registration numbers will dictate Competitions to be run. Age groups may be combined if deemed necessary. ACE FC may allow players to play outside of their correct age group under special circumstances.

- Open Men's
- Open Women's
- Over 35 Corporate Players born 1981 or earlier
- Over 35 Social Players born 1981 or earlier
- Under 16 Player born in the year 2001
- Under 15 Player born in the year 2002
- Under 14 Player born in the year 2003
- Under 13 Player born in the year 2004
- Under 12 Player born in the year 2005
- Under 11 Player Born in the year 2006
- Under 10 Player Born in the year 2007
- Under 9 Player Born in the year 2008
- Under 8 Player Born in the year 2009
- Under 7 Player Born in the year 2010

COMPETITION PREMIERS (U12 and above only)

Premiership

The premiership shall be determined by the team with the highest number of points in each competition at the end of the season.

Points

In all competition fixtures, match points will be awarded as follows:

- WIN Three (3) Points
- DRAW One (1) Point
- LOSS Nil (0) Points
- BYE Nil (0) Points
- NO RESULT Nil (0) Points for either team

Goal Difference

If, at the end of the fixture competition, any two or more teams are equal on points, goal difference shall be taken into account in determining the Premiers. Goal difference shall be calculated by subtracting the total number of goals AGAINST from the total number of goals FOR in all fixture matches:

- the team with the higher or highest resultant (plus figure) from such calculation shall be deemed to have the superior goal difference and shall be the higher or highest placed team;
- in the case of goal difference being equal, the team having scored the most goals FOR shall be the higher or highest placed team.
- In the case of teams having an equal goal difference and having scored an equal number of goals FOR the team with the higher or highest number of points from matches played between the teams in question shall be the higher or highest placed team;
- if the number of points is equal, then the team with the superior goal difference from matches played between the teams in question, shall be the higher or highest placed team;
- in the case of goal difference being equal, the team having scored the most goals FOR from matches played between the teams in question, shall be the higher or highest placed team;
- if the goal difference and goals FOR are equal, then the team that scored the most away goals from matches played between the teams in question, shall be the higher or highest placed team.
- If teams are still equal after taking into account all of the above considerations, then a penalty shootout in accordance with the LOTG will apply to determine Premiers.

FIXTURES

Scheduling

ACE FC will arrange the dates, times and locations of all matches. These scheduled matches will be advised to participating teams prior to the commencement of the season.

Duration

The duration of matches for each age group are outlined in the ACE 5 a Side LOTG. The referee has the right to abandon any match if playing conditions compromise player, spectator or official safety. No added/injury time will be played during matches.

Application for Alterations

Any application for an alteration to scheduled fixtures shall be submitted in writing to ACE FC at least fifteen (15) working days prior to the scheduled fixture. Each request will be determined on its merits. Applications for alterations due to "social functions" (e.g. Weddings, christenings, confirmations or other social and religious events) will not be considered. The Club's decision in regards to the rescheduling of fixtures will be final.

Non-participation in a Fixture

Any team that fails to fulfil any of its fixture or finals obligations arranged by ACE FC, may have points deducted per offence, and may be subject to further disciplinary action.

In the event that either team is not ready to commence the fixture within 15 minutes of the scheduled kick-off time, the match may be recorded as a 3-0 win in favour of the opposing team, and the points will be awarded to the opposing team as a forfeit. Should any team claim such a forfeit they must forward a completed Official Match Sheet, signed by the appointed referee, or an ACE FC official. The team deemed to have forfeited may submit a report, within three (3) working days, to ACE FC should they believe the forfeit was caused by exceptional circumstances. Where ACE FC finds that exceptional circumstances caused the forfeit, the match may be deemed as *postponed* and be subject to the rules of Postponed Matches.

If, for any reason, a team intends to forfeit a scheduled fixture match, the team is to provide two (2) clear working days written notice of the forfeit to the Administrator of ACE FC. ACE FC shall be responsible for notification to the opposition team and the appointed referees. The match will be recorded as a 3-0 win in favour of the opposing team, and the points will be awarded to the opposing team.

A Club that fails to provide sufficient notification of a forfeit may lose points. A team, which persistently forfeits matches, may, at the discretion of ACE FC, be withdrawn from that competition.

Withdrawal/Removal from Fixtures

If any team in the competition withdraws or is removed from fixture competitions then the following will apply:

- (a) if the team is withdrawn or removed before the competition has started - a bye in the competition will be substituted;
- (b) if the team is withdrawn or removed after the competition has started - the recorded results for that team will be deleted and a bye in the competition will be substituted;

Postponed or Rain Affected Matches

As a general rule, no matches will be replayed due to wet weather cancellation. ACE FC reserves the right to cancel any round, or part thereof, should they deem that player safety or field maintenance reasons dictate this course of action. Notifications will be placed on the ACE FC website, www.acesoccer.com.au no later than 4.00pm on the day of scheduled games. Updates will also be posted to Facebook so please make sure you are a member of the 'closed' Albany Creek Excelsior Facebook page <https://www.facebook.com/groups/acesoccerclub/>. Should a team wish to replay a cancelled game then they can apply to ACE FC to do so. ACE FC will assess this application and advise of possible game times, if any. ACE FC may, at its discretion, extend the competition by multiple weeks, alternate days, or both, in order to facilitate cancelled games.

PLAYERS

Interchange of Players

In all competitions, unlimited interchange will be permitted, with no more than eight (8) players permitted to be listed on the Match Sheet. Only players listed on the Match Sheet are permitted to take part in the match. A player who has been interchanged may return to the field for another player. All interchanges can occur at any time in play and must take place near the halfway line.

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Player Identity

Player identity may be checked by ACE FC at any stage. Players who do not or cannot produce proof of identity will not be permitted to take part in the match. All challenges of identity/eligibility by opposition teams must be brought to the attention of the clubs 5 a Side administrator as soon as possible. ACE FC reserves the right to investigate the eligibility of any player at any stage.

Borrowing Players

A borrowed player must be registered in the ACE FC 5 a Side Competition. Team can borrow a maximum of two (2) players. Players who are borrowed must be playing in the correct age group. It is the responsibility of the team official to ensure that the borrowed player is eligible to play.

Registration of Players

ALL players participating in the ACE 5 a Side competition must be registered with ACE 5 a Side **before** taking part in any match.

Ineligible Players

Any Junior player (U6-U16) not registered as per ACE FC 5 a Side Registration Procedures and Guidelines for the current season is considered ineligible and is not permitted to participate in any ACE FC 5 a Side Competition.

Any player under suspension by ACE FC is considered ineligible, and is not permitted to participate in any fixture until that suspension is served. This includes automatic suspensions for yellow and red cards along with penalties determined by the ACE FC Disciplinary Committee.

A player whose has not signed the ACE FC 5 a Side Match Sheet prior to the commencement of any match is considered ineligible and is not permitted to participate in that match.

Penalties and Outcomes

If it is established that a player competing in any ACE FC 5 a Side competition fixture was ineligible to play, then the following will apply:

- the team found guilty shall forfeit any goals scored and points gained in that match and the points and match will be awarded to the opposing team;
- the game will be recorded as a 3-0 win in favour of the opposing team, unless the final result was of a greater margin in favour of the opposing team;
- ACE FC may impose an additional sanction, suspend, expel or take whatever disciplinary action it deems necessary against the offending team or player.

In the event that it is established that both clubs competing in any ACE FC 5 a Side competition fixture fielded players who were ineligible to play, then the following will apply:

- the match will be deemed as a NO RESULT, whereby, no points will be awarded;
- ACE FC may impose an additional sanction, suspend, expel or take whatever disciplinary action it deems necessary against the offending teams or players.

MATCH DAY

Match Sheets

On match day, both teams participating in a competition match are required to sign the ACE FC Match Sheet prior to the commencement of any match.

The Match Sheet will list:

- list all match details (age group, division, date, fixture number, participating teams, and venue);
- list all players taking part in the match with first name, surname with room for a signature;
- not list more than eight players for any fixture;

The Team Manager is responsible for ensuring the names of all players are listed and signed on the sheet.

Players participating in U6-U11 matches are not required to sign the Match Sheet.

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Procedures following a Match

Following the match, the Referee should sign off the Match Sheet after verifying the accuracy of final result, game details (red cards, cautions, goal scorers and times) and players listed. The referee will forward the original copies of the completed Match Sheets to ACE FC.

Results of Fixtures

The results of fixtures will be communicated to ACE FC by the referee.

Match Balls

ACE FC shall provide two footballs of correct size and in good order and condition for each match.

Playing Strips

All playing strips must be of the same predominant colour (with the exception of socks). Where team colours are similar, the AWAY team will be required to wear an alternate strip or bibs, (these can be supplied by ACE FC). Goalkeepers shall wear any colour provided it does not clash with either team or referee.

Extreme Weather Conditions

In extreme weather conditions, ACE FC reserves the right to postpone, delay or abandon any fixture.

Blood Rule

In the event a player suffers an injury or wound which results in the loss of blood, the Referee will request that the injured player receives attention outside the field of play and only when the Referee is satisfied that the injury or wound is safely covered and contained, will the player be permitted to re-join the game.

In the event the player's uniform or attire is splattered with blood, the Referee will require the player to change any clothing with blood stains before being permitted to re-join the game.

DISCIPLINARY

Players who receive a Red Card/Dismissal in a match shall receive an automatic non-appealable suspension of 1 week. Additional suspensions may be imposed after review by the ACE FC Disciplinary Committee. Players suspended will be informed via email and before their next fixture.

ACE FC reserves the right to change or amend these rules at its absolute discretion.

ACE 5 a Side 2017: Laws of the Game

These Laws should be read in conjunction with FIFA Laws of the Game. FIFA LOTG apply if not covered in the ACE 5 a side LOTG. Clarification should be sought from ACE 5 a Side Referee Coordinator if questions arise.

Key differences with FIFA LOTG:

- All restarts, (Except for Penalty Kicks) are INDIRECT: a goal **MAY NOT** be directly scored from any restart including a Free Kick, a Kick Off, a Corner Kick, a Goal Kick, and a Throw-in. (If the ball goes directly into the opponents' goal from any restart, it's a Goal Kick.)
- Opponents must be at least 5m from the ball at any kicked restart (and 2m away from a Throw-In).
- If an attacker is fouled inside the penalty area, it's a DIRECT Penalty Kick taken 2m away from the penalty area; All players must be behind the ball.
- There is no "Offside".
- **O35s:** Slide tackles are not allowed: tackling players must remain on their feet throughout the challenge.
- If a player is Sent Off, their team plays short until the opponents score a goal or for 2 mins whichever comes first.
- Field player substitutions are *on the fly* and must take place near half-way; a Player must leave the field before a Substitute enters. Goalkeeper substitutions may only be made at a break in play and with the prior permission of the Referee.
- Match duration: U6-U10: 2 x 20mins; all other matches 2 x 25 mins.
- **Ball size: U6-U10: size 4; all other matches size 5.**
- No coin toss: first named team chooses which goal to attack; opponents get the first kick-off; switch for second half.
- U6-U9: Once a goalkeeper has secured the ball with the hands, opponents must retreat 5m from the penalty area **and the goalkeeper given 10 seconds to deliver ball, including if they place the ball on the ground.**
- Goal keepers in all age groups are permitted to deliver the ball when saved in normal play through a kick from the hand, drop kick, thrown or kicked from the ground. Note that if the ball is placed on the ground then it will be "in play" for the opposition for U10 and older age groups.

And these changes bring us in line with FIFA LOTG 2016/2017 and the new season ahead:

- Kick off can go in any direction including "backwards". The ball is in play when it is kicked and clearly moves.
- If a foul by a defender denies an obvious goal scoring opportunity (DOGSO), the defender is shown a Yellow Card **but only** if the offending player attempts to play the ball or there is a possibility for the player making the challenge to play the ball; for all other DOGSO fouls, the offender is shown a Red Card and Sent Off.

Law 01 – The Field of Play

- Dimensions: 30-35m long x 25-30m wide.
- Markings: 8-12 cm wide touchlines at the sides, goal lines at the ends, and a centre mark.
- Combined Goal Area and Penalty Area: An arc measuring 6m radius from centre of goal posts.
- The Goals: Height 1.8-2.0m, Width 3.0-3.5m.

Law 02 – The Ball

- **U6-U10 Size #4**
- **U11 and above: Size #5**

Law 03 – The Players

- Maximum number of players on the field at any one time: 5, one of whom shall be the goalkeeper
- Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 3, one of whom shall be a goalkeeper
- Maximum Number of Substitutes: 3
- Field player substitutions are unlimited and *on the fly* so do not require the Referee's consent but must be done near half-way; a Player must leave the field before a Substitute enters. Goalkeeper substitutions may only be done at a break in play and with the prior permission of the Referee.
- For Mixed Senior Competitions, there must be at least two (2) female "field" players on the field at all time, not including the Goalkeeper.

Law 04 – The Players' Equipment: Shirt, shorts, socks, **protective shin guards (must be worn)** and appropriate footwear. In the event of a clash in shirt colours, the second named team is responsible to collect bibs from ACE FC management.

Law 05 – The Referee

- Duties: Enforce the laws, keep time, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsportsman-like behaviour, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be re-started after every stoppage, decide that the ball meets with the stipulated requirements.

Law 06 – The Assistant Referee: There are no Assistant Referees.

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Law 07 – The Duration of the Match

- U6-U10: Two equal periods of 20 minutes. There is no added time for injuries or delays in play but time can be added for a penalty kick at the end of a half.
- U11 and older: Two equal periods of 25 minutes. There is no added time for injuries or delays in play but time can be added for a penalty kick at the end of a half.
- Half-time: Maximum of 5 minutes.

Law 08 – The Start and Restart of Play

The team listed first on the official match sheet (home team) shall choose which goal to attack, the opposing (away) team shall kick off first. For all kick offs, all players must be in their own half; opponents of the team taking the kick must be at least 5m from the ball until it is in play; the Referee gives a signal; the ball is in play once it is kicked and clearly moves; the kicker may not touch the ball again until it touches another player. A goal **cannot** be scored directly from a kick off.

Law 09 – The Ball in and out of Play

- Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee.
- Lines: Touchlines and goal lines are considered inside the playing area.

Law 10 – Method of Scoring

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

Law 11 – Offside: There is no offside.

Law 12 – Fouls and Misconduct: An **Indirect** free kick or Penalty Kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

- Charges.
- Jumps at.
- Kicks or attempts to kick.
- Pushes.
- Strikes or attempts to strike (including head butt).
- Tackles or challenges.
- Trips or attempts to trip.

An **indirect** free kick or Penalty Kick is awarded if a player commits any of the following offences:

- Handles the ball deliberately (except for the goalkeeper within their own penalty area).
- Holds an opponent.
- Impedes an opponent with contact.
- Spits at an opponent.

An **indirect free kick** is also awarded when any of the following offences is committed:

- Playing in a dangerous manner (e.g. attempting to kick a ball held by goalkeeper).
- **Over 35's only:** sliding when tackling an opponent (part of body other than feet contacts the ground during the tackle).
- Impeding an opponent without contact being made.
- Charging the goalkeeper in the penalty area.
- Goalkeeper handles the ball after it has been kicked deliberately to them by a teammate.
- Goalkeeper handles the ball after a throw-in by a teammate.
- Goalkeeper within their own penalty area handles the ball for more than 6 seconds.

Players shall be **“cautioned”** (Shown a Yellow Card) when a player:

- Enters the field of play to gain an advantage before the player he is substituting has entirely left the field of play.
- Persistently infringes the Laws of the Game.
- Shows dissent by word or action with any decision of the referee.
- Is guilty of unsporting behaviour.
- Delays the restart of play.
- Does not observe the required distance at the restart of play.
- **Over 35's ONLY:** slide tackles deliberately.

Players shall be **“Sent off”** (Shown a Red Card) for:

- Serious foul play.
- Violent conduct.
- Spitting at an opponent or any other person.
- Using offensive, insulting or abusive language and/or gestures.
- Receiving a second caution in the same match.

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- Denying the opposing team a goal or an obvious goal-scoring opportunity by an offence punishable by a free kick or penalty kick **but only** if the offending player does not attempt to play the ball, or there is no possibility for the player making the challenge to play the ball.
- Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goal-keeper within their penalty area).

Rules of Expulsion:

- The player Sent Off takes no further part in the match.
- Unless U18 or below, the player sent off must leave the vicinity of the field of play.
- The team of the player sent off plays short until the opponents score a goal or for 2 mins whichever comes first. The 2-minute punishment shall be controlled by the Referee and can continue into the second half if needed.
- The substitute for a player sent off can only enter the field with the prior permission of the Referee.

Law 13 – Free Kicks

- All free kicks are indirect: a goal may not be directly scored.
- Opponents must be at least 5m away until the ball is in play.
- The ball in play after it has been kicked and clearly moves except for a free kick to the defending team in their penalty area where the ball is in play when it is kicked directly out of the penalty area.
- Kicker cannot touch the ball again until it has been touched by another player.
- A free kick awarded to a team in or near their opponents' goal area is taken 5m away from the penalty area.

Law 14 – The Penalty Kick

- Penalty Kicks are taken from a point 5m away from the penalty area.
- The ball is in play when it is kicked and clearly moves.
- All penalty kicks are direct: a goal may be directly scored.
- Opponents may stand behind and at least 5m from the ball.

Law 15 – The Throw-in

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over a touchline.

- At the moment of delivering the ball, the thrower must:
 - face the field of play
 - have part of each foot on the touchline or on the ground outside the touchline
 - throw the ball with both hands from behind and over the head from the point where it left the field of play
- Opponents must be at least 2m from the point at which the throw-in is taken.
- The ball is in play when it enters the field of play.
- The thrower must not touch the ball again until it has touched another player.

Law 16 – The Goal Kick:

A goal may **NOT** be scored directly from a goal kick; Opponents must be at least 5m away from the penalty area and may not come closer to the penalty area until the ball is in play. The ball is in play when it leaves the penalty area

Law 17 – The Corner Kick: Opponents must be at least 5m away from the ball; the ball is in play when it is kicked and clearly moves.

Grand Finals

A grand final series will be organized to determine the overall winner of each age group.

Normal ACE LOTG as above will apply to these games unless they end in a draw when the following procedure will apply:

- There will be a break not to exceed 5 minutes followed by golden goal in two periods of 5 minutes each
- The winner of a coin toss will be offered the choice of goal to attack; the other team will kick-off
- At the end of 5 minutes, the teams will change halves – no break - and the winner of the coin toss will kick-off.
- If a team scores a goal during this extra time, the game is ended and that team will be declared Grand Final Champions.

If the match is still drawn at the end of extra time, the game will proceed immediately to Penalty Kicks

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- All players on either team may take part in the penalty kicks
- The winner of a coin toss decides to kick first or second
- The winner of a coin toss decides to kick first or second
- There will be up to three penalty kicks taken by both teams after which it is “sudden death” (If a team could not achieve a draw during the first three kicks, the game is over and the other team is declared Champion.