



## JAMBO 2016 NEW ZEALAND KIDZ SOCCER FESTIVAL THE CONDENSED 6-A-SIDE RULES

### REFEREEING

It is imperative that each team provides a person willing to referee games they are involved in, if necessary.

***Please ensure that each team entered has a person willing to fulfil refereeing duties. A whistle would be provided in your registration pack***

Teams should referee one half each. This will assist in the smooth running of the competition. A horn will be sounded to indicate the start of the game. The same horn will then sound the end of the game.

- Official referees will not be provided.
- Official or Neutral Referee will be provided for all final games only.

### EQUIPMENT

1. Each team is to provide colours strip in case of a clash of colours. (Bibs will be acceptable as a change of strip when a clash of colours occurs).
2. Each team is to bring named balls with them. Ball size for U8 & U10 is three (3) and for U12, U14 & U16 is four (4)
3. Each team must nominate at least one person who will be available to referee games.
4. Players must be properly attired, (e.g. shin pads must be worn) and the Coach or Manager shall ensure that all players in their team comply with all FIFA safety requirements at all times.

### SIZE OF PITCH

Pitches 40m x 60m wide are For the U16, U14, & U12

Pitches 30m x 50m wide are for the U10 & U8

Each grade will be allocated to set field numbers

## JAMBO CUP 6-A-SIDE RULES OF PLAY

The intention of these rules is to provide clarification of rules that may differ for six-a-side football from the normal eleven-a-side football. If any aspect of the rules of the game is not mentioned here, or in doubt, then the referee is to apply normal 11-a-side rules.

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| THE START AND RESTART OF PLAY        | Choice of halves shall be decided by the toss of a coin. The team that wins the toss shall have choice of halves. The order is reversed for the start of the second half  |
| 4 second rule                        | All free-kicks, kick-ins etc must be taken within 4 seconds of the player having possession of the ball to take the kick (to keep the game flowing). SANCTION: if longer than 4 seconds a free-kick goes to the other team.   |
| Distance at free-kicks, kick-ins etc | Opposition players to stand at least 3 metres from the kicker.  |
| Duration of game                     | Two halves of 10 minutes each with interval between.<br>Hooter sounded for start of game & full-time.   |
| Free-kicks, corners kicks, fouls.    | As for regular football except: <ol style="list-style-type: none"> <li>1. When taking a kick, the opposing players must be at least 3 metres away.</li> <li>2. When awarding an indirect free kick in the penalty box, it will be taken from the 6 metre arc nearest to where the infringement took place.</li> <li>3. If the team taking the free kick takes more than 4 seconds, the referee shall award an indirect free kick to the opposing team.</li> </ol> |
| Games not started on time            | If a team is not on the pitch ready to start within two minutes of the hooter, then they will have defaulted the match. Games started late must still finish when the hooter sounds.  |
| Goalkeeper- clearances               | Goalie may only THROW the ball during normal play.<br>When the goalie throws the ball it must touch the ground (or touch another player) in the team's own half. SANCTION if the ball goes beyond the half-way line without bouncing: indirect free-kick to other team from half way line, where the ball crossed the line.   |
| Goalkeeper – handling the ball       | Only within the penalty area arc.   |
| Goalkeeper – pass-                   | Goalkeeper not allowed to touch ball with hands from a pass-  |

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| backs                      | back from a team mate (from normal play, kick-in or free-kick) – must always use feet. SANCTION - indirect free kick from edge of penalty semi-circle nearest where offence occurred.   |
| Goalkeeper – substitutions | During normal play: only at half-time or through injury.<br>During penalty shoot-out: allowed at any time.  |
| Goal kick                  | Instead of taking a goal kick, the goalkeeper is to throw the ball into play.   |
| Goal scoring allowed?      | DIRECT FROM:- Corner Kick: Yes<br>from sideline: No<br>Kick-in<br>Inside Penalty Area: Yes<br>Kick-off: No<br>Goal Kick: No   |
| Kick-in                    | Replaces throw-in for when ball goes out of play at the sideline. Must be taken within 4 seconds- ball must be stationary (not rolling)   |
| Number of players          | The match shall be played by two teams, each consisting of not more than Six players, one of whom shall be the goalkeeper, wearing a different colour. Maximum of 8 players in a squad.   |
| Offside                    | Does not apply to 6-A-Side tournaments.   |
| Penalty Area               | 6m semi-circle in front of the goal. Goals can be scored from within the penalty area. Any player can enter the penalty area.<br>Play must stop if the goalie has the ball in their hands   |
| Penalty kick               | Awarded for foul by defender against attacker inside the penalty area. The penalty spot is the point on the 6m semi-circle directly in front of the goal. All players except the kicker are to be at least 5 metres from the ball.  |
| Penalty shoot-out          | Used to decide afternoon knock-out games, which must have a winner (extra time will not be played).<br>Penalty shootout rules.<br>1. Each team shall take 5 penalty kicks.<br>2. The team named first on the draw will shoot first.<br>3. Each team will take alternate shots.<br>4. If tied after the first round then repeat until a clear winner has taken the same amount of kicks and one team has scored one more goal than the other team. |

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|               | <p>5. Substitution of goalkeeper for the penalty shoot-out is allowed at any time.</p> <p>6. Selection of penalty kickers and goalkeeper may only come from the full team, which was on the pitch at full time. Goalkeepers are allowed to take a penalty shot.</p> <p>7. All other players and coaches must wait at the half-way line while each penalty kick takes place.</p> |
| Slide tackles | Not allowed. SANCTION: direct free kick   |
| Substitutes   | Two rolling substitutes may be used at any time. Substitutes must leave and enter from half-way line. Referee's permission not required.  |
| Throw-in      | Replaced by kick-in (see above)   |
| Time-wasting  | <p>SANCTION: free-kick to the opposition if blatant and/or persistent.</p> <p>Time wasting could be on the pitch or in retrieving the ball.</p>   |