

THE NEIL FLETCHER

SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

RULES

The League shall be known as the **Neil Fletcher** Six-A-Side Football League ("NFFL") and shall be referred to as such in all publicity material published by the League or its constituent clubs. NFFL shall be organised by the League Administrator ("LA"). The winner of the league will be presented with the Neil Fletcher Cup with their engraved team's name.

TERMS & CONDITIONS OF HIRE

All players are to strictly adhere to the Terms & Conditions of Hire as published on the website. **The whole site has been designated a NO SMOKING ESTABLISHMENT and as such smoking is NOT permitted once entering the main gates of the school.**

Please note that parking is available in the North Court; there is to be absolutely no parking on the Russell field, which is adjacent to the Pitch, or the pavilion parking area – **such parking will be liable to wheel clamping.**

These rules may be amended at any time and will be enforceable no less than 10 days from the date of display on the website

RESULTS

Results must be notified to the 'LA'. All results must be confirmed in writing on a Result Card provided by the 'LA'. The Result Card must be signed by the Referee who will confirm the result and any disciplinary cards awarded.

MATCH FEES

Match Fees to be **£20.00** per team per game - to cover all administration/pitch/floodlighting and referee costs.

Payment is to be by CHEQUE on the evening of the game. Cheques to be handed to the Referee before the game. Cheques to be made payable to 'HBS Charitable Trust Pitch A/C'.

PENALTY POINT SYSTEM FOR LATE PAYMENT OF MATCH FEES.

If a team does not pay their match fees on time it will be receive one penalty point. On the collection of two penalty points, ONE point will be deducted from their league points total.

The League Table will show which teams are collecting penalty points.

One collected penalty point will be shown as <1> in the denoted column - there is no deduction from the main league total at this point.

The collection of two penalty points changes the <1> to '-1' and one point will be deducted from their league total position.

This is a running total and will continue to the end of the league.

FORFEIT POINTS AND FEES

Clubs must notify the 'LA' by a minimum of **TEN DAYS** preceding the game if a rearranged date is required, and of any cancellations.

The team causing a cancellation will be responsible for notifying the opposition and the LA. Cancellation for no valid reason 3-0 forfeit.

- Zero points to team causing forfeit.
- 3 points to opponents.

THE NEIL FLETCHER

SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

The team causing a cancellation for "NO VALID REASON" is required to pay their own match fees and their opponent's fees. Opponents are not required to pay any match fee. Matches will only be moved if, in the opinion of the LA, a valid reason is given and if pitch time is available.

DEPOSIT

A non-refundable deposit of no less than £40.00 will be paid by teams and will count against the last two games of the league subject to no other deductions such as game cancellation fees.

MATCH POINTS

WIN	-	3 POINTS	CANCELLATION or FORFEIT
DRAW	-	1 POINTS	- 3 POINTS deducted
LOSE	-	0 POINT	

1 - GOAL DIFFERENCE 2 - GOALS SCORED 3 - GOALS CONCEDED

In the event that these still do not provide a 'winner', a mutually convenient time shall be set between the two named clubs for either another match or a penalty shoot out.

If a 're-match' is chosen and the result is a 'draw', this will be followed immediately by a 'shoot out' until a winner is determined.

MATCH TIMES

Match time has been broken down into:- 13 minutes - each way
2 minutes - half time
= 28 minutes

MATCH PERIODS:-

(i)	19.30 - 20.00	(ii)	20.00 - 20.30		
(iii)	20.30 - 21.00	(iv)	21.00 - 21.30	(v)	21.30 - 22.00

PUNCTUALITY

Punctuality MUST be adhered to for start/end times. A shorter game period will be allowed if both teams are in agreement.

FLOODLIGHTING

Floodlighting (when used) will AUTOMATICALLY turn off at 22.00.

REFEREES

Football Association affiliated referees will be arranged by the 'LA'. The Referee shall be the sole arbiter on points of dispute and shall be empowered to interpret the rules governing six-a-side football, bearing in mind the best interest of all parties concerned. Harassment of referees will NOT be tolerated and could lead to a team being removed from the league, in such circumstances their deposit will be forfeited.

DISCIPLINE

All league matches shall be played in accordance with the current 'Revised Laws of Small Sided Football' Football Association Rules. The FA rules on disciplinary procedures automatically apply.

Points will be deducted from a team (up to 4 points per red card) if a player on that team is given a red card, this to be at the sole discretion of the LA whose decision shall be final.

A player who is sent off shall not be allowed to take any further part in the competition on that day, nor in subsequent rounds until the LA gives permission. The referee must report cases of misconduct within 2 days (Sundays not included) to the LA.

THE NEIL FLETCHER
SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

The LA shall be the sole arbiter on matters of dispute and if appropriate, players and teams will be excluded from the NFFL.

WEBSITE

The league table will be displayed on the website www.hitchinsports.com and will be updated each Wednesday for the duration of the NFFL. Teams may download the league table, these rules and their fixture list.

These rules may be amended at any time and will be enforceable no less than 10 days from the date of display on the website

League Administrator
1st March 2010

THE NEIL FLETCHER

SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

LAWS FOR SMALL SIDE MATCHES OR COMPETITIONS SIX-A-SIDE FOOTBALL

RULES

Except where other provisions in these Rules are made, the Laws of Association Football apply. Each Rule is numbered to correspond with the appropriate Law of the Game. These Rules are mandatory.

1. **Playing Area**

Small Side Football may be played with or without barriers. The following dimensions are recommended maximum length 140' (42.65 metres) minimum 85' (25.91 metres) maximum width 85' (25.91 metres) minimum 55' (16.76 metres).

Centre Mark - A suitable mark should be made in the exact centre of the playing area on which the ball is kicked to commence a game. The centre spot should be surrounded by a circle 3' (1 metre) in radius. A halfway line may be marked across the playing area.

Goal Area - A semi-circle of 25' (7.5 metres) radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the wall or barricade regardless of whether or not the goal posts encroach onto the field of play.

Penalty Mark - A penalty mark should be placed at a point 20' (6 metres) from the centre of each goal.

Goal - The goals shall be 16' (5 metres) long by 4' (1.2 metres) high or 12' (3.65m) by 6'(1.82m).

2. **The Ball**

The ball used shall be a Five-a-Side ball size Four or size Five.

3. **Number of Players**

(a) The game shall be played by two teams each consisting of not more than six players, one of whom shall be goalkeeper, who must wear distinguishing colours.

(b) Three (3) substitutes per team shall be permitted at any time during a game from a maximum of three (3) nominated substitutes.

(c) "Rolling" substitutes may be used. The number of "rolling" substitutions is unlimited except in the case of the goalkeeper (see clause d).

A player who has been replaced may return to the playing area as a substitute for another player. A "rolling" substitution is one, which is made when the ball is still in play and is subject to the following conditions.

(i) The player leaving the playing area shall do so from the sideline crossing over at the substitution area.

(ii) The player entering the playing area shall do so from the substitution area but not until the player leaving the playing area has passed completely over the sideline.

(iii) Where barricades are used a player must use the opening onto the playing area.

(d) Any of the other players may change places with the goalkeeper, provided that the referee is informed *before* the change is made and provided also that the change is made during a stoppage in the game.

(e) A match should not be considered valid if the playing strength of either team is reduced by more than two players.

***The relevant Forfeit will come into effect if the above situation occurs. (Please see - 'The NFFL Rules' - 'Forfeit Points and Fees').*

THE NEIL FLETCHER

SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

4. Players' Equipment

- (a) Footwear shall be worn in accordance with the Laws of the Game, and subject to any local regulations (shin pads are a requirement).

***Standard football boots with studs are not allowed nor are Moulded studs. Footwear to be either trainers or dedicated astroturf boots.*

5. Referees

A referee shall be appointed to officiate in each game. He shall have the same powers and duties as laid down in the Laws of the Game.

6. Timekeeper/Scorer

The appointed referee shall also act as Timekeeper and Scorer. This official shall:

- (a) Record goals scored.
- (b) Act as timekeeper and signify half-time and full-time.
- (c) Suspend time for all stoppages and add that time to the end of each half.

7. Duration of the Game

The duration of the game shall be divided into two equal periods of a minimum of four (4) minutes and a maximum of fifteen (15) minutes subject to the following: -

- (a) Allowance shall be made in either period for time lost through stoppages as decided and recorded by the referee.
- (b) The duration of either half shall be extended to enable a penalty kick to be taken. At half time the interval shall not exceed two (2) minutes except by consent of the referee.

8. Start of Play

- (a) At the beginning of a game the choice of ends shall be decided by the toss of a coin.
- (b) Play shall be started by the first named team kicking the ball on the centre spot between one player from each side, each of whom shall stand not less than '3 (1 metre) from the centre mark.
- (c) The game shall be re-started in like manner after a goal has been scored.
- (d) After any other stoppage the game shall be re-started by the referee dropping the ball at a point nearest to where it was when play was suspended, unless it was in the goalkeeper's possession, when the player shall, at the referee's signal, roll the ball out to restart the game.

The Referee shall not drop the ball within 6' (2metres) of the lines marking the goal areas or within 6' of surrounding walls or barricades.

9. Ball In and Out of Play

The ball shall be in play at all times from the start of the game unless: -

- (a) The ball rises above head height.
- (b) The ball has crossed the goal-line or the barricades surrounding the playing area.
- (c) The referee/timekeeper has given the signal for half or full-time.
- (d) The game has been stopped by the referee.

THE NEIL FLETCHER

SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

For a breach of any height restriction the penalty will be an indirect free kick at the place where the ball was last played (unless the ball was last played by the defending goalkeeper in the penalty area, in which case the indirect free kick shall be taken from a point not less than 6' (1.82m) outside the penalty area nearest to where the offence occurred).

If the ball rebounds above 4' (1.21m) from a wall, barricade, goalpost, cross bar, from a player who has made no attempt to play the ball, or other obstruction then the referee will re-start the play by dropping the ball at the point where the rebound occurred. (If this point is within the penalty area the ball shall be dropped at a point not less than 6' (1.82m) outside the penalty area nearest to where the rebound occurred).

Penalty for infringement - Indirect free kick at the place where the ball was last played (unless the ball was last played by the defending goalkeeper in the goal area, in which case the indirect free kick shall be taken from a point not less than 6' (2 metres) outside the goal area nearest to where the offence occurred).

Ball Out of Play - When the ball goes out of play where a height restriction is applicable a member of the opposing team shall roll the ball into play. When a member of the defending team puts the ball out of play over the barricade on that player's own goal-line where a height restriction is applicable the opposing team shall be awarded a roll-in corner. When a member of the attacking team puts the ball out of play over the barricade on the opponents' goal-line where a height restriction is applicable the goalkeeper shall roll the ball out. (If the ball drops on the back of the net behind the goal, it shall be regarded as out of play and the game shall be restarted with a roll-out by the goalkeeper). Alternatively, a kick is permitted if the match played outdoors.

10. Scoring

A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the crossbar provided it has not been thrown, carried or propelled by hand or arm by a player of the attacking side, except in the case of a goalkeeper, who is within his own goal area.

A goal is not allowed if the ball was last played by a player of the attacking side whilst within either penalty area. (If the ball is last played by a defending player whilst within either penalty area, a goal shall be allowed, unless that player entered the penalty area accidentally).

11. Offside

There is no offside. Players may place themselves in any part of the playing area outside the goal areas.

12. Fouls and Misconduct

(a) Charging is forbidden and shall be penalised by the awarding of a direct free kick.

(b) A player who unfairly impedes the progress of an opponent when not playing the ball shall be penalised by the award of an indirect free kick.

A player who is sent off shall not be allowed to take any further part in the competition on that day, nor in subsequent rounds until the Committee governing the Competition gives permission i.e. the 'LA'. No substitute is allowed for a player dismissed for misconduct during the game in which the offence occurred. The referee must report cases of misconduct within 2 days (Sundays not included) to the Sanctioning Association.

13. Free Kick

When a player is taking a direct or indirect free kick, all of the opposing players shall be at least 6' (2 meters) from the ball until it is in play.

All free kicks (except penalty kicks) given against the defending side for infringements committed in or near the goal area, shall be taken from a distance of not less than 6' (2 metres) outside the goal area at the nearest point to where the offence occurred.

14. Penalty Kick

A penalty kick shall be taken from the penalty mark and, except for the defending goalkeeper, only the player taking the kick can enter the penalty area and for the purpose only. Whether or not a goal

THE NEIL FLETCHER SIX-A-SIDE FOOTBALL LEAGUE - SUMMER 2010

is scored from the kick the player concerned must leave the penalty area immediately after taking the kick and before taking any further part in play.

15. Goalkeeper Returning the Ball into Play

After holding the ball the goalkeeper must immediately return the ball into play with an underarm bowling action. It must not be thrown nor kicked and it must be kept below head height.

Punishment for Infringement

An indirect free kick shall be taken by a player of the opposing team from a spot 6' (2 metres) outside the goal area nearest to where the infringement occurred.

16. Play Within the Penalty Area

Only the defending goalkeeper is allowed within the penalty area, except when a penalty kick has been awarded and then only the player taking the kick can enter the goal area.

If a goalkeeper leaves the goal area he is then treated as any other player.

Punishment for Infringement

- (i) By the attack - a direct free kick at the point 6' (1.82m) outside the penalty area nearest to where the infringement occurred.
- (ii) By the defence - a penalty kick.

***Note**

Referees should distinguish between accidental and intentional entry into or exit from the goal area. Only deliberate actions where the player either plays the ball or tries to play the ball should be penalised. Accidental entry or exit, which has no effect on the play, should be ignored.

Note: The Referee shall be the sole arbiter on points of dispute and shall be empowered to interpret the rules governing six-a-side football, bearing in mind the best interest of all parties concerned.

1st March 2010