



## REGISTRATION

All teams must collect their game schedule and Festival Pack at the desk at Moore Park (on the cricket pitch next to the fields, the morning of the Festival, **prior to the Team Managers meeting at 9.15am.**

We recommend a squad size of 8-10 players.

Eligibility: Community teams only, no Academy/Programme/Federation teams

Player age eligibility rules are the same as those for WaiBOP Junior football Community competitions.

## FESTIVAL FORMAT

All teams will be expected to play at least 6\*x 20 minute games during the day.

Katikati FC reserves the right to arrange competition formats, which may be varied depending on the actual number of entries per section.

There will be no points or tables kept for scores

Grade 9 & Grade 10 will alternate games, allowing for 25 minute breaks between games for all teams

## REFEREEING

Please ensure that each team entered has a person willing to fulfil refereeing duties and that that person has a whistle. The referee is **not** allowed to coach whilst refereeing.

Teams should referee one half each. 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.

## EQUIPMENT

1. Please bring an alternate strip or bibs in the case of a clash of colours. (In the event of clash of colours, the first named team will be required to change to their alternative strip.

2.. 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 always comply with all FIFA safety requirements.

## GAMES

It is essential that all games start on time.

Teams must be on the scheduled field, ready to commence play at the correct time.

An audible warning device will sound to signal the starting time. The game is divided into **TWO 10 minute** halves with no break in between.

There will be NO injury time and games starting late shall still finish when the hooter sounds.

**Note** – No support coaches allowed on the field of play.

## **SIZE OF PITCH**

Pitches will be 40m long x 25m

## **5-A-SIDE RULES OF PLAY**

The intention of these rules is to provide clarification of rules that may differ for five-a-side football from the normal Junior Framework playing format. If any aspect of the rules of the game is not mentioned here, or in doubt, then the referee is to apply normal age group Junior/Youth Framework format rules.

***The aim of these rules is to support a fast flowing game which is easy to understand by players, coaches and supporters***

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).

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 NO interval between.

Hooter sounded for start of game & full-time. No extra time.

Free-kicks, corners kicks, fouls.

As for regular football except:

1. When taking a kick, the opposing players must be at least 3 metres away.
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.
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.
4. Goalkeeper- NO GOALKEEPERS
5. Goal kick to be taken from anywhere on the goal arc
6. Retreating line rule, retreating line for goal kicks only, 6m line

## 7. Goal scoring DIRECT FROM:-

Kick-in from sideline: No

Inside Penalty Area: No

Kick-off: No

Corner Kick: Yes

From own half: No

8. 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)

9. Number of players The match shall be played by two teams, each consisting of not more than FIVE players,

Recommended number of players - 8 in a squad.

10. Offside Does not apply

11. Penalty Area semi-circle in front of the goal. Goals can **not** be scored from within the penalty area.

**No** player can enter the penalty area, if ball becomes stationary a quick restart by defending team from edge of the penalty arc is required

Slide tackles Not allowed. SANCTION: direct free kick

Substitutes Rolling substitutes may be used at any time. Referee's permission not required. Subs to be made when ball is out of play wherever possible

Throw-in No throw ins - Replaced by kick-in (see above)

All free kicks are indirect

## **DISPENSATIONS**

Players that have been granted dispensation to play in a different grade during the regular season are able to play in the 5-a-side festival in the grade they have received dispensation for. There are no dispensations granted specifically for the 5-a-side festival.

## **QUESTIONS**

All questions can be emailed to [katikatijuniors.reg@gmail.com](mailto:katikatijuniors.reg@gmail.com)