



SOUTH BURNETT FOOTBALL 7 - A -SIDE CARNIVAL

CARNIVAL RULES & RULES OF PLAY

1. The rules of the competition are final and no discussion will be entered into on their application by officials, although the committee will be pleased to interpret any rule for a team manager PRIOR to the commencement of play.
2. Teams of up to twelve players may be registered with the registrar before the commencement of the matches on the first day of play. From these players, a team of seven and three reserves may be selected for the match with all three reserves participating in the match if desired under the interchange rule. Play will not be stopped for interchange – Team sheets will be issued upon registration.
3. All games will be of TWENTY MINUTES duration with TWO x TEN MINUTE halves and NO BREAK at half time. The game clock will start at the nominated time for the first match. For subsequent matches, the clock will start on the final whistle of the preceding game. Referees will not stop the clock for half time changeover.
4. Teams shall be assembled at the sideline of the field where their game is to be played, with a completed team sheet at least FIVE MINUTES prior to the scheduled start of the match. The referee for your game will take the toss, the team sheet and inspect boots etc.
5. If a team is not ready to commence at the scheduled time, the opposing team will be awarded one goal for each two minutes lost in time. A team five minutes late or with less than four players shall forfeit the game.
6. Time will only be added on for stoppages if there is serious injury. All other injuries shall be treated on the sideline, with play resuming immediately after injured persons are safely escorted to the field boundary.
7. There is no offside.
8. The goalkeeper is not permitted to punt or drop-kick the ball into play. After catching or picking up the ball, the keeper must release the ball into play by throwing it or playing it like an outfield player. The penalty for a keeper picking up or catching the ball and then kicking it into play will result to a drop ball outside the "D" where the infringement took place.
9. All free kicks are indirect.
10. All players MUST wear shin pads and no jewellery is allowed as per FIFA rules.
11. SBSA will supply a match quality ball to the referee before the match.
12. Points will be allocated on the basis of 3 points for a win, 1 for a draw; nil for a loss; 1 additional point will be awarded if a team scores 3 or more goals in a match. In the event of a forfeit the winning team will receive 3 points with a 2-0 score line.
13. Teams will play in a round robin event. The number of teams nominated will determine the format of the finals.
14. Any player sent from the field of play will be suspended for the next game. A second red card and the player will miss the remainder of the competition. NO APPEALS WILL BE HEARD.
15. Any team playing a suspended player or player registered with another team will be disqualified from further competition.
16. Ambulance cover and insurance is the responsibility of the player. Duty of care requires organisers to call an ambulance and costs will be paid by the player.