

Papakura City FC

5-Aside Season

February 11th - April 15th
(Thurs nights 6:30 to 8:30pm)
2-3 games/night

\$200.00 entry fee (incl ball)

& bar tabs to be won

Social League (15yrs & Over)

(All Mixed, Men or Women Teams)

To register, fill in the registration form and email to:

dof@papakuracityfc.org.nz

Payment via Direct Debit our account number is: ASB Bank 12-3031-0203402-00

Please identify your payment with **(your team name & 5Aside)**

Other types of payment: Cash / Eft-pos at McLennan Park club rooms. Every Thursday night after 6pm.

Registrations & Payment MUST be received no later than Tuesday February 9th 2021

Team Manager:			
Email:			
Mobile:		Division: Social Grade	
Team Name:		Colours	<i>Teams need to supply two colours OR bring their own bibs</i>

Team Details: (details are optional)

Full Name	Full Name	Full Name

✓ We have read, understood and agree to abide by the conditions of the event

***Simplified Laws of the Game- (This is a guide and should be read in conjunction with the full FIFA Laws of the Game)**

- From a kick off, the ball may be played forward or backward. A goal **cannot** be scored directly from a kick off.
- A team consists of 5 players, 4 court players and 1 goalkeeper. No Limit of players per team.
- Unlimited “flying” substitutions. Players can re-enter the game from their substitution area (from their own defensive half when no markings) without notifying the referee.
- There is NO Offside.
- When the ball goes out over the side line, it is then placed on the side line. From a stationary position, the ball is kicked into the court to another player. All opposing players must be at least **2 metres from the ball**.
- For a ball to be out of play or a goal scored; **all of the ball must be over the line**.
- A goal cannot be scored directly from a kick in unless it touches another player.
- Goalkeepers throw the ball from the (“D”-shaped) goal area to restart from a goal clearance.
- Goalkeepers **must throw, not kick** the ball from their hands when not a goal kick.
- A goal kick is when the ball travels over the defensive goal lines either side of the goal.
- A goal kick can be taken anywhere inside the D-shaped area but must not go over half way on the full.
- The goalkeeper has 4 seconds to release the ball when the ball is in their hands.
- Goalkeepers are not allowed to pick up a back pass from any of their team mates. If the goalkeeper does this an in-direct free kick is to be taken from where the GK picked up the ball.
- If a goal keeper receives a back pass from a team mate, he/she may only play the ball with their feet.
- Goalkeepers can receive unlimited back passes from a team mate.
- Goalkeepers can move over the half way line he/she is deemed an ordinary player.
- The game has a 4 second time limit at kick-ins, corner kick-ins and free kicks.
- A player can score direct from a corner.
- A player must be over half way to score. Should a player score from his/her own half, it will be deemed a dead ball.
- **Slide tackling and playing on the ground is not permitted.**
- Dangerous play is not allowed.
- After 3 fouls a direct free kick is awarded to the opposing team for every subsequent foul from the second penalty mark. The foul count is reset at halftime.
- The second penalty mark (direct free kick) is 10 metres from the goal line
- If a foul is committed in the the D by the defending player a Penalty kick is to be taken from the first penalty mark (closest to the goal)

The Field

For club matches, the length of the field is between 38-40m and the width 20m. A rectangular 4x2m or 5x2m goal is positioned at the middle of each goal line.

OTHER RULES & CONDITIONS

Note to All:

Mens teams- no allowances

Mixed teams- if female scores goal = 2 points per goal.

Women teams- can field a 6th female player- 2-point rule applies

-Both teams will ref each half or their game, failure will result in 3-point deduction (unless other team is happy to ref the whole game)

-Points: 3 = Win / 1 = Draw / 0 = Loss / No Corner Points

-Most games will start at 6:30 / 7:05 / 7:40

-Setup will be done by teams who start on that pitch & take down by last teams on that pitch. Teams will need to put up nets for their goal and take them down.

-All teams will receive a ball with your registration (don't lose it) once correct numbers are finalised.

-Each game consists of two 12.5 minute halves with a straight turn around at half time. (make allowance for goalkeeper change over)

NO SLIDE TACKLES / NO ARGUING / SHIN PADS (suggested)

Prizes

Winner of the competition will receive a \$50 bar tab

Top Goal-scorers - Team with the most goals scored will receive a \$50 bar tab

Shield - After week 1 the team at the bottom of the table will be given a shield to defend. Any team can win the shield by winning a game against the holders of the shield. In the event of a draw the holders retain the shield. \$50 bar tab to be won.

Most clean sheets - the team with the most clean sheets will receive a \$50 bar tab.

Most sporting team - during the 2nd last week of competition any player may vote for the team the deem to be most sporting (cannot vote for yourself) \$50 bar tab to be won.