



CAMDEN FALCON'S FC SUMMER FOOTBALL RULES

Under 6s and U7s

1. Under 6 & 7 football should have a maximum of 4 v 4 on the field to start
2. There are no goalkeepers in Under 6 & 7. It is the responsibility of the Coaches & Game Leaders to discourage children from standing in front of the goal.
3. Coaches are allowed on the field, but cannot take any immediate part in the game.
4. Teams must adhere to dress code. A player poses the risk of not being permitted to play if the dress code is not adhered to.
 - a. Match shirt (with an individual number that coincides with team registration), socks, shorts
 - b. Moulded soccer boots, grass boots, sneakers, joggers only.
 - c. Protective shin guards are **COMPULSORY**
 - d. Players are permitted to wear sports goggles, sports glasses or sports sunglasses as long as, in the opinion of the referee, they pose no danger to the player or other players.
5. No unregistered player is permitted on the field (Penalty applied - same as a forfeit)
6. Two 20-minute halves, no half time.
7. 6 second rule on all restarts of play.
 - a. Kick off - opponents must retreat to their goal line and can move once the ball is in play. The ball must touch a teammate before a goal can be scored. If not, a goal kick will be awarded.
8. **BALL CROSSING THE TOUCH LINE**
 - a. There is no throw in. The ball will be placed on the touch line and pass or dribble the ball into play.
 - b. Opponents must be at least 5m away from the ball until it is in play.
 - c. The ball must touch a teammate before a goal can be scored. If not, a goal kick will be awarded.
9. **BALL CROSSING THE GOAL LINE**
 - a. There is no corner kick, regardless of which team touched the ball last. Kick in from defending team
 - b. The ball placed anywhere along the goal line and pass or dribble the ball into play.
 - c. Opponents must retreat to the halfway line and can move once the ball is in play.
10. If a player gets hurt, but it wasn't from a foul, game to stop, check they are ok, & restart with a drop ball

11. All free kicks are indirect, opponents must retreat a minimum 5 metres away.
12. No slide tackles allowed, regardless if contact is made or not, an indirect free kick to be given
13. No offside rule.
14. 'Mercy rule'. Applies if the margin gets to 5 goals.
 - a. The losing team can put one extra player on the field for the duration of the game.
 - b. Note this is not the winning team taking a player off.
 - c. The extra player can then stay on the field even if the margin gets back to less than 5.
 - d. No more than one player can be added even if margin is extended further.
15. The Committee reserve the right to handicap.
16. Points Per Game: Win = 3, Draw = 1, Failure to Pack Up when allocated = -1
Forfeits must be submitted in writing no later than noon of day of match.
Forfeit game - result 5-0.
Unnotified forfeit – result is 5-0 and loss of 1 point.

*Minis (U6–U9): Teams play each other once. Winner decided by first past the post. **No finals** — in line with Football NSW MiniRoos winter program.*