



Competition Rules 2020/2021

All players/parents are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear, please discuss these with FFNT Competition Coordinator prior to the commencement of the game or at half time.

All participants are also required to read and understand the FFA Code of Conduct. Unless otherwise stated in these competition rules, ALDI MiniRoos Playing Format will be applied. All laws and rules are open to the interpretation of the competition coordinator and their decision is final.

RULE 1: TEAM COMPOSITION & PLAYER REQUIREMENTS

- a) A team may have a maximum squad of nine (9) players.
- b) Five (5) players are allowed on the field at one time.
 - 1. Out of 5 players in field 1 can be allocated as a goal keeper only for Fantastic 5 Under 10/11s.
 - 2. Under 6/7s and 8/9s are not permitted to use goal keepers.
- d) Four (4) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with four players provided the previous point (1b) is satisfied.
- f) If a team forfeits 4 times or no show 2 times, that team will be removed from the competition, however players from a removed team can join another existing team.

Forfeit – teams must notify the competition administrator before 12pm on the day of the match. If the notification takes place after 12pm, it will be deemed a no-show.

No show – teams that do not turn up by the required kick off time or do not have the minimum number of required players result, will be deemed a no-show.
- g) All players must be registered in My Football Club for FFNT Social.
- h) All players are required to wear shin pads and will not be permitted to play if they do not wear them.

RULE 2: FIELD

- a) The field dimensions will be:
 - a. Under 4/5s: 15mx20m with Aldi MiniRoos Goals
 - b. Under 6/7s and Under 8/9s: 30m x 20m with the goal dimensions 2m x 1m.
 - c. Under 10/11s : 45mx 30m with goal dimensions 4m x 2m.

RULE 3: BALL

- a) Sizes of the match ball will be as follows:
 - a. Under 4/5, 6/7 and Under 8/9 will use size 3 balls
 - b. Under 10/11 will use size 4 balls

RULE 4: GAME DURATION

- a) Games consist of 2 by 15-minute halves with the half time break not exceeding three (3) minutes. Teams must change ends at half time.
- b) No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Competition Administrator.
- c) If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Referee and Competition Administrator.

RULE 5: GAME COMMENCEMENT

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) In all circumstances the game must finish at the scheduled time considering there are other games being played after your game.

RULE 6: WET SEASON STORMS

Games will only be cancelled due to severe weather (lightning or cyclone) and will be at the discretion of the competition administrator or game leaders. Games will be played in the rain. No refunds will be given for games cancelled due to weather.