

# CESSNOCK CITY HORNETS FC

## 7 A-SIDE COMPETITION RULES

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1. Seven players a side: 1 goalkeeper and 6 outfield players.
2. All players **must be registered with NNSWF** for insurance purposes. Any team playing an **unregistered player** will automatically lose 4 points. In the event the offending team draws or wins the game a score of 3-0 and 4 points for a win will be awarded to the opposing team.
3. **Interchange** can take place at any time: players must go off via the interchange square before being replaced. (The goalkeeper may be replaced by any outfield player).
4. Squad size limited to **10 players**. A team may have more than 10 players registered; however, a maximum of 10 players are permitted to participate in any one game.
5. Only substitute players, coaches/managers allowed on sideline. **Spectators** are to remain outside the playing field perimeter fence.
6. 12 minutes per half, 3 minute interval between halves. Games must 'kick off' at scheduled starting time.
7. Games played on half field. Ground 1 – Aberdare end of main ground, Ground 2 - railway line end of main ground & Ground 3 - ground behind tennis courts.
8. Played with size '5' ball.
9. **Goalkeeper** must stay within the goal circle. A **penalty** will be awarded for infringement of this Rule.
10. Goalkeeper can only throw the ball within goal circle. A **penalty** will be awarded for infringement of this rule.
11. Goalkeeper has five (5) seconds limit in possession of the ball within goal circle. A **penalty** will be awarded for blatant wasting of time.
12. Goalkeepers may save with their feet; however, a deliberate kicking clearance will result in a **penalty** to the attacking team.
13. No passing back to the goalkeeper. A **penalty** will result.
14. Players (attackers or defenders) cannot enter goal circle. A **free kick** will result. The free kick to be taken at the point where the player crossed the goal circle. Attacker & defender entering the goal mouth at the same time is 'play on'.
15. Players sent off will receive 2 minutes in the 'sin bin'.
16. Players will be suspended for **violent conduct**.
17. No slide tackles. No off side
18. Normal rules apply for corners and throw ins.
19. All **free kicks** are direct with wall to be 3 metres from ball. If wall cannot retreat this distance as it is too close to goal circle, a free shot will result where the wall must step aside.
20. In all **free kick** and **penalty** situations, the kicker has only one step run-up.
21. 4 points for win, 2 points for score draw, 1 point for a scoreless draw, 0 points for a loss, 2 points for a bye. **FORFEIT**: A score of 3-0 and 4 points for a win will be awarded to the opposing team.
22. Players may wear **boots or sandals**.
23. **Shin pads must be worn** or the offending player/s will not be permitted to take part in the game in accordance with regulations set on this competition by Northern NSW Football Federation. (Goalkeepers exempt).
24. A player cannot change sides during the competition without Committee approval.
25. Teams with **less than 5 players must forfeit** the game.
26. Competition games (excludes finals) may be played using **borrowed players** (eg players from other teams in Cessnock City's competition); however, the points will be awarded to the opposing side.
27. A **friendly game** may be played – game fees apply.
28. Games commence from 5pm for juniors and 6pm for seniors. (Please note- times may vary depending on the number of entries received).
29. In the interest of the game, Rules can be changed during the competition. Captain/contact person will be notified of any Rule changes.
30. The consumption of illegal drugs or alcohol prior to playing will void the insurance cover if an injury occurs.
31. ALL jewellery must be removed before taking the field.
32. **THE REFEREE'S DECISION IS FINAL**