

2013 Summer Sevens Rules of Competition

The relevant Football Federation Victoria (FFV) 2013 Rules of Competition will be referred to where these rules are silent.

Player Eligibility

Age groups for Summer Sevens are as follows:

Age Group	Year
Under 12	Born in 2001, 2002, 2003
Under 14	Born in 1999, 2000
Under 16	Born in 1997, 1998
Open Age	Born in 1996 or earlier

The Players' Equipment

- Law 4 of the <u>FIFA Laws of the Game</u> applies (please click on the link to view the document).
- Players may wear football boots or runners.
- All players must wear shin guards to take the field.
- No jewellery or any item which may be a danger to the player or others may be worn on the field of play. Taping jewellery is not acceptable.

The Referee

- Law 5 of the <u>FIFA Laws of the Game</u> applies
- Team Managers and Captains are the only people who can communicate with the Referee immediately before, during and after the game.
- At no time should any person enter the field of play unless instructed by the Referee.

The Field of Play

- Approximately ½ full size pitch which will be marked out with flat discs (diagram 1).
- The penalty area will be a 5m x 12m area marked out with flat discs (see diagram 1).
- 5m x 2m Samba goals will be used. Samba goals are made to Australian Standard but at no time should anybody hang from the goals.
- Interchange players and team official must position themselves in the Home and Away areas (diagram 1).
- All spectators must remain a safe distance from the field of play as directed by the Referee or FFV staff.

The Ball

Age Group	Ball Size
Under 12	Size 4
Under 14	Size 5
Under 16	Size 5
Open Age	Size 5

The Number of Players

- 7 v 7 including goalkeeper.
- Teams may register more than 10 players for the 2013 Summer Sevens however there must be no more than 10 players on the team sheet for any given game.
- Teams must field a minimum of 5 players for the game to commence.
- Players may be rotated at any time but must wait until the interchanged player has left the field.

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Goalkeeper

- The goalkeeper is allowed to handle the ball anywhere in the penalty area.
- To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- The ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.
- Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.
- The ball is in play once it moves outside of the penalty area.

Duration of the Game

- 2 x 20 minutes (Half time break 5 minutes).
- The Referee may shorten the duration of both halves and/or half time to ensure the match finishes in the allocated time.

Offside

There is no offside in the Summer Sevens.

Start of Play and Re-start after Goal

- Kicked from the middle of the half way line.
- All players must be in their own half of the field of play.
- Opponents must be at least 5m away from the ball until it is in play.
- The ball must touch a team mate before a goal can be scored.
- The ball is in play once it moves .

Ball Crossing the Touch Line

- Kick-in: A kick-in is the method of restarting play when the ball crosses the touch line.
- A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air.
- The ball in is play when it enters the pitch.
- A goal may not be scored directly from a kick-in.
- The player taking the kick-in must not touch the ball again until it has touched another player.
- Opponents must be at least 5m away from the ball until it is in play.

Ball Crossing the Goal Line after Touching the Defending Team Last

- Corner kick: A player from the attacking team places the ball on the corner nearest to the point where the ball crossed the line.
- Opponents must be at least 5m away from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- A goal may be scored directly from a corner kick.

Ball Crossing the Goal Line after Touching the Attacking Team Last

- Goal kick from anywhere within the penalty area. Refer to the 'Goalkeeper' section.
- Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.



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Fouls and Misdemeanours

Laws 12 and 13 of the FIFA Laws of the Game applies

Discipline

If a player receives a 2nd yellow card or a direct red card in one game they will be sent from the field of play with no replacement player. Any further disciplinary action may be taken as FFV sees fit.

Misconduct

Any acts of misconduct, as defined in the Grievance Disciplinary and Tribunal By-Law (GDT), will be dealt with in accordance with such.

Match Points/Results

Match points will be awarded as follows:

WIN: 3 PointsDRAW: 1 PointLOSS: Nil Points

Diagram 1.

