

Campus League 5-a-side Football Rules

1. The Team

Teams can use a squad of up to ten players but must only have five players on the pitch at any one time, one of these must be a goalkeeper.

Teams are allowed a maximum of two University BUCS players on the pitch at any one time.

2. Start Time

Teams must be at the venue and ready to start on time. Normally a 10 minute warm up period is allowed.

If the opposition is not ready to start before 15 past the hour, teams are entitled to claim a 5-0 walkover.

3. Substitutions (Roll on Roll off)

- Substitutions can only be made when the ball is out of play or a player is injured. There is no limit to the number of substitutions that a team can make.
- During a substitution, players must exit and enter the field at the same time, from behind their own goal (players aren't to leave the side of the pitch unless injured)
- If you start a match with less than 5 players but more members of your team arrive after the game has started, they must wait until the ball goes out of play before coming on to the pitch.
- In the event that a team is reduced to four players (through injury) the match must be ceased, and the winning result will be awarded to the opposition (5-0, or the score line at the time of the abandonment if higher)

4. Starting the Game – Kick Off

- Under normal circumstances, teams will pick an end from which to start the first half, with a change in ends at half time.
- In event of a dispute, the choice of ends can be decided by the toss of a coin. The team winning the toss decides which goal it wishes to attack in the first half of the game, while the opponent will be awarded the first half kick-off. Teams will still change ends at half time.
- The team that did not kick off the first half will then kick off the second half.
- When a goal has been scored, the game will be restarted with a goalkeepers throw out.

5. Changing Places with the Goalkeeper

Any of the players or substitutes, may change places with the goalkeeper. The following conditions must be observed:

- The opposition must be informed before the change is made
- The change may only be made during a stoppage in play

6. Out of Play

The ball is out of play when:

- It has wholly crossed the goal line or touch line, whether on the ground or in the air
- Play has been stopped due to a foul and/or an injury
 - When the ball goes out of play at the side-lines, an underarm roll in will be awarded.
 - When the ball goes out of play at the end of the touchline, a corner kick or goalkeeper's roll out will be awarded.
 - Please note that pitches have a touchline marked down both sides. Teams should not use the dividing net as a touchline.
 - There are no 'head-height' restrictions imposed.

7. The Method of Scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

8. Goalkeepers D

- Players other than the goalkeeper are not allowed to enter the D.
- If a defending player deliberately enters or cuts across the D or the goalkeeper leaves the D in order to gain an advantage, then a penalty will be awarded.
- If an attacking player enters the D, play will resume with the goalkeeper.
- Accidental entry or exit which has no affect on play should be ignored.

9. Goalkeeper Returning the Ball Into Play

After collecting the ball, the goalkeeper must immediately return the ball into play by releasing the ball underarm. The ball must not be thrown overarm or kicked. No head-height rule is imposed for this.

10. Offside

There is no offside in 6-a-side football.

11. Free Kicks and Corners

All opponents must be at least 2m from the ball until it is in play

12. Penalties

Goalkeepers must be on the goal line when a penalty is being taken.

Players must only take one step before taking a penalty from the marked penalty spot.

13. Fouls

A direct free kick is awarded to the opposing team if a player commits any of the following offences.

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent
- holds an opponent
- spits at an opponent
- handles the ball deliberately, except for the goalkeeper in his/her own penalty area

A direct free kick is taken from the place where the infringement occurred.

14. Sending-Off Offences

A player will be sent off if he/she/they commit any of the following offences:

- is guilty of serious foul play
- is guilty of violent conduct including striking an opponent
- spits at an opponent or any other person
- uses offensive, insulting or abusive language

A player who has been sent off may not take any further part in the match.

15. Winning Team

The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals or if no goals are scored, the game is drawn.

16. Points & League Positions

Teams will receive 3 points for a win, 1 points for a draw and 0 point for a loss. Teams failing to fulfil a fixture will receive 0 points and the score will be registered as a 5-0 walkover. League position will be decided by points gained. If one or more teams are equal on points goal difference will determine league position. In the event of goal difference being equal then the team scoring the most goals shall take precedence.