

2.0 Players

2.1 The Number of Players

A match is played by two teams each consisting of a minimum of five players, one of whom is the goalkeeper. Teams can mutually agree to increase numbers above 5 if required.

2.2 The Number of Female Players

There must be a minimum of one female player on the ground at all times of the game. The penalty for not fielding a female player for any of part of the game is 2 goals awarded to the opposing team. The team not fielding a female player must also play one player down until such time as a female substitution can be made.

2.3 The Goalkeeper

A goalkeeper may use their hands within a 6 meter X 12 meter area at the goals. Handling of the ball outside of this area will result in an indirect free kick to the opposition. See rule 12.2

2.4 Substitution Procedure

The number of substitutions made during a match is unlimited. A player who has been replaced may return to the pitch as a substitute for another player. Players are allowed to change places with the goalkeeper. If the goalkeeper is brought substituted the opposition must be notified of the change. Substitutions should take place when there is a break in play.

3.0 Equipment

A player must not use equipment or wear anything that is dangerous to himself or another player. Jewellery must be taped.

3.1 Player Equipment

The basic equipment of a player is:

- A Jersey or shirt of identical colours to the rest of the team. The Goal keeper is permitted to wear a different colour top. Captains should contact each other in the week prior to game to confirm team colour and ensure there are no clashes
- Footwear must be worn:
 - Astro trainers or trainers only.
 - No studded, moulded or blade boots are allowed. If any player on a team is found to be wearing illegal footwear, that player may be asked to leave the field until such time as alternative appropriate footwear is worn. If the infringing player refuses to leave the ground, the opposing team may claim a forfeit.
- Shin guards may be worn but must be covered entirely by the socks and made of a suitable material

3.2 Team Equipment

Each team is supplied with:

- 1 No. size 5 soccer ball
- 1 standard size demountable set of goals with nets
- 3 No. witches hats, to be used to demark the corners of the pitch and halfway line

4.0 The Referee

There are no referees; in the absence of a referee all Captains are responsible for their teams conduct and maintaining control of the game. Free kicks and goal disputes are at the discretion of each team to be resolved fairly within the rules of the game. If no agreement can be reached on a dispute it shall be to be resolved with a 'drop ball' – Refer rule 6.3

5.0 The Duration of the Match

5.1 Periods of Play

Each game will consist of 2 x 30 minute halves or at the discretion and mutual agreement of the 2 opposing teams. The timekeeping shall be carried out by a single timekeeper who shall be mutually nominated prior to the commencement of the game

5.2 Half time Interval

The half time interval shall not exceed 5 minutes

5.3 Extra Time

During the finals series and in the event of a drawn game, extra time will be implemented. This will consist of two 7 minute halves each way. Should the game remain drawn after extra time the game will be settled by a penalty shoot-out.

Each team is to take 5 penalties. They will be taken by 5 of the players remaining on the field at the end of extra time and 1 of which must be a female player. If the result is still tied after each team has taken their 5 penalties, the shoot-out continues to sudden death. Each of the teams will take alternative penalty shots, the winner being the first team to score a goal that is unmatched by the opposing team

6.0 Start and Restart of play

The choice of ends is decided by the toss of a coin – the losing team has the kick off.

6.1 The Kick Off

A kick off is a way of starting or restarting play at the start of a match, or after a goal has been scored and at the start of the second half of the match.

A goal may be scored directly from the kick-off provided a minimum of 2 players have touched the ball.

6.2 Kickoff Procedure

- All players shall be in their own half of the field
- The opponents of the team taking the kick-off must be at least 3m from the ball until it is in play
- The ball shall be stationary on the centre mark
- The timekeeper calls the start of play
- The ball shall be deemed in play from the moment it is kicked and moves forward
- The kicker may not touch the ball for a second time before it has been touched by another player

6.3 Drop ball

A dropped ball is a way of restarting the match after a temporary stoppage for any reason not mentioned in the rules of the Game, provided that prior to the stoppage the ball was in play and had not crossed either the touch lines or goal lines. The ball is dropped in the place where it was located when play was stopped. Play restarts when the ball touches the ground.

7.0 The Ball In and Out of Play

Ball is out of play when it has wholly crossed the goal line or touchline, or when play has been stopped as a result of an infringement

Ball is in play at all other times including rebounds from a goal post or crossbar.

8.0 The Throw In

A throw in is the method by which play is restarted when the ball goes out of play by crossing the sideline of the pitch. The throw-in is awarded to the opposing team from the one whose player put the ball out of play. Play is restarted by a player throwing the ball over his head using both hands together. His feet must remain behind the line and on the ground.

A goal cannot be scored directly from a Throw-in

9.0 The Goal Kick/Throw in

When the ball goes over the end line, it is then either a goalkeeper's ball, or a corner kick, depending on who was last to touch the ball.

A goal kick is awarded when:

The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air.

The ball may be kicked or thrown back into play from any point within the goalkeeper's 6 X 12m area by the goalkeeper. Opponents must remain outside the penalty area until the ball is in play

A goal cannot be scored directly from a goalkeeper's ball.

10.0 The Corner Kick

A corner kick is a method of restarting play when the ball, having touched a player of the defending team, passes over the goal line. Opponents must stand back a minimum of 5 meters from the placement of the ball for the corner kick

A goal may be scored directly from a corner kick.

11.0 The Method of Scoring

11.1 Goal Scored

A goal is scored when the whole of the ball passes over the goal line between the posts, unless it has been thrown by a player of the attacking side, the goalkeeper included.

11.2 Winning Team

The team scoring the greater number of goals during a match is the winner.

11.3 Offside Rule

There is no offside rule.

12.0 Fouls and Misconduct

12.1 Direct Free Kick

A direct free kick shall be awarded to the opposing team if a player commits any of the following seven infringements in a manner considered to be careless, reckless or excessively forceful:

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent, either by sliding or by bending down in front of or behind him,
- Jumping on an opponent
- Charging an opponent
- Striking or attempting to strike an opponent
- Tackling an opponent
- Pushing an opponent

A direct free kick shall also be awarded to the opposing team if a player commits any of the following five infringements:

- Holding an opponent
- Spitting at an opponent
- Sliding Tackle Due to safety concerns, NO slide tackles will be tolerated by ArchiSoccer. A sliding tackle is a tackle in which a player attempts to take the ball away from an opposing player by deliberately leaving his feet and sliding along the ground with one leg extended to push the ball away from the opposing player
- Carrying, striking or throwing the ball with one's hands or arms, except for the goalkeeper in his own penalty area

The direct free kick shall be taken from the place where the infringement occurred, unless the free kick has been awarded to the defending team in its own penalty area, in which case the free kick may be taken from any point inside the penalty area.

A goal may be scored from a direct free kick.

12.2 Indirect free kick

An indirect free kick shall be awarded to the opposing team if a goalkeeper commits any of the following offences:

- After clearing the ball, he/she touches it again following a deliberate pass by a team-mate, before it has crossed the halfway line or been played or touched by an opponent
- He/she touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- He/she touches or controls the ball with his hands after he/she has received it directly from a kick-in taken by a team-mate
- He/she touches or controls the ball with his hands or feet in his own half for more than four seconds

An indirect free kick shall also be awarded to the opposing team from the place where the infringement occurred, if a player:

- Plays in a dangerous manner
- Deliberately obstructs an opponent
- Prevents the goalkeeper from throwing the ball with his hands

12.3 Position of Free Kick

All opponents must be at least 5 metres from the ball until it is in play and be taken from the place where the infringement occurred.

12.4 The Penalty Kick

A penalty kick is awarded against a team that commits any offences for which a free kick is awarded, inside its own penalty area (6 meter X 12 meter box) and while the ball is in play.

A goal may be scored directly from a penalty kick.

Penalty Kicks are to be taken 5.0m from the goal line. The goal keeper is prohibited from leaving his/her line.

If a penalty taken during the course of a game (not in a penalty shootout) is saved and or rebounded back into the field of play. Play will continue, and the opposing team are permitted to score

13.0 Additional Rules

13.1 Registration of Players

All players must register on the website <http://archisoccer.leaguerepublic.com/> prior to season commencing and can only play for one team unless transferred to another team and notification is given to Archisoccer of the transfer

Teams found guilty of playing unregistered players will be penalised with a points deduction as adjudicated by the Disciplinary Committee

13.2 Discipline Procedure

If a team is deemed to have played in a un-sportsman like manner or with disregard to the spirit of the rules and the game in general, a formal complaint may be lodged with the ArchiSoccer Disciplinary Committee (ADC). If a team receives 3 no. official complaints during the season, the ADC will investigate each allegation independently and hand down a non-disputable ruling.

Should the team be found guilty of bringing the league into disrepute through un-sportsman like behaviour they will be stripped of Seven (7) championship points immediately The complaint ledger against this team will then be cleared.

Should the team be found not guilty of bringing the league into disrepute through un-sportsman like behaviour no further action will be taken.

All matters are subject to the discretion of ADC Processes.

13.3 Ring-ins

Ring-ins are players who do not work directly for the architecture company listed as the team name

Ring-ins may only be permitted where the team are not in a position to field the minimum number of 5 players. Or the required number of female players.

ArchiSoccer are to be notified of any ring-in players in the competition noting the reason for their requirement. All ring-in players must be registered on the website and have signed the Archisoccer Inc Injury waiver prior to commencement of play.

Teams found to be in breach of this rule by either non disclosure of ring-ins or playing with excessive ring-ins will be found guilty of not playing in the spirit of the competition and will be penalised with a points deduction as adjudicated by the Disciplinary Committee.

14.0 Fixtures:

14.1 Game start time

All of the games have been scheduled for either Tuesday or Thursday commencing @ 6:15. Should a team be unable to turn up to the game at the specified time an alternative start time should be coordinated with the opposing captain no later than 24hrs from the game.

Should a team attend a game more than 15 minutes late, 1 goal awarded to the opposing team, 1 additional goal will be awarded for every 10 minutes thereafter. Should a team be more than 45 minutes late for a scheduled game the opposing team are entitled to claim a forfeit

14.2 Game Scheduling

All of the games have been scheduled for either Tuesday or Thursday @ 6:15pm depending on your allocated division. Should the scheduled time be unsuitable due to unforeseen circumstances, it is up to the two opposing captains to contact each other to arrange an alternative time that best suits each team. However games must be played within permit areas and times. Please note that our Permit of play is for Tuesday and Thursday

14.3 Venue of Play:

Archisoccer Inc has a permit to play at Lawn 7, Royal Park. Should a team choose to play elsewhere they will not be covered by Archisoccer Inc Public liability insurance and the responsibility to liaise with the relevant park authorities lies with that team.

14.4 Games not played within the scheduled week

Games are to be played within the nominated week and where not possible it must be played at a time suitable to both teams (within permitted areas and times) prior to seasons end or points will not be awarded - If a team cannot field a side in the nominated week a forfeit is required, whereby the opposing team is awarded the full points. If neither team can field a side then no points will be awarded.

15.0 Nominations

Each opposing team to nominate a player from the opposition for Best on Ground at the end of the game (i.e., one from each team) the team receiving the nomination must then record the nomination on the website <http://archisoccer.leaguerepublic.com/> whilst entering their respective results

Players with the most nominations per division will receive an award at the end of the season

Each team to enter the goal scorers from the game on the website

Similarly Players with the most goals per division during the league season will receive an award at the end of the season

16.0 Risk of Injury:

Soccer is a Semi-Contact Sport involving running, tackling, bumping and continual ball contact and as with any sport there is the risk of injury. We, Archisoccer Inc want to reiterate that players play at their own risk and should any injuries be sustained we Archisoccer Inc do not accept responsibility. All participants are to sign an Injury waiver form and return it to Archisoccer Inc prior to the commencement of play for the 11/12 season. Otherwise results for that team will not be approved, and any games played will be considered a forfeit to the opposition unless completed forms have been returned.