

FOOTBALL FEDERATION VICTORIA INC



# 2018 SUMMER SEVENS

# RULES OF COMPETITION



FOOTBALL  
FEDERATION  
VICTORIA



VicHealth™

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The relevant Football Federation Victoria (FFV) 2018 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 10	Born in 2008, 2009, 2010
Under 12	Born in 2006, 2007
Under 14	Born in 2004, 2005
Under 16	Born in 2002, 2003
Open Age	Born in 2001 or earlier

## THE PLAYERS' EQUIPMENT:

- Law 4 of the [FIFA Laws of the Game](#) 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
- *Fitbit* like devices may be worn for reporting purposes only if permitted by FFV Summer Sevens

## THE MATCH OFFICIAL:

- Law 5 of the [FIFA Laws of the Game](#) applies
- Team Managers and Captains are the only people who can communicate with the Match Official immediately before, during and after the game
- At no time should any person enter the field of play unless instructed by the Match Official
- **All decisions by the referee are final**

## THE FIELD OF PLAY:

- Approximately ½ full size pitch which will be marked out with cones (see diagram 1)
- The penalty area will be a 10m 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(s) must position themselves in the interchange area (see 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 10	Size 4
Under 12	Size 4
Under 14	Size 5
Under 16	Size 5

Open Age	Size 5
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## THE NUMBER OF PLAYERS:

- 7 v 7 – including goalkeeper.
- Teams may register more than 10 players for the 2018 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.
- For mixed competitions there must be a minimum of 3 females or a minimum of 2 males on the field at any given time
- For men's competitions there can be a maximum of 2 females on the field at any given time
- For women's competitions, there are no males allowed
- Players may be rotated at any time but must wait until the interchanged player has left the field

## THE 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.
- To restart play after the opposing team has kicked the ball out, the ball must be played from the ground within the penalty area
- 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

## **OFFSIDE:**

- There is no offside in the Summer Sevens

## **DURATION OF THE GAME:**

- 2 x 20 minutes
- The Venue Coordinator may change the duration of both halves and/or half time to ensure the match finishes by the scheduled time
- Teams will be penalised one (1) goal for every 5 minutes the start of the game is delayed

## **START OF PLAY AND RESTART 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 is in 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:**

### **1. 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

### **2. After Touching the Attacking Team Last:**

- Goal kick (placed on the ground) from anywhere within the penalty area.
- 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

## FREE KICKS:

- All free kicks are Direct unless otherwise stated by the Match Official

## PENALTIES:

- All penalties are to be taken from the edge of the penalty area (10m)

## 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
- Also, a red card issued will incur an automatic one game suspension for the player's next match
- Further disciplinary action for team and player misconduct is at the discretion of the FFV, including:
  - *failure to control the poor behaviour of a team mate*
  - *persistent poor team behaviour throughout the season*
  - *forfeits, including failure to communicate to the FFV/Venue Co-ordinator in reasonable time to inform the opposition team. If a team forfeits 2 or more times in a competition, they will be removed from the competition*



- Any previous poor team behaviour incidents will be taken into account for future admission into the competition

### **MISCONDUCT:**

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

### **SUBSTITUTIONS:**

- Teams are only allowed a maximum of ten (10) players (3 substitutions/interchange players)
- There is no limit to the amount of substitutions made throughout the game

### **MATCH POINTS / RESULTS:**

Match points will be awarded as follows:

- WIN : 3 Points
- DRAW : 1 Point
- LOSS: Nil Points

# PITCH

