

DSAFL Soccer Sixes Rules

1. Teams can have a squad of up to twelve players who must be registered, an official team line should be completed and handed to the match secretary before the first game and squad numbers kept throughout the tournament. Clubs may enter two teams, but a player can only play for one team in the tournament.
2. All player must have appropriate footwear i.e. mouldies or astro trainers. Any player with inappropriate footwear will not be allowed on the field.
3. The Match Secretary shall provide the official fixtures with allocated kick off times. Duration of Matches will be determined and advised by the match secretary depending on teams entered. No stoppage time will be played, other than if a game is halted for a serious injury.
4. In the event of a clash of colours the team listed second on the official fixture list should change, or wear bibs as appropriate.
5. The team listed first on the fixture will defend the goal nearest the entrance. Teams should be ready to start the match at the allocated time, should a team not be on the field five minutes after the allocated start time the opponents shall be awarded a 3-0 win.
6. Matches will start, with a contested drop ball in the centre of the field and after a goal the conceding team will restart from the centre.
7. All players are allowed inside the marked goal area and goals can be scored from any area of the pitch; Goal keepers are not allowed outside of the marked goal area, penalised by an indirect free kick when this occurs, defenders must retreat 3 yards from a free kick.
8. No slide tackling is allowed, punishable by an indirect free kick.
9. Unlimited substitutions are allowed but should only be made at the stoppage of a game, i.e. after a goal is scored or in event of an injury.
10. The referee shall have the discretion to award yellow and red cards per the laws of the game, and a player receiving two yellow cards or a red card shall take no further part in the tournament.
11. Three points shall be awarded for a win and one point for a draw in the group stages. Group positions will be decided by points gained, then on goal difference, goals scored and if necessary by the head to head result between two sides with equal records; should these methods fail to separate teams then a penalty shootout shall be used, with each side taking three kicks before sudden death if required.
12. If a knockout match finishes level a penalty shootout, as above, shall decide the winner.
13. The referee shall be the sole arbiter of any decisions on the field of play
14. Any decisions made by the committee shall be final.