2018 Six-a-Side Football

Run by Upper Hutt City Football Marauders social team

* Combined teams: 14th grade to Senior
* Starts Wednesday 21 November for 4 weeks (stop for xmas) Restart January Wednesday 9th for 6 weeks
* 5.35 / 6.10 / 6.45 / 7.20 kick off times
* $40 per week for 10 weeks (8 players $5 each)
* Maidstone Park Turf

*Sorry . We are not offering a pay week to week option this year all subs must be paid in full prior to kick off or on kick off night*

**Here’s how we’ll play**

**Teams**

* 6 players on the field at one time (including a keeper).
* Subs can only come on once exiting player has come off, this must be done at half way and with a tag on hands.
* Warm ups only on the warm up pitch.
* All teams must give 72 hours (3 days) notice of a default.
* Game can start when a team has 4 players.

Timings

* Games to start from 5.35 through to 7.20 last kick off
* 2 x 15 minute halves and 5 min half time.
* Every one minute late to kick off concedes a goal to the opposition team who is waiting.
* Play goes ahead in all weather.—apart from lightening storms

**Play**

* You can score from anywhere on the pitch, but not directly from a throw in or a free kick.
* Throw-ins as normal. Teams please assist in retrieving over shot balls (out of bounds), 3 balls per game will be available to ensure continuous play.
* No off-sides.

Joker card bonus:

* Each team will get 4 joker cards for the season to be used any week they choose except the finals week. If used the game changes to --- last goal wins.

**Pitch / goal size**

* Length of playing pitch = width of the full sized turf - markers will be set.
* Goal size may change from full size one week, too smaller the next randomly.
* Goal boxes are up to 10 metres in front of the goal line spreading the full width of the playing pitch.

**Free kicks, penalty & dead balls**

* All free kicks are to be taken from where the foul occurred or behind the mark if it’s to be taken quickly.
* All defending players must be 5m from the ball until the ball has been played, unless taken quickly.
* There are no direct penalties, only free kicks or in-direct.
* The ref may choose to complete a drop ball if he/she stops play, or award a free kick.

**Fouls**

* No riding or pushing a player from behind.
* No feet up challenges.
* No dangerous play or slide tackles.
* Keep elbows down.
* No abusive language.
* Nohand balls.
* No time wasting.
* If a team has committed five fouls in quick succession, there will be a free kick given to the opposing team. The player who commits the final foul will spend 5 minutes in the bin, the team cannot bring on another player during this 5 min period or make any subs. If any dispute, the referee can elect to restart the game with a ball drop or award a free kick.

**Goalkeepers**

* Goalkeepers can leave the goal box at anytime to join play up field.
* If goalkeeper picks up the ball outside of the markers = free kick.
* Goalkeepers can be rotated but the ref must be notified to stop play as this happens.
* Goalkeepers can distribute the ball anyway he/she chooses.
* Goal kicks to be taken from anywhere along the 10 metre goalkeeper box.

**Referee**

* If the ball strikes the referee, the team who had immediate possession retains the ball.

**Referee’s decision is final.**

Payments

* $40 per night for 10 weeks
* Full payment of $400.
* Payments by direct to **Upper Hutt City Marauders 06-0773-0335478-00 , ANZ Bank – use** your **team name** for the Reference.

Questions / feedback / complaints

All feedback directly to the organiser: Dan McKissock 027 264 4314 or Brent Windelburn 0212415982