

SACSSA2025

SOCCEOFFICIATING**CLINIC**



Theoretical & Practical Officiating Course incorporating **FIFA**® Soccer Laws



REFEREES handbook k



The Authority of the Referee

Each match is controlled by a referee who has **full authority** to enforce the Laws of the Game in connection with the match to which he has been appointed. He is in control of the entire game including players, substitutes, coaches and spectators involved in the specific game.

• Powers and Duties

The Referee:

- enforces the Laws of the Game
- ensures that all equipment is in accordance with the laws of the game
- acts as timekeeper and keeps a record of the match
- stops, suspends or abandons the match, at his discretion, for any infringements of the Laws
- stops, suspends or abandons the match because of outside interference of any kind
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings
- ensures that no unauthorized persons enter the field of play
- indicates the restart of the match after it has been stopped
- provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

• Decisions of the Referee

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee may only change a decision on realising that it is incorrect provided that he has not restarted play or terminated the match.

Substitution Procedure

The maximum number of substitutes permitted is four. The number of substitutions that may be made during a match is unlimited. A player who has been replaced may return to the pitch as a substitute for another player. A substitution may be made at any time, regardless of whether the ball is in play or not, provided that the following conditions are observed:

- The player leaving the pitch does so via the halfway line
- The player entering the pitch does so via the halfway line, but not until the player leaving the pitch has completely crossed the touch line
- The substitution is completed when the substitute enters the pitch, at which moment he becomes an active player and the player whom he is replacing ceases to be an active player
- The referee does not need to be informed of a substitution
- A goalkeeper may change places with any other player, however, the change may only be made at half time or in the event of an injury or before the commencement of a penalty shootout (ref must be notified of GK change).
- The substituted player may take further part in the match (may be brought back on)
- All substitutes are subject to the authority and jurisdiction of the referees, whether called upon to play or not

In the event that a player has remained on the ground (claiming to have been injured in order to obtain a penalty or free kick) and he / she leaves the field of play, the player may return to the field of play for the remainder of the respective match provided the player is in a fit enough state to do so. If a referee suspects that a player is lacking integrity (DIVING) with regards to a tackle, he / she should be dealt with in a serious manner (e.g. verbal warning or yellow card).



If, while a substitution is being made, a substitute enters the pitch before the player being replaced has completely left it and then interferes with play:

- Play shall be stopped
- The player being replaced shall be instructed to leave the pitch
- The substitute shall be cautioned, shown the yellow card and ordered to leave the pitch to complete the substitution procedure
- Play shall be restarted with an indirect free kick to the opposing team from the place where the ball was situated when the game was stopped*

If, while a substitution is being made, a substitute enters the pitch or a player being substituted leaves the pitch from anywhere other than the halfway line:

- Play shall be stopped
- The offending player shall be shown the yellow card and ordered to leave the pitch to complete the substitution procedure
- Play shall be restarted with an indirect free kick to the opposing team from the place where the ball was situated when the game was stopped*

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery). Shin pads are recommended. Footwear (boots, tekkies, etc.) is compulsory. Metal studs are **not** allowed



Colours

- The two teams must wear colours that distinguish them from each other and also the referee
- Each goalkeeper must wear colours that distinguish him from the other players and the referee

It is the responsibility of each team (name or code) to ensure that bibs (or a 2nd kit) are available in the event of a colour clash. The team that appears 2nd on the match program will be required to change colours.

Allowance for Time Lost

The Referee must end the game at the sounding of the siren except in the following instances

- A team has a clear goal-scoring opportunity
- A team has a penalty, free-kick, corner kick, or thrown-in in a goal-scoring position

The referee should not allow for multiple corner-kicks or throw-ins after the siren has sounded. Once the first set piece has been taken, the match should end once the attack has resolved. This does not apply to a penalty.

Kick-off

A kick-off is a way of starting or restarting play:

- At the start of the match
- After a goal has been scored
- At the start of the second half of the match
- At the start of each period of extra time, where applicable

A goal may not be scored directly from the kick-off, or from a goal kick.

• Kick Off Procedure

- All players must be in their own half of the field of play
- The opponents of the team taking the kick-off are at least **3m** from the ball until it is in play
- The ball must be stationary on the centre mark
- The referee gives a signal
- The ball may be kicked backwards
- The kicker must not touch the ball again until it has touched another player

Dropped Ball

If, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game, the match is restarted with a dropped ball.



The game re-starts when the ball touches the ground

• Procedure

- The referee drops the ball for one player of the team that had possession of the ball at the position where it last touched a player, an outside agent or a match official.
- All other players (of both teams) must remain at least 2m from the ball until it is in play.
- Play restarts when the ball touches the ground.

• Infringements and Sanctions

The ball is dropped again:

- If it is touched by a player before it makes contact with the ground
- If the ball leaves the field of play after it makes contact with the ground, without a player touching it.
- If a dropped ball enters the goal without touching at least two players, play is restarted with:
 - A goal kick if it enters the opponents' goal;
 - A corner kick if it enters the goal of the player to whom the ball is dropped.

However, if a dropped ball enters either goal without touching at least two players due to circumstances beyond the control of the team to whom it is dropped (such as the weather conditions or the ball being improperly dropped), the ball should be dropped again.

Ball Out of Play

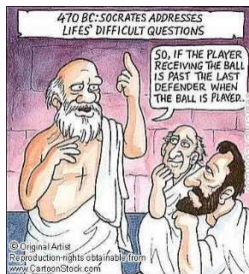
The ball is out of play when:

- It has **wholly** crossed the goal line or touch line **whether on the ground or in the air**
- Play has been stopped by the referee

Ball in Play

The ball is in play at all other times, including when:

- It rebounds off a goalpost, crossbar or corner flag post and remains in the field of play
- It rebounds off the referee when they are on the field of play



Offside

There is no offside in six-a-side soccer. If a player is not in his team's half at the restart of play, then it is a kick off infringement. A substitute entering the field of play at an incorrect position is a substitution infringement

Fouls and misconduct are penalised as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent

- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent

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

- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

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

A direct free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his hands

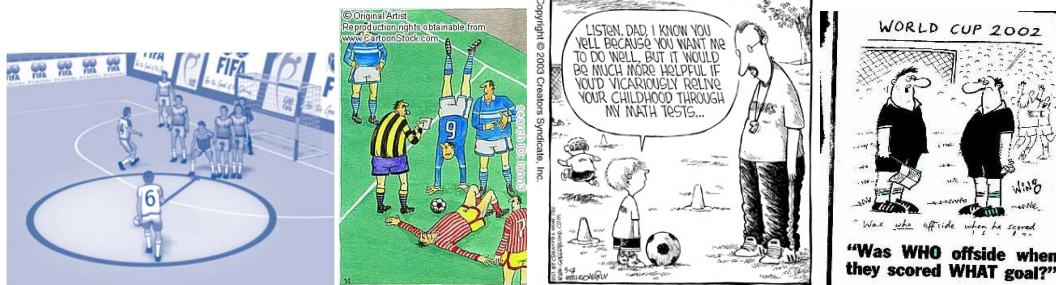
Penalty Kick

A penalty kick is awarded if any of the above offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- Controls the ball with his hands for more than six seconds before releasing it from his possession
- Touches the ball again with his hands after he has released it from his possession and before it has touched another player
- Touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate



Opponents should be no less than 5m from the player taking the (indirect or direct) kick.

Disciplinary Sanctions

The yellow card is used to communicate that a player or substitute has been cautioned.

The red card is used to communicate that a player, substitute or substituted player has been sent off.

Only a player, substitute or substituted player may be shown the red card.



• Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- Unsporting behaviour
- Dissent by word or action
- Persistent infringement of the Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- Entering or re-entering the field of play without the referee's permission
- Deliberately leaving the field of play without the referee's permission

A substitute or substituted player is cautioned if he commits any of the following four offences:

- Unsporting behaviour
- Dissent by word or action
- Delaying the restart of play
- Entering or re-entering the field of play without the referee's permission

• Sending-off Offences

A player, substitute or substituted player is sent off if he commits any of the following seven offences:

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- Using offensive, insulting or abusive language and/or gestures
- Receiving a second caution in the same match.



The Direct Free Kick

• Ball Enters the Goal

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

The Indirect Free Kick

- **Ball Enters the Goal**

A goal can be scored only if the ball subsequently touches another player before it enters the goal:

- If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

- **Procedure**

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.

- **Infringements and Sanctions**

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

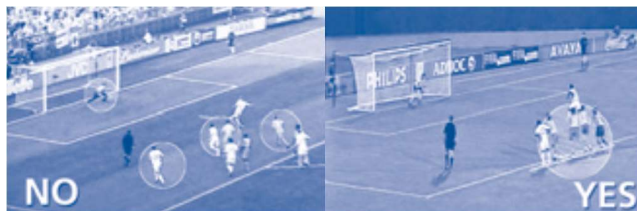
- The kick is retaken

If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.
- A penalty kick is awarded if the infringement occurred inside the kicker's penalty area



Penalty Kick

- **Position of the Ball and the Players**

The ball must be placed on the penalty mark

The player taking the penalty kick must be properly identified

The defending goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

- inside the field of play
- outside the penalty area
- behind the kick taker

- **Procedure**

- After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- He must not play the ball again until it has touched another player or it has struck the post
- The ball is in play when it is kicked and moves forward



- When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, the ball may rebound back into the field off the goalposts or keeper and play continues.
- A goal is awarded regardless of whether it strikes the goalposts or keeper or not before crossing the goal line.

• Infringements and Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following occurs:

If the kick taker infringes the Laws of the Game:

- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team, from the place where the infringement occurred.

The goalkeeper infringes the Laws of the Game:

- If the ball enters the goal, a goal is awarded.
- If the ball does not enter the goal, the kick is retaken.

If a team-mate infringes the Laws of the Game then the above rules are still in effect depending on whose team the player is on.

- If a team-mate of the kick taker makes the infringement then the same order of ruling for the kick taker (above) applies.
- If a team-mate of the goalkeeper makes the infringement then the same order of ruling for the goalkeeper (above) applies.

*When enforcing the rule of the keeper staying on his line during a penalty kick, referees must take into account the age of the goalkeeper. Leniency must be shown to junior players (U9 & U11) and only intentional movements off the line which give a clear advantage to the goalkeeper must be called. Accidental movements which do not affect the outcome of the kick do not need to be penalized



Throw-in

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over his head

- delivers the ball from the point where it left the field of play

All opponents must stand no less than ***(3m)** from the point at which the throw-in is taken.

The ball is in play when it enters the field of play. After delivering the ball, the thrower must not touch the ball again until it has touched another player.

If the ball goes directly into the opponent's goal without touching another player, a goal kick is awarded to the opposing team.

Penalty Shootout

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take three kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken three kicks, one has scored more goals than the other could score, even if it were to complete its three kicks, no more kicks are taken
- If, after both teams have taken three kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute
- All players, including substitutes, are eligible to take kicks from the penalty mark in a penalty shootout

Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick

- An eligible player may change places with the goalkeeper only at the start of a penalty shootout
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line
- If, at the end of the match and before kicks start to be taken from the penalty mark, one team has a greater number of players than their opponents, they have the option to reduce their numbers to equate with that of their opponents. In this instance the team captain must inform the ref of the name & number of each player excluded
- Before the start of kicks from the penalty mark, the referee must ensure that only the players remain on the center line for the duration of the penalty shootout.
- No spectators, coaches, or other players are allowed to be in, around or behind the goal area during the penalty shootout.

Advantage

The referee may play advantage whenever an infringement or offence occurs.

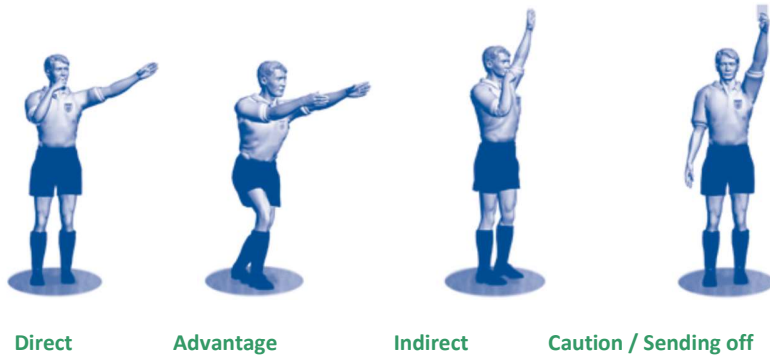
The referee should consider the following circumstances in deciding whether to apply the advantage or stop play:

- The severity of the offence: if the infringement warrants an expulsion, the referee must stop play and send off the player unless there is a subsequent opportunity to score a goal
- The position where the offence was committed: the closer to the opponent's goal, the more effective it can be
- The chances of an immediate, dangerous attack on the opponents' goal
- The atmosphere of the match



The decision to penalize the original offence must be taken within a few seconds. If the offence warrants a caution, it must be issued at the next stoppage. However, unless there is a clear advantage, it is recommended that the referee stops play and cautions the player immediately. If the caution is NOT issued at the next stoppage, it cannot be shown later.

Hand Signals



Violent conduct

A player is guilty of violent conduct if he uses excessive force or brutality against an opponent when not challenging for the ball.

He is also guilty of violent conduct if he uses excessive force or brutality against a team-mate, spectator, match official or any other person. Violent conduct may occur either on the field of play or outside its boundaries, whether the ball is in play or not. Advantage should not be applied in situations involving violent conduct unless there is a clear subsequent opportunity to score a goal. The referee must send off the player guilty of violent conduct when the ball is next out of play. Referees are reminded that violent conduct often leads to mass confrontation, therefore they must try to avert this with active intervention. A player, substitute or substituted player who is guilty of violent conduct must be sent off. **A team may be disqualified, at the discretion of the Tournament Referee and the Organizing Committee, if a player, substitute, coach, or spectator of that team is guilty of violent conduct.**

Careless, reckless, using excessive force

"Careless" means that the player has shown a lack of attention or consideration when making a challenge or that he acted without precaution.

- No further disciplinary sanction is needed if a foul is judged to be careless

"Reckless" means that the player has acted with complete disregard for the danger to, or consequences for, his opponent

- A player who plays in a reckless manner must be cautioned.

“Using excessive force” means that the player has far exceeded the necessary use of force and is in danger of injuring his opponent.

- A player who uses excessive force must be sent off



Careless or reckless??

Playing in a dangerous manner

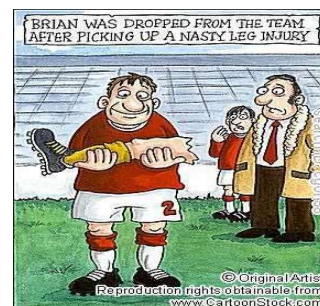
Playing in a dangerous manner is defined as any action that, while trying to play the ball, threatens injury to someone (including the player himself). It is committed with an opponent nearby and prevents the opponent from playing the ball for fear of injury. A scissors or bicycle kick is permissible provided that, in the opinion of the referee, it is not dangerous to an opponent. Playing in a dangerous manner involves no physical contact between the players.

- **Disciplinary sanctions**

- If a player plays in a dangerous manner and causes an obvious risk of injury then a direct free-kick should be awarded. If the player continues to play in this way, then that player should be cautioned
- If a player denies an obvious goal-scoring opportunity by playing in a dangerous manner, the referee should send off the player

- **Restart of play**

- Direct free kick from the position where the offence occurred (see Law 13 – Position of Free Kick)
- If the offence took place in the penalty area, then a penalty kick should be awarded.



Holding an opponent

Holding an opponent includes the act of preventing him from moving past or around using the hands, the arms or the body.

Referees are reminded to make an early intervention and to deal firmly with holding offences especially inside the penalty area at corner kicks and free kicks.

To deal with these situations:

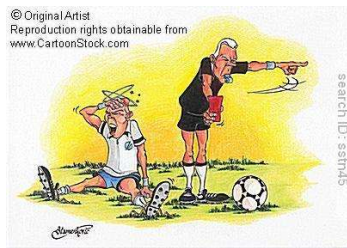
- The referee must warn any player holding an opponent before the ball is in play
 - Caution the player if the holding continues before the ball is in play
 - Award a direct free kick or penalty kick and caution the player if it happens once the ball is in play
- If a defender starts holding an attacker outside the penalty area and continues holding him inside the penalty area, the referee must award a penalty kick.

- **Disciplinary sanctions**

- A caution for unsporting behaviour must be issued when a player holds an opponent to prevent him gaining possession of the ball or taking up an advantageous position
- A player must be sent off if he denies an obvious goal-scoring opportunity by holding an opponent
- No further disciplinary action must be taken in other situations of holding an opponent

- **Restart of play**

- Direct free kick from the position where the offence occurred.



Impeding the progress of an opponent

Impeding the progress of an opponent means moving into the path of the opponent to obstruct, block, slow down or force a change of direction by an opponent when the ball is not within playing distance of either player. All players have a right to their position on the field of play, being in the way of an opponent is not the same as moving into the way of an opponent. Shielding the ball is permitted. A player who places himself between an opponent and the ball for tactical reasons has not committed an offence as long as the ball is kept within playing distance and the player does not hold off the opponent with his arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.



Cautions for unsporting behaviour

There are different circumstances when a player must be cautioned for unsporting behaviour, e.g. if a player:

- Commits in a reckless manner one of the seven offences that incur a direct free kick
- Commits a foul for the tactical purpose of interfering with or breaking up a promising attack
- Holds an opponent for the tactical purpose of pulling the opponent away from the ball or preventing the opponent from getting to the ball
- Handles the ball to prevent an opponent gaining possession or developing an attack (other than the

goalkeeper within his own penalty area)

- Handles the ball in an attempt to score a goal (irrespective of whether or not the attempt is successful).
- Attempts to deceive the referee by feigning injury or pretending to have been fouled (simulation)
- Changes places with the goalkeeper during play or without the referee's permission
- Acts in a manner which shows a lack of respect for the game
- Plays the ball when he is walking off the field of play after being granted permission to leave the field of play
- Verbally distracts an opponent during play or at a restart
- Makes unauthorized marks on the field of play
- Uses a deliberate trick while the ball is in play to pass the ball to his own goalkeeper with his head, chest, knee etc. in order to circumvent the Law, irrespective of whether the goalkeeper touches the ball with his hands or not. Play is restarted with an indirect free kick
- Uses a deliberate trick to pass the ball to his own goalkeeper to circumvent the Law while he is taking a free kick (after the player is cautioned, the free kick must be retaken)

Serious foul play

A player is guilty of serious foul play if he uses excessive force or brutality against an opponent when challenging for the ball when it is in play.

A tackle that endangers the safety of an opponent must be sanctioned as serious foul play. Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force and endangering the safety of an opponent is guilty of serious foul play. Advantage should not be applied in situations involving serious foul play unless there is a clear subsequent opportunity to score a goal. The referee shall send off the player guilty of serious foul play when the ball is next out of play. A player who is guilty of serious foul play should be sent off and play is restarted with a direct free kick (from the position where the offence occurred) or a penalty kick (if the offence occurred inside the offender's penalty area).

Dimensions & measurements specific to 6-a-side

The penalty area

The penalty area shall be marked out at each end of the pitch as follows:

Half circles with a radius of 5m (from the end of the circle to the goal line and 2m on either side of the goal posts.
OR a box, 2m on either side of the goal posts and 5m into the field from the goal line.

The penalty mark

A mark shall be drawn 6 m from the midpoint between the goal posts and equidistant (middle or central) from them.

SACSSA SIX-A-SIDE SOCCER **RULES AND TOURNAMENT PROGRESSION**

*With reference to FIFA Futsal Laws (5-a-Side Laws) adapted for SACSSA 6-a-side



GENERAL

As there is not a specific standard size for the field and goal posts, the following should be regarded as a rough guideline:

Field size: Juniors & G 19/u: [±] 40m x 20m. Seniors: [±] 50m x 25m

Goal Posts: ± 3m wide and 2m high

RULES

- 1 The team that is entered for the tournament consists of the specific members as indicated on the Team List, and players may **not** be inter-changed between teams during the tournament.
- 2 Every Team Manager is to hand in a Team List **one hour before the tournament**. The Team List must contain the names and surnames of the players (reserves included) **as well as** their dates of birth. The code of the specific team **must be entered on the Team List Form**.
- 3 The team consists of 5 players and 1 goal keeper. A maximum of **four** reserves are allowed per game, and these substitutions may be made at any time during a match. Rolling substitutes.
- 4 Players **may not** play in two different teams during the tournament.
- 5 Each team should be ready at the appointed field, 5 minutes before the scheduled starting time.
- 6 Any team, who cannot field at least 4 players at the start of the match, will forfeit the match.
- 7 Team managers must keep a record of the scores of all the matches played by their teams.
- 8 At the end of every match the captains/team managers will sign the score card to indicate that they agree that the scores were correctly recorded.
- 9 A match consists of two halves of equal length. The total length of the match will be determined by the Tournament Organizer.
- 10 The beginning of every time slot will be indicated by the sound of the siren, but the **referee** starts the actual match.
- 11 Half time and full time will be indicated by the siren, but the **referee** stops play as soon as is appropriate.
- 12 The **referee** will start the second half as soon as the players are ready.
- 13 No player may wear any jewelry whatsoever (see also SACSSA Sport Policy)
- 14 Any **suitable** footwear, **without** metal studs will be allowed. Players **may not** play barefoot. Shin guards are recommended.
- 15 If two teams have similar colours that may cause confusion, the team named second on the schedule will have to change colours.

- 16 Official ruling on ball size is as follows: A size 5 ball is used for ages 13 and higher. A size 4 ball is used for ages 7-11. SIZE 3 BALLS ARE NOT PERMITTED (This size is for 6 years and under). In the event that neither team has a size 4 ball and only a size 5 ball, then the size 5 ball may be used. The team named first on the schedule, will supply the ball.
- 17 Ages will be calculated exactly the same as in all other SACSSA Sport. (see SACSSA Age Group List)
- 18 There is no off-side ruling.
- 19 There will be no lines men.
- 20 On corner and free kicks, the opposing side must retire to a distance of 3m
- 21 A goal **cannot be scored** by a direct goal kick or directly at kick off or directly from a throw in.
- 22 No interference with the goal keeper is allowed in the goal keeping area.
- 23 No coaches or team managers are allowed on the field except when called by the referee.
- 24 It is the coach's responsibility to be educated in the specific rules for 6-a-side soccer and to convey these to the players. (Also pay attention to the rules as set out in the **FIFA Futsal and FIFA Laws of Football**).
- 25 The referee's decision regarding the game must be honoured.
- 26 Any appeals must be lodged within 5 minutes after the completion of the game. Such appeals will be accompanied by a R50-00 appeal fee.
- 27 Only official appeals, correctly lodged, will be heard by the Appeal Committee (Tournament Referee and Tournament Organizer)
- 28 Should an appeal be lodged against a team that has fielded a player who is found to be too old, the guilty team will forfeit the match [no goals will be recognized] while the opposing team will have all their goals recognized and will receive two points as for a walk-over.
- 29 The decision of the Appeal Committee is final.
- 30 Yellow and red cards will be issued by the referee, at his/her discretion.
- 31 Players receiving two yellow cards or a red card during a match must immediately leave the field and cannot be replaced during the specific match and cannot be used in the next match.
- 32 The organisers reserve the right to disqualify any team or person from further participation, should such a team or person be guilty of repeated ungodly behaviour.
- 33 Spectators and officials, who make themselves guilty of ungodly behaviour, will be reported to the Appeal Committee. Repeated bad behaviour by spectators and/or officials can lead to the disqualification of a team or teams.
- 34 Teams that arrive late, for the tournament, will forfeit their matches, unless:
1) the opposing teams are willing to play them at a later stage
2) an open time slot and field is available
3) the smooth running of the programme is not interrupted
36. Should it be necessary to add or amend any rules, this will be done by general consent before the start of the Tournament.

SACSSA 6-A-SIDE SOCCER

TOURNAMENT PROGRESSION

1. The Tournament will take the form of a Round Robin in all age groups.
2. Should too many teams in a specific age group be entered, the age group will be divided into two or more groups of equal size and strength [as far as possible].
3. In the case where an age group consists of a single group, the winner will be the team with the most matches won. If two or more teams have won the same number of matches, the winner (or second or third position) will be determined by the goal differences by subtracting the number of goals against a team from the number of goals in favour of the team. Should goal difference be equal, the highest number of goals will decide the winner. If there is still a deadlock then placing will be decided on the head to head rule. If the result between the two teams was a draw then each team will have the opportunity to attempt 3 kicks at goal (alternatively) each taken by a different player. The players attempting the kicks must be from the team playing in the final match of the tournament. Should there still be a deadlock after the three kicks; a sudden death penalty kick will determine the winner.
4. Should it be necessary to change the Tournament Progression, this will be done by general consent before the start of the Tournament.
5. Should it be necessary to make use of Knock-out Rounds at any stage during the Tournament, the following procedures will be followed:

Should a Knock-out match end in a draw, the specific match will be extended by a further 6 minutes [2 halves of 3 min each] on the condition that the first team to score a goal will be declared the winner of the match. **[Golden Goal Rule]**

Should there still be no score after 6 minutes a penalty shoot-out will follow along the following guidelines:

- Every team will choose their players in specific kicking order from 1 to 3
- Each team will alternatively take 3 kicks at goal. The team with the most goals scored after 3 kicks have been taken shall be declared the winner.
- Should there still be no clear winner after each team has taken 3 kicks, then a sudden-death penalty shoot-out will follow, with the first team scoring a goal, followed by another team not succeeding, will be declared the winner.