



CHRISTIAN SCHOOLS EVENTS NETWORK

FOOTBALL FIVES RULES

GENERAL

- Fixtures can be found on the CSEN website
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 10 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Term Sport – 2 x 15 minute halves with a five minute half time.

UNIFORM

- Refer to the relevant [Semester Sport](#) policy or the [Rally Day](#) policy.
- Players must wear school sports uniform.
- Players not correctly attired should not be permitted to compete.

EQUIPMENT

- All playing and protective equipment.
- Shin guards are compulsory.
- Goalie gloves are compulsory.

UMPIRES

- Both teams to supply a referee.

RULES

- Football Fives is played under the rules of the Football Federation Australia unless otherwise stated.
- Players cannot use their head at any stage in contact with the ball.
- Goalkeeper must stay within the circle. No field players are permitted in the circle. Penalty is a free kick to the opposition.
- If the ball is kicked out of the cage, the opposition goalie shall restart the game.
- Unsportsmanlike play will see the offender removed from the court.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Term Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Semester Sport](#) policy or [Rally Day](#) policy.

RESULTS

- Term Sport – sent through to cсен@cсен.au within 24 hours of completion of the match on the results sheet by the winning team.
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.