



BEDFORD LEAGUE 2023

RULES AND REGULATIONS

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1 RULE ENFORCEMENT

- 1.1** All teams and players must comply with the following Rules and Regulations as well as Football Australia and Football SA statutes, Codes of Conducts and Policies.

2 TEAMS

- 2.1** A team is allowed a minimum of 4 and a maximum of 5 players per team on the field of play at any given time.
- 2.2** Should there be 6 players on the field for 1 team at any given time, the referee will award a penalty to the opposing team.
- 2.3** A team that has less than 4 players will be required to forfeit the match.

3 DURATION OF GAME

- 3.1** 2 x 20-minute halves
- 3.2** 5-minute half time break for all matches.

4 PLAYER REGISTRATION

- 4.1** Players must be registered on the National Registration System.
- 4.2** A team may only field a player registered with another team after declaring their intention with the Competition Administrator prior to kick-off.
- 4.3** The Competition Administrator will consult with the opposing team prior to making any determination on whether to allow the player to play.
- 4.4** Teams that fail to obtain permission to field a player from another team will forfeit the match.
- 4.5** Any decision to permit a player to play for another team is at the sole and absolute discretion of the Competition Administrator and any decision is final.

5 TEAM REGISTRATION

- 5.1** Football SA will provide team registration dates and information prior to the commencement of the competition.
- 5.2** The team registration fee is non-refundable.

6 LEAGUE FORMATION

- 6.1** The number of teams placed into any one league will be at the discretion of Football SA

7 FINALS SERIES

- 7.1** Football SA may facilitate a finals series. Any finals series is dependent on the number of teams registered.
- 7.2** Football SA will advise if a finals series will be facilitated once the competition has commenced and will provide structure details at that time.

8 TEAM SHEETS

- 8.1** Team sheets will be provided to teams on the day of the scheduled match by the Competition Administrator.
- 8.2** Team sheets must be completed and provided to the match official no later than 10-minutes prior to the scheduled kick-off time.
- 8.3** Team sheets must include the following information:
 - 8.3.1** Player's full name
 - 8.3.2** Player's shirt number

9 MATCH FIXTURES AND RESULTS

- 9.1** Football SA will schedule all matches including date and kick-off times to each registered team prior to the Competition commencement.
- 9.2** All fixtures are subject to change.
- 9.3** Teams must be ready to kick-off at the scheduled time. If a team is not present 10-minutes after the scheduled kick-off time, a forfeit will be applied with the score line of 3 goals to 0 awarded to the opposing team.

9.4 Competition points will be allocated as bellow:

9.4.1 Win – 3 points

9.4.2 Draw – 1 point

9.4.3 Loss – 0 points

10 PLAYING EQUIPMENT

10.1 All players must wear shinpads.

10.2 All goalkeepers must wear gloves.

10.3 All players must wear the same colour playing shirt as designated on the team registration form.

10.4 All players must have numbered shirts.

10.4.1 If a player does not have a numbered shirt, they must not enter the field of play.

10.5 No jewellery is to be worn.

10.6 Football SA will provide match balls for each match.

11 MATCH RULES

11.1 PLAYERS

11.1.1 The offside rule does not apply.

11.1.2 Kick-offs will be taken from halfway.

11.1.3 No throw-ins.

11.1.4 No corners.

11.1.5 If the ball hits any part of the goal net or fence behind the goalkeeper, the ball resets with the goalkeeper for a restart.

11.1.5.1 To clarify, if the ball hit the solid wall behind the goal, the ball is still in play.

11.1.6 If a team kicks the ball out of the pitch, the match will restart with the goalkeeper of the opposing team.

11.1.7 If the match official deems that a team has intentionally kicked the ball into the net behind the goalkeeper or out of the pitch, a penalty will be awarded to the opposition team.

11.1.8 Players (not goalkeepers) are not to goal tend unless for a set piece. If the match official deems that a player is persistently goal tending, a penalty may be awarded. (Set pieces are the only exception to this rule).

11.2 GOALKEEPERS

11.2.1 A goalkeeper must not handle the ball with their hands outside of the goal area.

11.2.1.1 ***PENALTY:** An indirect freekick will be awarded from the point of the offence.*

11.2.2 Goalkeepers are able to pass the ball out with their feet or throw it with their hands only.

11.2.3 Goalkeepers cannot kick the ball out of their hands or drop-kick the ball directly from their hands.

11.2.3.1 ***PENALTY:** A penalty will be awarded to the opposition team.*

11.2.4 Goalkeepers have 4 seconds to dispose of the ball from their hands.

11.2.4.1 ***PENALTY:** A penalty will be awarded to the opposition team if this is exceeded.*

11.2.5 Goalkeepers are not able to pick-up the ball if passed back by a player of their team.

11.2.5.1 ***PENALTY:** A penalty will be awarded to the opposition team.*

11.3 FREE KICKS

11.3.1 All free kicks awarded are indirect.

11.3.2 Any opposing player or wall must be a minimum of 2 metres away.

11.4 PENALTIES

- 11.4.1 All penalties are taken 1 metre back from the goal area.
 - 11.4.1.1 All penalties can be scored directly from the penalty spot.
- 11.4.2 A penalty taker can only take one step prior to striking the ball.
- 11.4.3 No throw-ins.
- 11.4.4 No corners.

11.5 WALLS

- 11.5.1 The walls can be used during the game.
- 11.5.2 The ball is not to be held in the corner against the wall. If the referee deems that a player is holding the ball against the wall or corner, or not playing in the spirit of the game, they may award a free kick from the point of offense.
 - 11.5.3 No pushing or bumping against the wall.
 - 11.5.3.1 **PENALTY:** *A penalty will be awarded to the opposition team.*

12 SUBSTITUTIONS

- 12.1.1 The Bedford League will utilise interchange.
- 12.1.2 Unlimited interchange is allowed for all matches.
- 12.1.3 The coach/player can make a substitution while the ball is in play, however, the player coming off the field of play must leave the field of play prior to the replacement player coming onto the field.
- 12.1.4 The referee does not need to be informed about a substitution occurring, however, it must be made at an appropriate time that does not impact the play.

13 DISCIPLINARY

- 13.1.1** Serious foul play will be punishable by red cards.
- 13.1.2** Reckless and unsporting behaviour will be punishable by yellow cards.
- 13.1.3** If a player receives 2 yellow cards or a red card, the player will be dismissed from the field of play. The player cannot be replaced, and the team will finish the match with 1 less player.
- 13.1.4** All red cards will be reported by the referee to the Competition Administrator.
- 13.1.5** All red cards will be reviewed in-line with the Football SA Grievance and Disciplinary Regulations.
- 13.1.6** Any player that receives 2 yellow cards or a red card, will face a mandatory 1 match suspension.
- 13.1.7** The Competitions Disciplinary Committee (CDC) will review all sanctions and may impose a penalty greater than the mandatory minimum.
- 13.1.8** The referee's decision in all cases is final and no decisions made on the field can be disputed with the Competition Administrator.
- 13.1.8.1** ***PENALTY:*** The offending team will be withdrawn from the competition and no refund will be provided.
- 13.1.9** Abuse towards a referee will not be tolerated and may result in a player and/or team withdrawal from the competition without refund.

14 EXTREME WEATHER

- 14.1.1** All matches will be played in accordance with the Football SA Extreme Weather Policy.
- 14.1.2** If a match is required to be cancelled due to weather, a text message will be sent to all team contacts by 5:00pm the day before.

15 PENALTIES AND FINES

15.1.1 If a game is forfeited, a 3 goal to 0 score line will be awarded to the opposition team.

15.1.2 If a team withdraws from the competition, a 3 goal to 0 score line will be awarded to the opposition team for all future games.