

1. STATUS AND AUTHORITY

This document contains the official rules for Coffs Football 6s (CF6) as determined by [North Coast Football](#) (NCF). CF6 is primarily for recreation in a fun, friendly and social environment.

The Competition Administrator is the NCF Recreational Football Program Manager. All participants must follow instructions from appointed Match Officials, Venue Assistants and NCF staff.

All players must abide by the spirit of football and the [Football Australia Code of Conduct and Ethics](#). CF6 is sanctioned by [Northern NSW Football](#).

2. LAWS OF THE GAME

The [laws](#) of IFAB (International Football Association Board) will generally apply except for specific CF6 rules listed in this document.

In the event a rule scenario isn't covered in this document, the principles from rules for NCF local community football apply.

3. CF6 SPECIFIC RULES AND REGULATIONS

Abandoned matches: If a match that commenced is abandoned, the score at halftime or at the time of the match in the second half will be recorded as the final score. Matches abandoned in the first half or that aren't played will be rescheduled or recorded as scoreless draws. If a match is abandoned no team will be offered compensation in any form.

Duration: The match duration is 40 minutes consisting of 20-minute halves. Two minutes is allowed for halftime. There is no time off for injury or other stoppages. Matches will start and stop by the referee's whistle or venue siren.

Free kicks: All free kicks (apart from penalties) will be indirect. The minimum distance an opposing player may be from the ball in a free-kick situation is five metres.

Goal-kicks: Goal kicks are optional. If the ball goes out across the goal line then play can also be restarted by the goalkeeper throwing the ball back into play. There are restrictions on goal-kicks/throws:

- The goalkeeper cannot kick the ball past the halfway line on the full from a goal kick, otherwise, it will result in an indirect free kick to the opposition nearest where the ball crossed the halfway line.
- The goalkeeper cannot throw the ball over the halfway line on the full, otherwise, it will result in an indirect free kick to the opposition nearest where the ball crossed the halfway line.
- After gaining control of the ball by using his/her hands, the goalkeeper cannot kick the ball over the halfway line on the full until the ball has been touched by another player. Catching, picking the ball up, or patting it down, is considered as having control over the ball. (Punching the ball away for a save is not considered having control.)
- The only time a goalkeeper can kick the ball over the halfway line on the full is from general play where the goalkeeper has not used his/her hands to gain control over the ball. (or from a back-pass). Otherwise, it will result in an indirect free kick to the opposition on the halfway line nearest where the ball crossed

Goalkeeping – handling the ball: The goalkeeper cannot pick up the ball directly from a kick-in by their own team (same as a back-pass). A breach of the rule will result in an indirect free kick to be taken on the edge of the square adjacent to where the offence occurred.

Goalkeeping – release of the ball: The goalkeeper must release the ball within six seconds of gaining control of the ball in their hands. Failure to do so will result in an indirect free kick to be taken on the edge of the square adjacent to where the offence occurred.

Interchange: There is unlimited interchange which can only be done when the ball is out of play. Interchanges are to take place at the halfway mark and the player leaving the field must do so before the replacement player enters the field.

Off-side: There is no off-side.

Penalties: Penalties are to be taken from the edge of the square in line with the middle of the goal. Goal keepers cannot be changed immediately after a penalty or free kick has been awarded (unless injured).

Slide tackles: Slide tackles are not permitted and any attempt, successful or otherwise, will result in a free kick/ penalty to the opposing team.

Throw-ins: There are no throw-ins. If a ball goes over the sideline play is resumed by a kick-in at the point the ball crossed the sideline. When kicked the ball must be stationary and behind the sideline. The minimum distance an opposing player may be from a kick-in is five metres.

4. CAUTIONS, RED CARDS & TEAM FOULS

Any unnecessary aggression, forceful challenges, slide tackling or tackling from behind will result in a free kick and a possible red card.

Should the players in a team commit a total of five fouls within any half, the opposition team will be awarded a penalty kick.

Any player receiving a red card cannot be substituted in the game and that player will receive an appropriate suspension as determined by the Competition Administrator.

The Competition Administrator has the authority to impose any suspension on any player or team which does not abide by the rules and their intent or the spirit of fair play.

5. PLAYERS

Registration and Payment for the season must be completed by the end of the second round of competition by visiting the CF6 site on playfootball.com.au.

The Competition Administrator reserves the right to expel and or refund monies to teams that fail to pay in full by the allotted time. A team must field a minimum of four players (including any borrowed players) or forfeit their match.

The maximum number of borrowed players in a team at any time is three. A team cannot borrow any more players if they already have six players, (including a maximum of three borrowed players).

Any borrowed players must be registered for CF6. "Ring-ins" are allowed but must register before taking the pitch.

A mixed team on the ground must be composed of no more than three males at any one time.

To be eligible to play in a final a player must have played at least three previous matches for that team.

Players are only allowed to sign for one team per division. Players can sign for more than one team provided the teams they register for are not in the same division.

5. COMPETITIONS

Competition points are as follows: three points for a win, one point for a draw and zero points for a loss.

Draws and competition results will be available to be viewed online through our [website](#).

Any game forfeited will be recorded as zero-three (0-3) loss. The Competition Administrator reserves the right to expel teams for failure of payment, or if a team has forfeited three or more games.

6. FINALS

The finals structure will vary depending on the number of teams in each division. If teams are equal on competition points at the end of the last round, the finals placing shall be decided in the following order:

- The team with the better goal difference (that is more goals for - less goals against) shall be placed higher on the table.
- If teams are still equal, the team with the most goals scored.
- If teams are still equal, the win-loss result in the game/s between the teams.
- If still equal, a toss of the coin will decide the higher placed team.
- Extra time will be played in the event of a draw. Extra time is in the form of three minute halves with the golden goal result. If there is still a draw, then a five-goal penalty shoot-out will be held in accordance with FIFA rules.

7. REFEREES

NCF referees will be appointed to all matches, where possible.

Matches will be controlled by appointed Match Officials, Venue Assistants and NCF staff. They will record scores and submit them to management for posting to the competition management system ([GameDay](#)).

8. PLAYING STRIP

Teams must wear the same-coloured shirts. In the event of a clash in colours, CF6 will provide bibs.

It is the responsibility of each team to provide their own shorts and socks.

No player can take the field without shin pads.

ENDS