

JUMPERS for goalposts Match Rules - BARNES

1. Duration of play

Games will be 60 minutes long but must finish on the hour with no half-time. A whistle will be blown from the pavilion at full time. The length of games will vary in the junior leagues.

2. Number of players

Each squad may consist of any number of players of whom 5 can be on the field at any one time. Substitutions can be made at any time during a break in the play and a player once substituted can return to the field of play at any time to replace another player.

3. Goalkeepers

Goalkeepers may handle the ball anywhere within the goal area. Once the ball has been held by the goalkeeper it must be cleared with an underarm roll not thrown or kicked. Once the goalkeeper has released the ball, it may not be passed directly back to the goalkeeper by the defending team. If this occurs a penalty will be awarded. Goalkeepers may not leave the penalty area at any time - if they do for any reason whatsoever a penalty shall be awarded. If the goalkeeper throws the ball above board height possession goes to the opposing goalkeeper.

4. Free kicks

All free kicks will be direct and the opposition will be at least 4 yards from the ball until it is played. The ball must also be at least 4 yards from the side boards and at least 4 yards outside the goal area.

5. Play within the goal area

Only the goalkeeper is allowed within the goal area. Penalties for infringement of this rule are as follows:

Attacking player inside goal area - goalkeeper's possession.

Defending player inside goal area - penalty awarded to the attacking team.

6. Board height

At no point during play may the ball be played or rebound above the height of the enclosing boards. A freekick will be awarded to the opposing team if an outfield player plays the ball above this height. If the ball rebounds off the goalkeeper and goes above board height then possession returns to the goalkeeper.

7. Slide tackles

No slide tackles are permitted. If a player attempts a slide tackle a free kick will be given to the opposition. Sportsmanship is expected at all times and any player expressing unsportsman-like behaviour will be asked to leave the facility and his team shall be disqualified.

8. Footwear

No football boots, blades or moulded boots are allowed on the pitches. Only trainers or astroturf boots are allowed. If any players are found with the wrong footwear on the pitch they will be asked to leave and their team will forfeit the match.

9. Climbing

Please do not climb over any fences as this can damage the facilities and endanger your safety.

10. Points system

League - 3 points for a win, 1 point for a draw and 0 points for a loss.

Cup - Points are awarded as above in group formats. In knockout formats the winner of a match will progress to the next round and the losers eliminated from the tournament. In the event of a draw each team will select 5 players to compete in a penalty shootout.

11. Walkovers

If a team fails to turn-up to play a match then the opposition will receive a walkover and 3 points. The winning team will be awarded the average number of goals they have scored in the course of the season to date and none against. If the walkover occurs in the first week of the season then the results shall be 5-0.

12. Overall Winners

The winner will be decided firstly by the total points, then goal difference, then goals for, and finally the results between the challenging teams. Trophies will be awarded to the winners of each league.