

# BIGGLESWADE CARNIVAL YOUTH FOOTBALL RULES

- Home team to supply ball (size 4).
- Away team to change colours if necessary.
- Teams to consist of 5 – 7 players – changeable with referees.  
Permission during the game (no team to interchange teams – penalty 6 – 0 score line awarded to opp).
- All free kicks are indirect and opposition must stand back at least 2 metres away.
- **GOALKEEPERS** – must not leave their area – a penalty will be Awarded against them for this action- All penalties - players only to take 2 steps back.
- Throwing the ball back into play will be done by an under arm release of ball.
- If ball is saved and parry's off goalkeeper out of area and goes onto field of play – indirect free kick to opposition 2 metres from where ball exited from area.
- **Other players** – not allowed in area punishment for doing so.
  - Defender – penalty to opposition.
  - Attacker – indirect free kick to opposition.
- Any ball above head height will be at referees discretion awarded to opposition with an indirect free kick at position of ball where kicked from – heading of the ball not permitted.
- Throw ins – under arm action with opposition at least 2 metres away.
- Corners – kick in – opposition 2 metres away.
- No direct pass back to goal keeper allowed (Free kicks & throw ins or having received from goalkeeper).
- No sliding tackles.
- All other laws are set as per football association (referees decision is final).
- Footwear will be decided on day (PLEASE BRING BOOTS & TRAINERS – FAILURE TO DO SO COULD RESULT IN PLAYER NOT PLAYING).

**PLEASE RETAIN FOR FUTURE REFERENCE**