



Levin AFC Junior Twilight Rules 2026

1. NUMBER OF PLAYERS PER SIDE:

All games are played **7 v 7**.

Game times are 12 minutes each Half with 1 minute for half time

Game kick off will be sounded off with a horn and double Horn will be half time

Some exceptions to the above may be:

- One or both teams turn up with insufficient players. If teams are of similar ability, it is usual to ask any reserve players of the complete team to play for the opposition.
- A player is injured and there is no substitute player available.

Please do not have more than 7 players on the field at any time. It is better to substitute players on a regular basis than play more players per side.

2. SUBSTITUTIONS

Rolling substitutions may only be made during a stoppage in play, at halfway and with the referee's approval.

3. PLAYERS EQUIPMENT

All players must wear covered footwear no football boots and SHINPADS are recommended.

4. START OF PLAY

Player to pass the ball in any direction and is unable to touch the ball again until another player has touched it. Opposition team retreat 5 Metres.

After halftime the opposite team to the one that started the game shall kick off.

5. THE REFEREE (COACHES/TEAM LEADER)

Coaching/Team Leaders will be expected to officiate games in need. The club will endeavour to secure volunteer junior refs to assist like last year.

6. METHOD OF SCORING

A goal is scored when the whole of the ball crosses the goal between the designated area.

7. GOAL KICKS

Goal kicks to be taken from the ground. Opposition team to retreat behind the retreat line until the team in possession touches the ball inside the zone from goalkeeper.

8. GOALKEEPERS:

Goalkeepers can handle the ball in the marked goalbox, but are unable to kick (punt the ball out of hand) as they are required to roll/throw to a team mate.

9. CORNER KICKS

A corner kick is awarded when the defending team plays the ball over their own goal-line. The corner shall be taken from the nearest corner to the place where the ball went out of play, and the ball must be placed close to the flag/cone.

- A goal may be scored directly from a corner.
- The corner flag must not be removed whilst the kick is being taken.
- A player cannot be offside at a corner kick.

10. FREE KICKS

Fouls (Infringement of the Laws of the Game) are dealt with by stopping the game (whistle) and speaking gently to the offending player.

- A DIRECT Free kick is awarded for the following offences:
 - Kicking, tripping, or jumping at an opponent.
 - Dangerously charging, striking, holding or pushing an opponent.
 - Deliberate hand ball.
 - Making contact with the opponent before contact with the ball (as in sliding tackle).

Any of these offences, if committed within the players Penalty Area, result in a Penalty Kick being awarded. A direct free kick is to take place 5M from the goal line. All players other than the goalkeeper and the kicker must be on the field of play, outside the penalty area, and the required distance from the ball. The goalkeeper may move along the goal line between the posts, but must not move forward until the ball is kicked.

- An INDIRECT Free kick is awarded for the following offences:
 - Dangerous play, obstructing, or charging at an opponent off the ball;
 - When a player taking a goal kick, corner kick, or throw in, plays the ball a second time before it is touched by another player;
 - When a goalkeeper touches the ball with his hands after the ball has been deliberately kicked to him by one of his own players.
 - Dangerously charging, striking, holding or pushing an opponent;
 - Deliberate hand ball;
 - Making contact with the opponent before contact with the ball (as in sliding tackle).

11. THROW INS

When the whole of the ball has gone over the side line, a “throw-in” is taken by a player from the opposing side to that of the player who last touched the ball.

- The thrower shall not touch the ball again until another player has touched it.
- A player that receives a ball from a throw-in cannot be offside.

Throw-ins are taken with both feet on the ground and behind the side-line. The ball must be delivered from behind the head. If a throw is incorrectly taken, instruction should be given and the throw re-taken by the same team.

12. OFFSIDES

No offsides however referees can actively discourage deliberate and repeated offside play

14. INJURIES

Stop play immediately for injuries, no matter how trivial it might seem.

When a game has been stopped for an injury during play, the game is to be started with a DROP BALL.

- For a Drop Ball a player from each side face each other and the referee drops the ball between them but a little to the side to prevent kicking injuries. The ball **MUST** touch the ground before it can be played.

15. MISCONDUCT

Bad language, foul play, threats, or violence, directed towards an opponent or referee, if of minor nature should receive a caution and if repeated, the offender should be sent from the field. If the offence is of a serious nature, the player’s name should be taken, he should be sent from the field, and not allowed to return. The matter reported to Junior Manager Levin AFC Football within 2 (two) days.