



SUMMER SIXES 2009

RULES OF THE GAME

Contents

The Team Bond	2
The Pitch	2
Goals.....	2
The Ball	2
Registration Of Players.....	2
Registration Fees	2
Players Equipment/Uniform	3
Clash of Playing Strips	3
The Referee	3
Duration of the Match	3
Start and Restart of Play.....	4
Ball In and Out of Play	4
Method of Scoring.....	5
Free Kicks	5
Penalty Kicks.....	5
Fouls and Misconduct	5
OffSide Rule	6
Substitution	6
Slide Tackles.....	6
Points System.....	6
Goal Keepers.....	6
Wet Weather/ Wash out rounds	6
Semi Finals	7
Grand Final.....	7
Contacts.....	7

The normal FIFA rules of football will apply except in the following situations:

The Team Bond

IMPORTANT NOTICE: All teams that participate in the 2009 Summer Sixes Competition will be required to pay a \$100 Cash BOND before the commencement of the 1st Round. This Bond is used to cover the costs of Forfeits (\$30.00) and Red Cards (\$20.00) per player. If your team or players don't cause or receive any of the above offences then the full amount will be returned at the end of the competition. If you have any funds remaining from the bond then the balance will be returned.

The Pitch

The pitch shall be rectangular in shape. The length of the touchline shall be greater than the length of the goal line.

The minimum size of a field will be 45mt x 30mt.

The maximum size of a field will be 60mt x 45mt.

The Penalty areas will be 7mt max and no less than 5mts.

A Penalty mark is placed at the apex of the circle.

The centre circle is 3mt.

Lines shall be marked 80mm wide minimum.

Where possible, technical areas for substitutions may be marked.



Goals

The goals must be made from suitable safe material. Width must not exceed 3mt and height must not exceed 2mt. Please see Football NSW Goal Post Safety Bulletins.

The Ball

- Each team is required to provide a ball for each match in addition to the ball that Prospect United Soccer Club provide as the match ball that remains in the possession of the referee prior and post match.
- Teams are required to use their own balls for warm ups.

Registration Of Players

- Each team can only register a maximum of 10 players. Only registered players will be permitted to participate in any game.
- Teams that use unregistered players will forfeit that game and the fine of \$30.00 will be issued.
- Players are only allowed to be registered in one team per night.
- However teams are allowed to use other registered players to fill numbers that fall under the following guidelines:
 1. Play on a different night to the team wishing to use the player.
 2. The required player is from a lower division or age group.
- Any player wanting to play two nights will be charged an additional \$50 for a second registration on top of the original registration fees.
- Each team must have a minimum of 6 paid and registered players to be included into a division.
- Teams will not be allowed to register any new players after round 5 of the competition.

Registration Fees

- Registration fees are payable only on the scheduled dates and times at William Lawson Reserve.
- All fees must be paid before the commencement of round 1 with no exceptions.
- Once Football NSW levy has been paid there will be **no refunds**.
- Players that played during the winter will be required to provide their players ID card or FFA number for verification.

- Players that are only playing in the summer comp will have to provide a copy of ONE of the following Id's with a passport photo:
 1. Passport
 2. Driver Licence
 3. Student ID
 4. Birth certificate
- The total cost of registration per player covers the following:
 1. Player Insurance
 2. Referee Fees (Including Semi/Grand Finals)
 3. BDSFA Levy
 4. Football NSW Levy
 5. Administration Costs

PLUS THE \$100.00 Refundable TEAM BOND

Players Equipment/Uniform

- A player must not use any equipment, or wear anything (including any type of jewellery) that could be dangerous to himself or another player. Medi-Alert devices are exempt from this rule.
- The basic compulsory equipment consists of a numbered shirt, socks and shorts. Shin pads must be worn and must be a correct fit for the players' size. They should be entirely covered by the socks and be made of a suitable safe material that provides a reasonable degree of protection.
- All Players must wear soccer boots to participate.
- The goalkeeper must wear colours different from everyone else on the field. The Goal Keeper is permitted to wear long trousers or track pants.
- All players in the same team (Goalkeepers excluded) must have identical playing strips and also must have a clearly identified number that corresponds to the one on the team sheet. All teams must comply with this ruling before they commence round 1. If this isn't adhered to the team will forfeit the match and be fined \$30.00 from their Bond.
- All numbers must correspond to the team sheet and failure to do so will result in a fine of \$10.00 as the referees must note down any players that get a yellow or red card for admin to note it down and to be added to the following week's sheet for any suspended players.

Note: For infringements of the above, the referee will stop play and award a caution to the player and remove them from the field of play. The game is re-started by a direct free kick to the non-offending team from the place where the ball was located when the referee stopped play.

Clash of Playing Strips

- In the event of a clash of colours the second team on the draw will wear the allocated bibs. If team strips clash in semi's or finals then both teams will change to avoid any advantage to either team.

The Referee

- A referee shall be appointed for all matches. The referee shall control all aspects of the match and shall make themselves aware of the laws of the game and the reporting procedures for any infringements.
- The referee shall be guided by the hooter/time keeper system for each match.
- The decisions of the referee concerning the facts of play are final. The referee may change a decision that is incorrect provided that play has not restarted or the match is not ended.

Duration of the Match

- Games will be played over 15 minute halves with no half time break, with the exception of the FINAL, which will be played over 20 minute halves with a 3 minute half time break.
- No Injury time will be played EXCEPT in the FINAL, and then only at the referee's discretion. This time will be recorded by an appointed timekeeper and added to the match at the completion of normal time.

- Teams not ready to start within 5 minutes after the designated time will forfeit the match and be fined \$30.00 (to be deducted from the Team Bond) and the opposing team, if they were ready to play, will receive full match points (3) with a (3) goal tally. The above ruling also goes for any team that allows a NON REGISTERED player to take the field and for any team that cannot provide a minimum of 4 players to commence the game.

Start and Restart of Play

A coin will be tossed and the winner of the toss will determine which goal it will defend for the first half of the match, the team losing the toss will take the kick off. The second half will commence with both teams changing ends with the team who wins the toss taking the kick off for the second half start.

- A Kick Off is the way of starting the match or restarting the match.
 - At the start of the match.
 - After a goal has been scored.
 - At the start of the second half.
 - At the start of any period of extra time.
- A goal can be scored directly from the kick off.
 - All players will be in their own half.
 - The opponents of the team kicking off must be at least 3mt away from the ball.
 - The ball shall be stationary on the centre spot.
 - The referee shall signal.
 - The ball is deemed in play as soon as it moves forward.
 - The player kicking off may not touch the ball a second time until another player touches it.
 - If a team scores a goal, the kick off will be taken by the non-scoring team.

Note: If the player taking the kick off touches the ball a second time, a free kick will be awarded to the non-offending team. In the event of any other infringement during kick off, the kick off will be re-taken.

- For all other stoppages, the referee will re-start play with a dropped ball provided the ball is within the field of play at the time of the stoppage.
- The ball is in play when it touches the field after being dropped by the referee. The referee will drop the ball again if a player touches it prior to the ball hitting the ground or if the ball leaves the field of play before being touched by a player.

Ball In and Out of Play

The ball shall be deemed “out of play” when it completely crosses the touch or goal lines or if the referee has stopped play.

The ball is “in play” if it rebounds from the goals directly onto the pitch or it hits the referee and rebounds directly onto the field of play.

- To restart the game once the ball has left the field via the sideline, players are required to “kick” the ball back in to continue play. Opposing team must be at least 5 metres from the ball.
- To restart the game once the ball has left the field via the goal line, players are required to “kick” the ball back in to continue play from the goal line.
- If the kicker takes more than 5 seconds, the referee will award the kick in to the opposition.
 - The ball must be stationary on the side line prior to the kick in.
 - All players must be 5mt from the ball.
 - The kicker cannot kick the ball a second time unless another player touches it.
 - The ball is deemed in play as soon as it enters the field of play.
- “Corners” will still apply as per FIFA Rules. (Goals can be scored)

Note: if a player kicks the ball a second time before being touched by another player the referee will award a free kick to the opposition. If an opponent impedes a player attempting a kick in they will receive a caution.

Method of Scoring

- A goal is scored when the whole of the ball crosses the goal line between the goal posts and the cross bar providing the laws of the game have not been infringed prior.
- When the ball crosses the goal line after the referee has signalled half or full time the goal will not count.
- A goal can be scored both outside and inside the penalty area.
- The ball may be played by any player/team within the penalty area.
- Goals can also be scored directly off kick offs, goal kicks and corners.
- Goals can also be scored from Kick Ins only after another player has touched the ball or it has taken a deflection.
- For teams that score 5 clear goals more than the opposing team will be issued with a BONUS point.

Free Kicks

- Free kicks will be awarded as per the FIFA Rules of The Game.
- All Free kicks will awarded as DIRECT.
- All players from the offending team must be 5mt away from the ball during a free kick.
- The free kick will be re-taken if players do not observe the above.
- The kicker cannot touch the ball a second time unless another player has touched it.
- All free kicks must be taken within 5 seconds of the ball being placed or the free kick will be awarded to the opposition.
- Where a free kick is awarded to the defending side, and where the offence occurs within the penalty area, the free kick will be taken from the goal arc of the penalty area nearest to where the offence occurred.

Penalty Kicks

- A penalty kick will be awarded if a player commits an offence within his own penalty area, irrespective of the position of the ball at the time of the infringement providing that the ball is "in play" at the time.
- The penalty kick will be taken from the mark at the apex of the goal circle with all other players at least behind the position of the ball.
 - The Penalty taker will be nominated.
 - The goal keeper will remain on his goal line and between the goal posts.
 - The Penalty taker will not be allowed to touch the ball a second time unless touched by another player.

Fouls and Misconduct

- The Summer Sixes committee will produce a Mandatory Penalty for each dismissible offence. Fair, safe but competitive play is expected between players.
 - A player dismissed from the field of play cannot remain on the pitch, or in the technical area. They must vacate the vicinity of the pitch.
 - After two minutes, a substitute player may replace the dismissed player or only if the opposing team scores before the two minutes is up.
 - All FIFA Laws apply for Fouls and Misconducts.
 - Players receiving two cautions (Yellow Cards) will be dismissed from the field of play.
 - Any player that receives a straight red or 2 yellow's in any match will not only be dismissed from the field for the entire match, but will also receive an automatic 1 match suspension.
 - For serious misconduct a meeting between the coach/manager, player and the Summer Sixes committee will be arranged to agree on a suitable suspension period.
 - Any player that is seen to be a repeat offender will not be tolerated and after the 2nd offence will be removed from the competition.
 - In the case of a team having no bond credit remaining, the individual player that commits the foul or is at fault of misconduct will be required to pay the allocated fine before they are able to return to the competition.

NOTE: Any player or team seen to be involved or cause fights will see the player or teams involved removed from the competition and will no longer participate nor be welcomed back for future competitions. This is the only warning regarding the matter and it will not be tolerated from anyone. Also the Team Bond will not be returned.

- If a match is abandoned by the referee due to the above misconduct neither team will receive any points regardless of the score line.

OffSide Rule

- No OFFSIDES after the kick off has been taken.

Substitution

- Substitutions may be made at any time during the game, and as often as required. Substitutes do not have to wait for a stoppage in play, or notify the referee of the change, except in the case of the goalkeeper, who must notify the referee and wait for a stoppage in play before making the change.
- Breach of this rule will result in a direct free kick being awarded against the offending side.
- Substitutes may only enter the field of play at the halfway line, and only when the player being substituted has left the field of play.
- Breach of this rule will result in a direct free kick being awarded against the offending side, at the point the ball was at the time of the offence.

Slide Tackles

- Slide tackles are not permitted at any time during the match.
- Any player that does slide tackle will be cautioned and a direct free kick will be awarded to the opposing team.
- If the same player proceeds to re offend then will be issued the second caution followed by the red card.

Points System

- Teams will be awarded 3 points for a WIN.
- Teams will be awarded 2 points for a Score Draw.
- Teams will be awarded 1 point for a Scoreless Draw.
- Teams will not be issued with any points for a Loss.
- For teams that score 5 clear goals more then the opposing team will be issued with a BONUS point.

Goal Keepers

- When a goal keeper comes into possession of the ball (as per FIFA Rules) in his/her hands, he/she may only release the ball into play by throwing it, and he/she cannot touch the ball a second time without the ball having first been played by either one of his/her players or an opposing player.
- A goal keeper cannot punt or drop kick the ball from the penalty area once he has held the ball. Normal rules with regards to back pass to goal keepers (FIFA Ruling) will apply.

Wet Weather/ Wash out rounds

- Any round that is cancelled due to wet weather will not be re-scheduled but all teams will receive 2 points.
- The only games that will be re-scheduled will be the semi-finals and grand final to the next available day/week.

Semi Finals

- All games must have a result.
- A result will be determined by the following rulings:
 1. If score draw, the first goal scorer will be the winner.
 2. If scoreless draw the first corner will determine the winner.
 3. If still drawn, 6 minutes extra time (3 minutes each way) to be played, after which goals (golden goal), then first corner, then coin toss will determine the winner.
- Players must have played a minimum of 5 games to qualify for semi and grand final matches.

Grand Final

- Which will be played over 20 minute halves with a 3 minute half time break.
- No corners are counted.
- In the event of a draw, teams will change ends and continue to play extra time of 10 minutes (5 minute halves).
- The first team to score will be the winner (Golden goal).
- If after extra the extra time, no team has scored, "Drop Off" will take place. Every two minutes a player from each team will leave the field to a minimum of three players, until a result occurs. The player to leave the field will be nominated by the captain, or manager, of that team.
- Once drop off begins there are no further substitutions allowed.
- Players must have played a minimum of 5 games to qualify for semi and grand final matches.

The above rules are final and have been established by the Prospect United Summer Sixes committee.

Before any team commences Round 1 all coaches and managers will attend a meeting to go over the above guidelines and will have to sign the forms to acknowledge the rules and accept any fines or decisions that the committee makes if they fail to comply.

Contacts

Enquires and further information: summersixes@live.com
Brian Vella: 0423 888 002 (Mens and Ladies Competition)
Michael Viera: 0402 016 405 (Mens and Youth Competition)

Team Name: _____

Coaches Name: _____

Signature: _____

Managers Name: _____

Signature: _____

Date: _____

Bond Paid

Date: _____

Receipt No: _____