

Summer Soccer Competition Rules

Objects of the Marayong Football Clubs' summer soccer competition are:

- 1 To provide a set of simple rules that should not in anyway distract anyone from the true spirit of summer soccer.
- 2 To foster and develop summer soccer in the Blacktown and Districts area, for Under 9 to Under 16 Rooball U5-89, All Age Ladies, and All Age Men and Over 35's Men.

These Rules must be read in conjunction with the Blacktown & Districts Soccer Football Association Inc. (BDSFA) P&DC Rules & By-Laws, Football NSW Rules & FIFA Rules.

Were rules conflict, the BDSFA rules apply.

1. Field of Play

- 1.1. The MFC Committee may close the ground at any time if in their opinion the condition of the ground is deemed dangerous or unplayable.
- 1.2. If rule 1.1 is applied, games will be declared a draw if there is no time for catchups.
- 1.3. The area between fields or fields to markers & up to fences surrounding the field is declared neutral ground.
- 1.4. The area 3 meters behind & to the sides of the goal post is neutral ground.
- 1.5. Neutral ground shall be an area where ONLY MFC officials & players shall be permitted, all other persons must be outside this area or areas marked as such.
- 1.6. Fields shall be at minimum 3 meters away from any fixed structure.
- 1.7. Fields shall be separated by a minimum of 3 meters.

2. Duration of the Match

- 2.1. The game shall consist of 2 halves.
Under 5 & Under 6 - 15 minutes each half (may extend to 20min each half if possible)
All other age groups - 20 minutes each half
- 2.2. The time between each half is 2 minutes maximum.
- 2.3. There will be no time off for injuries or any other stoppages.
- 2.4. The Referee may stop the game at his/her discretion.
- 2.5. All Games shall start and finish on time as defined by the MFC Committee

3. Team Nominations

- 3.1. MFC Committee reserves the right to refuse any nomination of a team or player without explanation.
- 3.2. No Team may nominate a team name, which is offensive or may be perceived to be offensive. (Please remember other small children are around)
- 3.3. MFC Committee reserves the right to overrule teams nominated names & shall provide one.
- 3.4. MFC Committee reserves the right to implement rule 3.3 any time during the competition.
- 3.5. Team must nominate to a max of 10 players. (or 11 for juniors when advised by Marayong FC committee) If a team fails to nominate 10 players, MFC reserves the right to fill in the remaining spots as it see fit unless otherwise indicated on the team nomination form.**

4. Players

- 4.1. Each team is allowed 3 floating reserves (4 reserves if 11 players is allowed)
- 4.2. Should more registrations be necessary due to dropping out of player's thorough injury or reasons excepted by the MFC Committee, the player must deregister (No Refund).
- 4.3. Should the deregistered player wish to re-register, written clearance must be submitted to the MFC Committee before registration can be considered with any team.
- 4.4. The minimum number of players a team may take the field with is 4 (Goalkeeper + 3).
- 4.5. Teams which cannot maintain the minimum number of on field players will be deemed to have forfeited.
- 4.6. No player may play for any other team which is short of players on the same competition night.



- 4.7. In the boys / girl's competition.
A player may play up three age groups only.
No player may play down an age group.

4.8. Players suspended by their Club, Association or Football NSW (or interstate soccer body) cannot play in this competition.

4.9. MFC Committee reserves the right to nominate players to teams who do not register 10 players or fail to maintain 10 registered players during the competition rounds.

5. Game Ball

5.1. MFC will supply a match ball.

6. Player equipment

- 6.1. Players are to take the field in Team Colours as approved by MFC Committee (I.e.: Shirt, Shorts & Socks)
6.2. In the event of a clash of strips, one team must wear bibs to differentiate the teams. Referees shall let the teams know if this is required. Bibs will be worn by the away team.
6.3. Shin pads MUST be worn at all times, players cannot take the field if shin pads are not worn.
6.4. Players MUST wear suitable footwear.
6.5 all players from Under 9's and up must have numbers on their jersey.

7. Interchanging Reserves

- 7.1. Players can be interchanged during a stoppage in play, for example, free kick, kick in, goal kick etc.
7.2. Interchange players must enter at halfway.
7.3. The player being replaced must leave the field at the nearest exit point.
7.4. The interchange player must not take the field before the player being changed has left the field & Referee has singled the player can enter the field.
7.5. Any replacement of the goalkeeper must be reported to the Referee before the interchange takes place.
7.6. Interchanges are unlimited.

8. Fouls and Misconduct

- 8.1. Referees must submit a written report of send-offs to the MFC canteen on the same day as the send-off.
8.2. The nominated team contact on the MFC team nomination form & person/s, will be required to attend a meeting of the MFC P&DC regarding send offs & maybe required to attend BDSFA P&DC hearing.

9. Playing Unregistered Players

- 9.1. Teams found or reported for playing unregistered players or players serving a suspension will forfeit the points applicable for those matches & maybe required to attend a BDSFA P&DC hearing.
9.2. A forfeit fee is payable by the forfeiting team.
9.3. Teams found to be in breach of rule 9.1 twice, will be forfeited from the remainder of the competition.

10. Forfeiture Fees

- 10.1. Teams which forfeit will be charged a forfeit fee, which is 2 x minimum game fee.
10.2. The opposing team of the forfeiting team shall not be liable for any game fees.
10.3. The forfeit fee is due before the forfeiting team can play their next game.
10.4. Teams will be liable for all games forfeited during the competition.
10.5. Teams who fail to pay the forfeit fees by the conclusion of the competition will have a request made to the BDSFA to declare the player/s un-financial.

11. Game Rules

- 11.1. There will only be time for 1 catch up. Washed out games will not be rescheduled & recorded as a 0-0 draw.
11.2. Normal cautions & send off offences apply.
11.3. All BDSFA, Football NSW & FIFA rules apply unless they have been specifically amended or deleted in these rules.



12. Team Sheets

- 12.1. The team sheet shall be completed before the game.
- 12.2. In all matches team managers shall, before the start of the match, complete a digital team sheet with the names and jersey numbers.
- 12.3. If for any reason, the digital team sheets are not working, manual team sheets are to be filled in at the canteen and left for the Referee to collect.
- 12.4. The referee will not start a game until the team sheet is completed.
- 12.5. The Referee shall record the score, there will be no further alterations.

13. MFC P&DC

- 13.1. All MFC P&DC issues will be handled by the MFC unless otherwise directed by the BDSFA.
- 13.2. BDSFA P&DC MANDATORY PENALTIES apply to activities on or off the field & before and after the game.

14. Finals Series

- 14.1. If two teams are equal on points at the end of the competition, goal” for” minus goals “against” (i.e.: Goal difference) will be used to decide the final placing’s.
- 14.2. If the goal difference is the same after applying rule 14.1, then the one scoring the highest goals shall be the higher placed team. In the scenario where both teams have scored the same number of goals, the result from their games against each other will be used to decide the higher placed team.
- 14.3. Aged groups with a final’s series:
 - a. In each age group the four top placed teams will contest a Finals Series thus:
 - Game 1 First plays Fourth
 - Game 2 Second plays Third
 - Final Winner Game 1 v Winner Game 2, The Winner of the Final will be the Competition Winner.
- 14.4. In the event of a draw in the finals or the grand final, 5 minutes of Golden Goal extra time each way will be played.
- 14.5. In the event of a draw after the extra time a Penalty Shoot-Out will decide the winner
- 14.6. During a Penalty shot-out the goalkeeper who finished the game, must be the goalkeeper for the shoot out.
- 14.7. In the event of a wash out or closed grounds games, the MFC Committee may change the final series structure, dates & times.
- 14.8. If the Final and or Final series cannot be played due to weather or other extenuating circumstances the Competition winner will be declared as the highest placed team at competitions end.

15. Points

- 15.1. In competition, points will be awarded as follows:
 - Win (by result or forfeit) 3 points. Forfeits are awarded as a 2-0 win.
 - Draw 1 Point
 - Byes 0 points
 - Loss 0 points
- 15.2. If a competition consists of an uneven number of byes, the final adjusted points will be based on the average. number of points earned per actual played games then multiplied by 10.
 - For example, a team who had 2 byes, their total points would be -
 - divided by 8 (number of played games) and then that average is multiplied by 10 (total number of rounds)

16. Trophies & Awards

- 16.1. The competition winner of an age group shall be awarded a winner’s medallion as well as the Summer Competition CUP or Shield to take photos with.
- 16.2. The Runner-Up shall be awarded a runner up medallion for competing in the MFC Summer Competition.

17. Registration & Game fees

17.1. No player may take part in any game before their registration fees are fully paid.

17.2. Player/s found playing in breach of rule 17.1. shall see their team's points for that game lost and a win recorded to the opposing team (2-0).

17.3. A team must pay their game fee (in full) prior to the kickoff of their game.

17.4. The MFC Committee shall determine Game & Registrations Fees, no discounts will be allowed.

17.5. The MFC Committee reserves the right to refuse any player registration, late player registration & any team official registration without explanation.

18. **NO ALCOHOL** is permitted within the confines of Harvey Park & its complex's, this is also a NSW State Law & Blacktown Council By-Law.

19. **The MFC Committee reserves the right to change or alter any or all these competition rules as it sees fit.**

SPECIAL RULES:

- 1 There are NO Slide Tackles Allowed as per the Futsal Rules (you can slide to keep a ball in but cannot tackle using a slide).**
- 2 Under 10's and above cannot score inside the semi circle unless you score above the waist such as a chest or a header. Under 7,8 and 9's can score inside the circle.**
- 3 There are only kick ins as opposed to throw ins as per the Futsal Rules**
- 4 Goalkeepers cannot kick or throw the ball past halfway on the full of goal kicks or caught/saved balls. If the goalkeeper catches/saves the ball, he/she must put the ball down before kicking or throw it out of his/her hands. Ball cannot be dropkicked. This rule does not apply to open play scenarios such as pass backs for the keeper to clear the ball.**
- 5 A goal kick may be taken from anywhere within the semi-circle.**
- 6 For a goal kick during Under 7, Under 8 and Under 9 competitions, all players from the opposing team need to be a minimum of 15 meters away from the top of the semi-circle.**
- 7 For a goal kick during all competitions from under 10s and older, all players from the opposing team need to be a minimum of 5 meters away from either side of the semi circle.**
- 8 Penalties, whether during a shoot out or from a foul in open play, will be taken from one meter outside of the Semi-Circle. For all age groups from Under 10s and above. From under 7s, Under 8s and Under9s, the penalty will be taken from the tip of the center circle.**
- 9 During a penalty, all players who are not taking the penalty kick must stand a meter behind the ball and 2 meters to either side to allow the penalty taker enough room to take the penalty. Once the penalty is kicked, the ball is considered back in play.**
- 10 All free kicks, other than penalties, are indirect.**
- 11 A goal cannot be scored from a kick in or a corner unless it is touched by another player from either team.**



Good Luck to all Teams & Enjoy Yourself