



Summer Soccer Competition Rules

The objectives of the Marayong FC summer soccer competition are:

- 1 To provide a set of simple rules that should not in any way distract anyone from the true spirit of summer soccer.
- 2 To foster and develop summer soccer in the Blacktown and Districts area, for Under 8 to Under 21, Rooball U5-7, All Age Ladies, and All Age Men, Over 30 Women 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.

Where 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, the round will be declared void if there is no time for catchups.
- 1.3. The area between fields is declared neutral ground.
- 1.4. The area 3 metres 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 other areas marked as such.
- 1.6. Fields shall be at minimum 2 meters away from any fixed structure.

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 that young children are around)
- 3.3. MFC Committee reserves the right to reject any teams nominated name.
- 3.4. MFC Committee reserves the right to implement rule 3.3 any time during the competition.
- 3.5. **Team must nominate a maximum of 12 players (U5 & U6 may only have 7 players). MFC reserves the right to fill in the remaining spots as it sees fit unless otherwise indicated on the team nomination form.**

4. Players

- 4.1. Each team is allowed up to 5 floating reserves (U5 & U6 allowed 3 reserves).
- 4.2. Should more registrations be necessary due to dropping out of player's through injury or reasons accepted by the MFC Committee, the player must deregister (No Refund Applied).

- 4.3. Should the deregistered player wish to re-register following an injury, 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) or 3 players for Under 5's and 6's.
- 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 all competitions:
A player may play up three age groups only.
No player may play down an age group from the one they are registered in, regardless of their age.
- 4.8. Players suspended by their Club, Association or Football NSW (or interstate soccer body) cannot play in this competition.
- 4.9. Players not appearing on the team sheet are not permitted to take part in the game. If a player who is not on the team sheet takes part in a game, the game will be forfeited and the points given to their opposition.

5. Game Ball

- 5.1. MFC will supply a match ball.
- 5.2. Match balls will be the same size as those from the winter competition.

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 football footwear.
- 6.5 All players from Under 9's and up must have numbers on their jersey.
- 6.6. The jewelry rules are the same as those in the winter competition.

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
- 7.5. Any replacement of the goalkeeper must be reported to the Referee before the interchange takes place.
- 7.6. Interchanges are unlimited.

8. Misconduct and send-offs

- 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. For serious matters where a game is abandoned, 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 to be playing unregistered players or players serving a suspension will forfeit the points applicable for those matches. The opposition team will be awarded a 2-0 victory or the score from the game if they win the match, whichever is higher.
- 9.2. A forfeit fee is payable by the forfeiting team. The forfeit fee is 3x the referee fees.
- 9.3. If a team does not pay their forfeit fees, they may be forfeited from the remainder of the competition with no refunds to the players.
- 9.4. Teams found to be in breach of rule 9.1 twice will be forfeited from the remainder of the competition with no refunds to the players.

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10. Forfeits

- 10.1. When a team forfeits, the opposing team will be awarded a 2-0 win.
- 10.2. Out of respect for your opposition, please ensure you send in your forfeit requests prior to 4pm on your match day to allow the Marayong FC committee to notify your opposition prior to them coming to the fields.
- 10.3 Teams that forfeit more than 2 times during the season will be charged a fee of 2x the referee fee for every forfeit from the 3rd onwards. Those teams may also be expelled from the competition.

11. Game Rules

- 11.1. There may only be time for 1 catch up round. Additional washed-out games will not be rescheduled & classified as a void round.
- 11.2. Normal cautions & send off offences apply.
- 11.3. All BDSFA, Football NSW & FIFA rules apply unless they have been specifically amended or within 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 shall record the score; there will be no further alterations.
- 12.5. If your opposition team manager refuses to complete their team sheet, please speak to a Marayong FC committee member.
- 12.6. It is the duty of team managers to check the opposition team sheet to ensure they are not playing ineligible players and speak to a Marayong FC committee member prior to half time if they notice an ineligible player. All complaints made after the game regarding ineligible players not on a team sheet may not be able to be proven.

13. MFC P&DC

- 13.1. Suspensions will apply to activities on or off the field & before and after the game.
- 13.2. Marayong FC committee will determine the length of suspensions for all matters
- 13.3. Marayong FC committee may reference the BDSFA suspension guidelines when they see fit.
- 13.4. Serious matters may be referred to the BDSFA and suspensions in those matters may carry over into the winter competition.

14. Finals Series

- 14.1. If two teams are equal on points at the end of the competition, goals “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. Age 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
 - Grand 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 semi finals or the grand final, 2x 5 minutes halves of Golden Goal will be played.
- 14.5. In the event of a draw after the golden goal extra time a Penalty Shoot-Out will decide the winner

14.6. During a Penalty shoot-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 based on the below two scenarios:

A: If the semi finals have not been played, the minor premiers will be crowned champions

B: If the semi finals have been played and the minor premiers did not qualify for the grand final, then the highest ranked of the two grand finalists will be crowned champions.

15. Points

15.1. In competition age groups, 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 game played.

For example, if a team has 2 byes, their total points will be divided by 8 (the number of games played) to provide the average number of points they earned per game, that number is then multiplied by 10 (total number of rounds) to provide their full season score.

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.

16.3. For all players in the miniroos age groups (U5 to U11), every player will receive a medallion.

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

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

18. Representative teams (SAP, JDL, NPL, Academy etc.)

18.1. All representative teams must identify themselves at the point of team nomination.

18.2. Representative teams are teams with 4 or more players who played in the representative space.

18.3. All representative teams must play up 2(two) age groups from the age they played in the winter season. Rep team submissions will only be considered for Under 13s and older

18.4. teams with 4 or more representative players who do not identify themselves will be expelled from the competition with no refunds to the players.

18.5. If the age group that the representative team is placed in only has one division with a majority of lower division park football teams, the representative from that team will be contacted about possible next steps.

19. NO ALCOHOL is permitted within the confines of Harvey Park & its complexes, this is also a NSW State Law & Blacktown Council By-Law.

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

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SPECIAL RULES:

- 1. There are NO Slide Tackles Allowed (A player may 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.**
- 4. Goalkeepers cannot kick or throw the ball past halfway on the full off 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 or kicked out of the hand. This rule does not apply to open play scenarios such as pass backs for the keeper to clear the ball.**
 - 4.1. in addition to special rule 4, once a keeper places the ball on the ground from a caught ball, they have a maximum of 5 seconds to kick the ball. If the keeper takes too long to kick it, the referee will call play on and the opposition team can enter the semi circle and take control of 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 semi circle.**
- 9. During a penalty, all players who are not taking the penalty kick must stand a minimum of 2 meters behind the ball and 2 meters to either side of the penalty taker to allow the penalty taker enough room to take the penalty. Once the penalty is kicked, the ball is considered back in play.**
- 10. Other than penalties, all free kicks, corners and kick-ins are indirect.**