



# **Souths United Football Club**

## **Summer Outdoor Competitions**

# **Super Sixes**

**Oct-Dec 2018**



## **RULES OF COMPETITION**

### **Tournament Age Groups**

- Open Men
- Open Mixed
- Over 35 Men
- Under 8
- Under 10
- Under 12
- Under 14
- Under 16

Other age groups can be accommodated appropriate to sufficient number of teams entered to formulate a competition. These include U6/U7, All girls' teams/competitions, Open Women's, O35 Women's, O35 Mixed.

### **Player Registration**

All participants must register via My Football Club. Instructions will be provided upon Team Nomination. All participants agree to abide by the club's and FQ's Regulations as well as Football Federation Australia (FFA) Statutes, and if applicable, FIFA Statutes and AFC Statutes.

Teams are to register via link on Souths United website [www.southsunited.org.au](http://www.southsunited.org.au) under the Super Sixes <tab> or via other social mediums where jotform registration link has been published.

### **Entry Fees**

- All Open competitions      \$ 700 per team
- All Aged competitions      \$650 per team

Entry Fees includes FQ's Social Registration Fee of \$15 per player. No other fees are payable.

Refunds will only be provided prior to the first round of matches.

Fees are payable by the given date stated by the competition administration. Failure to pay fees by this date may lead to disqualification from subsequent rounds or whole of tournament. Late team registrations will have 1 week, upon acceptance to competition, to finalise registration fee payments.

### **Field of Play**

The field of play shall be rectangular in shape and measure approximately 1/4 size of a FIFA Regulation size pitch (approx 55mx35m) – 1/3 size of a FIFA Regulation size pitch. Field size may vary on competition structure (i.e. 5 a-side, 6 a-side or 7 a-side). This size can be adjusted for U6-11 MiniRoos as required which may be per purpose built 5-a-side fields of 40m x 50m, event if playing 6 a-side. Souths reserves the right to amend field size to ensure positive competition experience is gained for each age group.

### **Goal Size**

Goals will be typically 3m x 2m. However 5m x 2m may be used for older competitions if required.

*(Where goal damages have occurred, temporary alternative sizing may apply, however will be commensurate to age groups)*

### **The Ball**

A size 5 ball will be used for Under 14, Under 16, and Open competitions.

A size 4 ball will be used for Under 10, and Under 12.

A size 3 ball will be used for Under 8 or younger competitions.

### **Number of Players**

Teams participating in Super Sixes are required a minimum of six players, with allowance for a maximum of 10.

A match will be played by two teams, each consisting of not more than six players on the field, one of whom is the goalkeeper. A match will not start if either team consists of fewer than four players. A forfeit will be declared if a team cannot field 4 players 5 minutes after the scheduled kick-off time.

Unlimited interchange will occur throughout the match. A player interchange may be made at any time, whether the ball is in play or not, provided the referee has been informed. The interchange of a goalkeeper may only take place during a stoppage in the match, provided the referee has been informed.

Note: should competition circumstances warrant, Souths reserves the right to alter competition to Super Sevens. Should this eventuate, Souths will notify teams accordingly and allow teams to adjust membership limit by extra player (on-field and maximum player allowance).

### **Mixed Team Competitions:**

For those participating in mixed team competitions, the following rules will apply:

- Minimum of 2 x female players on the field at all times
- Maximum of 4 x male players on the field at any time
- If a male player scores, they may not score again until a female scores
- No restriction on when females can score
- Male/female goals reset at half time.

### **Player Equipment/Uniform**

- A player must not use any equipment, or wear anything (including jewellery) that could be dangerous to him or herself or another player.
- The wearing of shin guards that provide a reasonable degree of protection is compulsory.
- Moulded football boots or 'runners' must be worn (STRICTLY NO METAL TAGS)
- If undergarments are worn, the colour of the sleeve or leg must be the same main colour as the sleeve of the jersey or leg of the short.
- Players in a team must wear the same colour shirts. In the event of a colour clash, the team listed second on the fixture draw must wear alternate shirts or bibs.

### **The Referees**

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection to the match to which they have been appointed. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

### **Duration of the Match**

A match will last two equal periods of 20 minutes (total of 40 minutes), with a brief half-time interval (approximately 2mins) for teams to change ends.

A team not ready to start within 5 minutes of the designated match time will forfeit the match and the fixture will be awarded to the opposing team, as a forfeit.

No stoppage time will be added for any injuries throughout the game. Play will stop while any injured player is removed from the field or receives medical attention.

### **Start and Restart of Play**

A kick-off is the way of starting the match and starting the second half of the match and restarting play after a goal has been scored. A goal may not be scored directly from the kick-off.

For a kick-off, all players must be in their own half of the field of play with the opponents of the team taking the kick-off at least 5m from the ball until it is play. The ball must be stationary on the centre mark of the halfway line and cannot be kicked until the referee gives a signal. The ball is in play when it is kicked and moves forward.

After a team scores a goal, provided that the half has not ended, the kick-off is taken by the other team.

### **Ball In and Out of Play**

The ball is considered out of play when it has wholly crossed the goal line or touch line, whether on the ground or in the air, or when the referee stops play. The ball is considered in play at all other times.

### **Method of Scoring**

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the cross bar, provided that no infringement has been committed previously by the team scoring the goal. Goals can be scored directly off penalty kicks and corner kicks.

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

### **Offside**

There is no offside.

### **Goal keepers**

Goal keepers are not permitted to drop kick or punt kick the ball. Once they have control of the ball attacking players must leave the goal area. The goal keeper may throw or place the ball on the ground and kick it. Once the ball has been placed on the ground the goal keeper may not pick it back up. The ball is considered to be in play 6 seconds after the ball has been placed on the ground.

### **Fouls and Misconduct**

Fouls and misconduct are infringements of the FIFA Laws of the Game. Fouls are penalized with an indirect free kick or penalty kick. Misconduct is penalized with a caution, timeout or a sending off.

A yellow card is used to communicate that a player has been cautioned. A player receiving a second yellow card in the one match will also be shown a red card. A red card is used to communicate that a player has been sent off. A player who has been sent off must leave the vicinity of the field of play and the technical area immediately and receives an automatic one match suspension.

A player who has been sent off for serious foul play or violent conduct receives an automatic one match suspension and will be subject to further disciplinary action as deemed necessary by the Club Administrator.

All disciplinary matters will be dealt with in accordance with the National Disciplinary Regulations. An infringement incurred attracting a suspension that will exceed four weeks, must be referred to Football Queensland.

Slide tackles are not permitted at any time during a match.

### **Free Kick**

A free kick is awarded to the opposing team if a player commits an offence as outlined in the FIFA Laws of the Game. All free kicks will be awarded as indirect free kicks.

A goal may not be scored directly from a free kick.

The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.

When a free kick is being taken, the ball must be stationary and all opponents must be at least 5m from the ball until it is in play. The ball is in play when it is kicked and moves.

### **Penalty Kick**

A penalty kick is awarded against a team that commits an offence inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick.

The penalty kick is taken from the penalty mark outside the goal area. When a penalty kick is being taken, the ball must be stationary on the penalty mark. The defending goalkeeper must remain on his goal line facing the kicker, between the goalposts, until the ball has been kicked and all other players, discounting the kicker, must be located on the field of play, outside the goal area and at least 5m behind the penalty mark.

The player taking the penalty kick must kick the ball forward and may not take more than two steps before kicking the ball. The ball is in play when it is kicked and moves forward.

### **Throw-In**

A throw-in is the method of restarting play when the whole of the ball crosses the touch line, either on the ground or in the air. It is awarded to the opponents of the player who last touched the ball.

A goal cannot be scored directly from a throw-in.

A throw-in is taken from the point where it left the field of play. When a throw-in is being taken, all opponents must be at least 5m from the point at which the throw-in is being taken.

At the moment of delivering the ball, the thrower must be facing the field of play with part of each foot either on the touch line or on the ground outside the touch line. The ball must be held with both hands and be delivered from behind and over his/her head.

After delivering the ball, the thrower must not touch the ball again until it has touched another player. The ball is in play when it enters the field of play.

### **Goal Clearance**

A goal clearance is the method of restarting play when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. It is awarded to the defending team.

A goal clearance is taken by the goalkeeper of the defending team from any point inside the goal circle. The ball is in play when it is thrown or kicked from the ground directly out of the goal circle of the team taking the goal clearance. A goal may not be scored directly from a goal clearance.

After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

### **Corner Kick**

The corner kick is the method of restarting play when the whole of the ball passes over the goal line, either on the ground or in the air, having last been touched a player of the defending team, and a goal is not scored. It is awarded to the attacking team.

## **Points Tables**

Points will be allocated as follows:

|         |   |
|---------|---|
| Win     | 3 points                                  |
| Draw    | 1 point                                   |
| Loss    | 0 points                                  |
| Forfeit | 3 points (3 – 0 win to the opposing team) |

Positions on the points table will be determined in order of the following:

- Number of points accumulated
- Goal difference
- Number of goals scored
- Toss of the coin

## **Finals**

The final will be between the top 2 teams in each competition on the Points Table at the conclusion of the standard fixtures. During the Final, any match drawn after the end of normal time will be decided by a penalty shoot-out. If a penalty shoot-out occurs, only the six players on the field at the end of normal time will be involved. Each player will take one penalty shot alternating between teams. The best of 5 will be the winner. If even after 5 shots, the pattern will continue but sudden death.

Note: where applicable, quarter and/or semi-finals series may be apply to competition to determine Grand Final placements.

## **Fixture Cancellations and Forfeits**

In the event of the cancellation of a fixture due to inclement weather, all teams will be notified by the Club/Competition Administrator via the Club's website and Facebook.

In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the Club/Competition Administrator at least 24 hours prior to the fixtures published time. The Club/Competition Administrator will then notify the other team. Failure to comply by a team will result in forfeiture of the fixture.

If a team forfeits two fixtures during the season, it may be removed from the competition at the discretion of the Club/Competition Administrator with no refund given.

## **Team Sheets**

Team Sheets are to be completed for each game. These are to be handed to the Competition Administrator (or delegate) at least 10 minutes prior to the commencement of the game. Names may be placed on the team sheet in anticipation of a player's late arrival but no name is to be added once the game has commenced.

## **Other Matters**

The Club/Competition Administrator, in consultation with Football Queensland, has the authority to make decisions and take action on any matter not catered for specifically in these Rules.

## **Tournament Awards**

Medals will be awarded to the winners/runners-up of the Finals in each age category.

Participations medallions will be awarded to all teams not participating in a competition ladder.