

PLAYING RULES AND REGULATIONS 2023
Illawarra Mercury FSC Junior Summer Football
AGES U6-U18 & Seniors

TABLE OF CONTENTS

1	Competition Administration
2	Structure
3	Player Registration
4	Playing Format
5	Equipment
6	Start of Play and Restart after a Goal
7	Ball Crossing the touch line (sideline)
8	Ball crossing the goal line after touching the defending team last
9	Ball crossing the goal line after touching the attacking team last
10	Method of Scoring
11	Offside
12	Goalkeeper (U8 – U16 only)
13	Fouls and Misconduct
14	Mercy Rule
15	Team Sheets
16	Interchange
17	Borrowing Players
18	Forfeits
19	Post-Match Procedures
20	Player Injuries
21	Reporting an Incident or Dispute on Match Day.
22	Game Leader (U6 & 7)
23	Referee (U8 – 16)
24	Coach / Team Manager / Parent Helper
25	Competition Points
26	Code of Conduct – Parents and Players
27	Code of Conduct – Spectators
28	Disciplinary Procedures
29	Wet Weather
30	Other Weather Events – Hot Weather and Lightning

- 1.1. These rules shall cover all Six a side Summer Competitions conducted by Football South Coast.
- 1.2. Any matters not included in these Competition Rules must be referred to Football South Coast for a decision.

2 Structure

- 2.1 Teams will be organised into appropriate competitions.
- 2.2 Teams will be required to nominate the competition level they wish to be considered for – Advanced, Intermediate or Beginners/Social
- 2.3 Teams consisting of 3 or more representative players (eg. SAP, GSAP, Wolves, NPL, State League, Stingrays and/or Regional Conference) per team will be placed into the Advanced competition level and may also be considered to play in the age group above their registered age. Juniors ONLY. Teams in the U11 age group may be required to change venue, if their team is required to play up.

3 Player Registration

- 3.1 All players must be registered in Play Football before participating with appropriate fees paid.
- 3.2 A player's age is determined by the actual age on 31st December of the current season i.e. the age the player turns in the calendar year. A player must turn 5 by December 31 of the current season to be registered for that season.

4 Playing Format

Playing Format	Under 6 & 7	Under 8 – U18	Senior Summer Sixs
Numbers	4 v 4	6 v 6	6 v 6
Field Size	30m x 20m	¼ Full size pitch 40m x 30m up to 50m x 40m	¼ Full size pitch 40m x 30m up to 50m x 40m
Penalty Area	Nil	5m x 12m	5m x 12m
Goal Size	Pug Goals	3m x 2m	3m x 2m
Ball Size	Size 3	Size 3 (U8/9) Size 4 (U10-U13) Size 5 (U14+) OR Summer Football specific ball	Size 5 (U14+) OR Summer Football specific ball
Goalkeeper	No	Yes	Yes
Playing Time	2 x 20 minutes 5 minutes half time	2 x 20 minutes 5 minutes half time	2 x 20 minutes 5 minutes half time

5 Equipment

- 5.1 Teams are required to wear matching playing uniforms as supplied by FSC.
- 5.2 Players in all matches must have shin-pads, socks and approved enclosed footwear. Players may have extra equipment as per the Laws of FIFA (Law 4 and its interpretation) providing it poses no danger to the player or other players. Laws of FIFA Law 4 – Safety.
- 5.3 Under no circumstance can jewellery be worn by players. This means earrings; studs and piercings must be removed before playing. Taping is not allowed. Laws of FIFA Law 4 – Jewellery
- 5.4 Where colours clash, bibs should be worn to distinguish teams.

6 Start of Play and Restart after a Goal

- 6.1 All players must be in their own half of the field of play.
- 6.2 Opponents must be at least 3m away from the ball until it is in play.
- 6.3 The ball may go in any direction.
- 6.4 A goal may not be scored from the kick off.
- 7 Ball Crossing the touch line (sideline)
- 7.1 There are no throw ins.
- 7.2 Under 6 & 7
A player from the opposing team that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play.
- 7.3 Under 8 and Over
A player from the opposing team that touched the ball last before crossing the touch line will place the ball on the touch line and kick the ball into play. The player cannot dribble the ball.
- 7.4 Opposing players must be a minimum 3 metres from the ball.

8 Ball crossing the goal line after touching the defending team last.

- 8.1 Under 6 & 7
There are no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.
- 8.2 Under 8 and Over - Corner kick.

A player from the attacking team places the ball inside the corner arc nearest the point where the ball crossed the line. Opponents must be at least 3 metres from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

9 Ball crossing the goal line after touching the attacking team last.

9.1 Under 6 & 7

Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

9.2 Under 8 and Over

Goal kick from anywhere within the penalty area. Opponents remain at least 3m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

10 Method of Scoring

10.1 A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

11 Offside

11.1 There is no offside, however at the discretion of the referee, offside can be acknowledged in an obvious offside scenario and free kick could be awarded.

12 Goalkeeper (U8 and over only)

12.1 There is no goalkeeper in the U6 & U7's.

12.2 The goalkeeper is allowed to handle the ball anywhere in the penalty area.

12.3 To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from their hands or played from the ground with their feet, within 6 seconds. The ball must not be kicked or drop kicked directly from their hands.

12.4 Opponents must be at least 3m outside the penalty area and cannot move inside the penalty area until the ball is in play.

12.5 The ball is in play once it moves out of the penalty area.

12.6 An indirect free kick is awarded if the goal keeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

13 Fouls and Misconduct

13.1 Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 3m away from the ball when the indirect free kick is taken.

13.2 Under 8 and over

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goal keeper in position. All other players must be outside the penalty area and be at least 3m from the penalty mark.

Seniors 18+

An indirect OR direct free kick will be awarded by the referee based on the offence committed.

13.3 Slide tackles are not allowed and will be considered as a foul.

13.4 Misconduct is penalised with a caution or send off dependent on the offence committed

13.5 SUSPENSIONS

- Players who have received an accumulated 3 cautions during the competition will be suspended for one (1) match.
- Players sent off for a double yellow card will be suspended for one (1) match
- Players sent off for any other reason will be dealt with by Football South Coast with a suspension based on the seriousness of the incident.

14 Mercy Rule

14.1 The match official can invoke a mercy rule (14.2) when the score exceeds a difference of 5 or more goals.

14.2 The match official may vary or add a rule to the team winning the match. The changes could be and are not limited to:

- two/three touch
- number of passes before a goal can be scored
- stand a player down (i.e. reduce 6 players to 5)
- last goal scorer stands down for a minute
- add subs to the other team – play with 7 or 8

The match official shall inform the teams of the variation before the restart of play.

15 Team Sheets

15.1 An official FSC Summer football team sheet must be checked in by both team organisers prior to commencement of the match.

15.2 The maximum number of players which can participate for a team are :

Under 6 & 7: six (6) players; four on the field and two substitutes

Under 8 and over: ten (10) players; six on the field and four substitutes

16 Interchange

16.1 There are unlimited interchanges.

16.2 Substitutions must be made at the half way line, and the player coming on must wait until the other player is off the field.

16.3 The ball must be out of play for an interchange to take place.

16.4 The referee must be notified.

17 Borrowing Players

17.1 U12 – U18

If a team does not have enough players then they may borrow players from

(1) Other teams within the age group

(2) a younger age group team providing the player is either one or two years younger than the age group he/she is being borrowed for.

(3) Should a player arrive late for a team then a borrowed player must cease playing.

17.2 Seniors

(1) Teams may borrow players from other teams under these circumstances only:

- Players borrowed are registered players in that competition
- Players borrowed adhere to the age and gender requirements of that match

17.3 Under 6 – 11

If a team is short of players then they may borrow players from

(1) Other teams within the age group

(2) a younger age group team providing the player is either one or two years younger than the age group he/she is being borrowed for

18 Forfeits

18.1 Matches shall at all times be played on the ground set down and shall commence at the scheduled time unless otherwise directed by the Ground Marshall.

18.2 For U12 and over, a team must field at least four (4) registered, eligible players. Failure to do so shall result in a team being deemed to have forfeited the match.

18.3 If a match is not played due to a forfeit but there are sufficient players to play a friendly game that can be done providing all players are registered.

19 Player Injuries

19.1 When play is stopped for an injured player, then initially the coach or manager should go to the aid of the player when called upon by the referee.

19.2 Where possible the injured player should be taken from the field of play and receive treatment. This is only to occur if the player is able to move of his/her own free will. The consent of the player's parent or guardian should be obtained if he or she is in attendance. A stretcher should not be used.

19.3 If the injured player has sustained a serious injury and cannot be removed from the field of play then:-

- (1) The first priority shall be the safety and well-being of the player.
- (2) Play will be stopped until the player is treated and removed.

19.4 There is no extra time for injuries in normal competition rounds

19.5 Information and forms for Insurance Claims can be found at:
<https://footballsouthcoast.com/injury-and-insurance/>

20 Reporting an Incident or Dispute on Match Day

20.1 If a person wishes to report an incident, a referee, or any other issue then they may approach the Ground Official to notify them of the issue.

A FSC Incident Form may be completed within 48 hours which is available then from the FSC website - <https://footballsouthcoast.com/resources/>

21 Game Leader (U6 & 7)

21.1 There is to be ONE game leader on the field whose main role is to keep the game moving fluently, limit stoppages and assist players with all match restarts.

21.2 The game leader shall be from the Home Team (the team noted first on the match schedule).

22 Referee (U8 and over)

22.1 Official referees may be appointed to all games by the Ground Official, 8 years and above.

22.2 Where there are no official referees appointed, either team can provide a suitable referee via mutual agreement. If no agreement can be reached between the teams the match will be abandoned.

23 Coach / Team Manager / Parent Helper

23.1 All coaches, managers or parent helper of teams (maximum of 2) must remain within a distance of five (5) metres on either side of the halfway line on the same side of the field or in the marked technical area during the course of a game. In all matches there is only one adult on the field of play which is either the game leader or the referee.

24 Competition Points

24.1 No competition points shall be awarded. However, the referee will record the score (U8 – U18).

24.2 Competition points will be recorded for seniors.

25 Code of Conduct – Parents and Players

25.1 All players and parents upon registration must agree with the respective code of conduct.

26 Code of Conduct – Spectators

26.1 FSC implements a code of conduct to ensure all spectators are able to enjoy a Football match in a safe and secure environment.

26.2 Any person(s) found not to comply with any part of this code of conduct, or who otherwise causes a disturbance may

- (1) be reported to the relevant Authority
- (2) be evicted from the venue
- (3) be banned from attending any further FSC matches

27 Disciplinary Procedures

27.1 Cautions and sendoffs shall be dealt with under the FSC Disciplinary and Disputes Regulations.

27.2 Alleged breaches of a code of conduct shall be referred to the Disciplinary Commissioner and shall be dealt with under the FSC Disciplinary and Disputes Regulations.

28 Wet Weather

28.1 In the event of wet weather, every effort is made to contact team officials. Managers should be the first point of contact for players. FSC will also provide information via Stack Team App

29 Other Weather Events – Hot Weather and Lightning

29.1 FSC will adopt as its Hot Weather Policy, the FNSW Hot Weather Policy and associated documents.

This document can be found at <https://footballnsw.com.au/>

Recommended Maximum Temperatures for cancellation/postponement

CHILDREN (Up to and including 17 years of age):

Cancel or postpone events involving Children at a temperature of 32 degrees Celsius.

Adults 18+

Cancel or postpone events at a temperature of 34 degrees Celsius.

Caution: These are the maximum cancellation temperatures Cancellation of games, training or events at lower temperatures may be necessary depending on local conditions and player wellbeing and acclimatization.

29.2 If thunderstorms are in the area, FSC will apply the FNSW Lightning 30-30 Policy.

30 Additional Senior Summer Football Rules & Regulations

30.1 THE START AND RESTART OF PLAY

- a) Kickers have 4 seconds to restart play; failure to do so will result in the kick being awarded to the opposition.
- b) In the event that the 4 seconds is exceeded during an attacking corner, a goal-kick clearance is awarded to the opposition.
- c) In the instance where the goalkeeper delays the restart of play, an indirect free kick will be awarded to the opposition from the edge of the penalty area.
- d) In instances where the 4 seconds is exceeded during a corner kick, the opposing team will be awarded a goal clearance.

