



GYG FSC SUMMER 6's

COMPETITION RULES AND REGULATIONS

2026

Version 1.0

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**GYG FSC SUMMER SIXES
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1. GENERAL MATTERS RELATING TO COMPETITIONS

1.1 Application of Regulations

These Competition Rules and Regulations apply to all Guzman Y Gomez FSC Summer Sixes competitions conducted by Football South Coast (FSC).

All teams, players, coaches, managers, officials and spectators participating in FSC Summer Sixes agree to comply with these regulations.

Where a matter is not specifically covered within these Competition Rules and Regulations, FSC reserves the right to determine the appropriate outcome.

These regulations should be read in conjunction with:

- IFAB Laws of the Game.
- Football NSW policies and procedures.
- FSC Disciplinary and Disputes Regulations
- FSC Codes of Conduct.

1.2 Consequence of a Breach

Any breach of these Competition Rules and Regulations may result in:

- Warning or formal notification.
- Loss of competition points.
- Match forfeiture.
- Player, team official or spectator suspension.
- Removal from the competition.
- Further disciplinary action.

FSC reserves the right to determine the appropriate sanction depending on the seriousness of the breach.



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2. COMPETITION MANAGEMENT

2.1 Control of Competitions

FSC is responsible for:

- Competition administration.
- Team grading.
- Fixture creation.
- Venue allocation.
- Rule interpretation.
- Disciplinary matters.
- Competition outcomes.

FSC reserves the right to amend competition arrangements where required.

FSC will not approve teams to train at its venues and will not support bookings at Council fields.

2.2 Admission to Competitions or Tournaments

Teams must nominate in accordance with the information published on the FSC website, including the applicable age groups, match days, venues and formats. Teams may not transfer between the Competition and Social Tournament formats after nomination.

2.4 Structure of Leagues / Competitions

The FSC Summer Sixes competition structure consists of:

Competition	Age Groups	Format	Maximum Players to Register
Junior Social Tournament	U6 – U7	Social Tournament 4 v 4	7 players
Junior Social Tournament	U8 – U10	Social Tournament 6 v 6	10 players
Junior Competitive League Junior Social Tournament	U11 -U15	Competition 6 v 6 Social Tournament 6 v 6	10 players 10 players
Youth & Senior Tournament	U16+	Social Tournament 6 v 6	10 players
Walking Football	W 40+ & M50+	Modified Format 5 v 5	7 players

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2.5 Social Tournament

The social tournament provides a less results-focused environment.

The tournament encourages:

- Player confidence.
- Skill development.
- Participation.
- Equal opportunity.

Scheduling will be as follows:

- 8 rounds will be organised for adult tournament.
- 10 rounds will be organised for U6 – U17.

2.6 Junior Competitive League

The FSC Summer Sixes Junior Competition provides a competitive league option for players in the Under 11 to Under 15 age groups.

The competition aims to:

- Provide meaningful competition.
- Encourage player improvement.
- Recognise team achievement.
- Develop players in a competitive setting.

This league will have:

- Competition points.
- League rankings.

Ten (10) rounds will be organised. FSC schedule the last round either as a league round or a final. This is dependent on team nominations and league structure.

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3. MODIFIED PLAYING RULES

3.1 Field of Play, Format, Match Time

Field dimensions and format will vary according to age group.

Age Group	Field Size	Goal Size	Format	Goalkeeper	Match Duration	Half Time Break
U6 – U7	30m x 20m	Pug	4 v 4	No	2 x 20 min	2 min
U8+	Approx quarter of a full-size pitch.	3m x 2m	6 v 6	Yes	2 x 20 min	2 min

There is no added time.

FSC may modify field dimensions where required.

3.2 Field Markings

Fields may be marked using either dome markers or painted/line marked.

Fields should include:

- Boundary lines.
- Halfway line.
- Penalty areas where applicable.
- Goal areas where required.

3.3 Balls

All age groups will use a summer football specific ball provided by FSC.

3.4 Technical Area / Interchange Zone

Coaches, managers and substitutes must remain within the designated technical area or interchange zone.

Maximum team officials permitted:

- Two (2) team officials per team.

Team officials must not enter the field unless authorised by the match official.

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3.5 Interchange

Unlimited interchanges are permitted.

Interchanges must:

- Take place at the halfway line.
- Occur when the ball is out of play.
- Be approved by the match official.

The incoming player must wait until the substituted player has crossed the boundary line. Outgoing player must depart the nearest boundary line.

3.6 Lighting Standards

Matches may be played under artificial lighting, in accordance with FNSW policy.

3.7 Kick Off

At kick-off:

- Players must remain in their own half.
- Opponents must be three metres away.
- A goal cannot be scored directly.
- All games will kick off via the sounding of an Airhorn

3.8 Restart – Ball out of Play

The opposing team restarts play.

The player may:

Age Group	Touch Line	Corner Kick	Goal Kick
U6 – U7	Kick, Pass, Dribble. No throw-ins	No – Goal Kick	Restart from the goal line
U8+	Kick the ball into play. No throw-ins	Yes	Taken from within penalty area.

3.9 Goalkeeper Rules

The goalkeeper:

- May handle the ball inside the penalty area.
- Must release the ball within six seconds.
- Cannot drop kick or punt the ball.

3.10 Offside

There is no offside rule in FSC Summer Sixes. Players should be encouraged not to remain or stand in an offside position. Match officials and team organisers should remind players not to be in blatant offside positions.

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3.11 Slide Tackles

Slide tackles are prohibited.

3.12 Free Kicks

An indirect free kick is awarded for handball, a foul or misconduct committed by a player outside their own penalty area. Opponents must be at least three (3) metres away from the ball until the kick is taken.

Note - An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.

3.13 Penalty Kick

For deliberate or serious acts of handball or fouls and misconduct by a player inside their penalty area, a penalty kick is awarded.

3.14 Mercy Rule – Social Tournament

The Mercy Rule may be applied when the score difference reaches five (5) goals or greater.

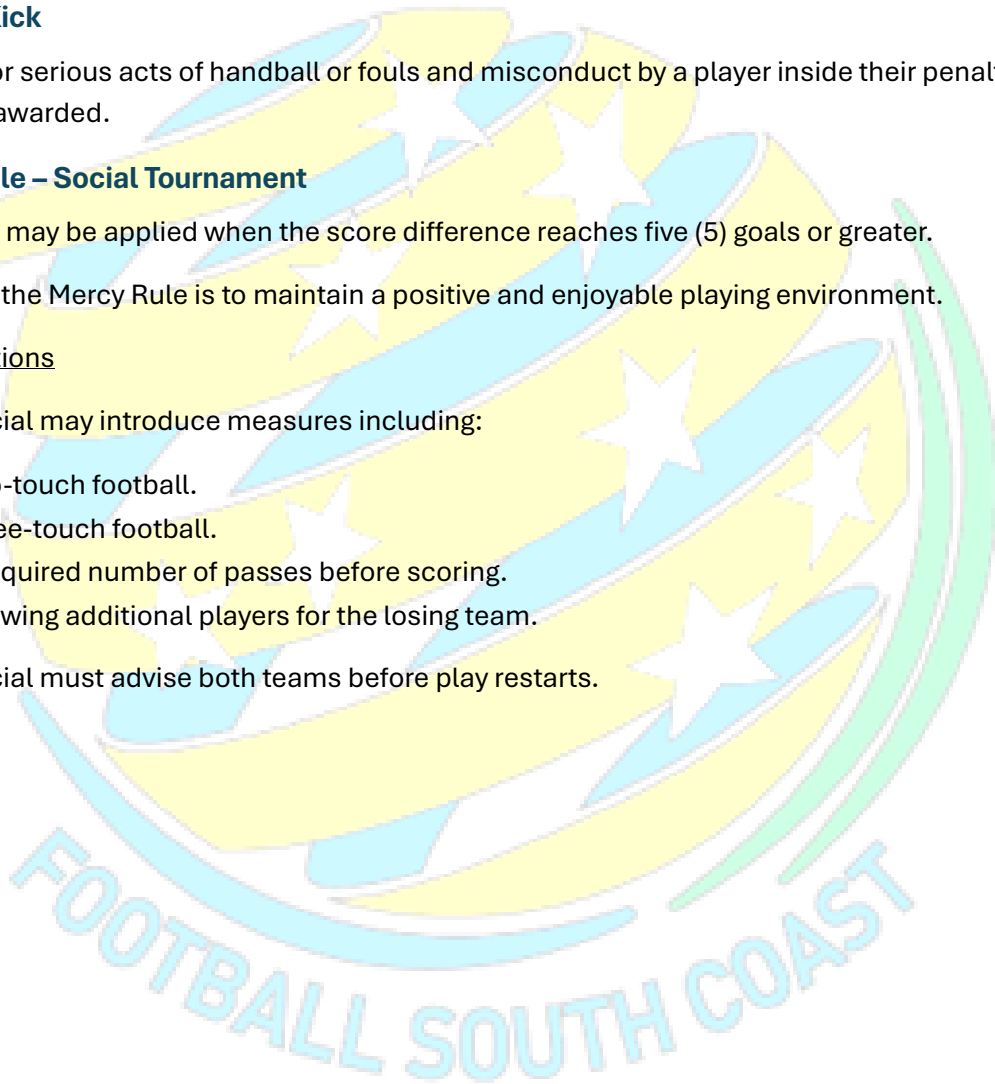
The purpose of the Mercy Rule is to maintain a positive and enjoyable playing environment.

Mercy Rule Options

The match official may introduce measures including:

- Two-touch football.
- Three-touch football.
- A required number of passes before scoring.
- Allowing additional players for the losing team.

The match official must advise both teams before play restarts.



4. FIXTURES & ELIGIBILITY

4.1 Match Schedule

The official FSC fixture schedule is the authority for:

- Match date.
- Match time.
- Venue.

Teams must not change fixtures without prior FSC approval.

4.2 Change of Fixtures

Teams requesting fixture changes must contact FSC.

Fixture changes will only be approved where:

- Adequate notice is provided.
- Suitable alternatives are available.
- The change does not unfairly disadvantage other teams.

4.3 Venues

All participants must comply with:

- Venue regulations.
- Ground safety requirements.
- Parking arrangements.
- Facility usage requirements.
- Instructions from FSC officials.

4.4 Ground Tidiness

Teams are responsible for ensuring:

- Rubbish is placed in appropriate bins.
- Equipment is removed after matches.
- Venue facilities are respected.

Damage caused by players, officials or spectators may result in disciplinary action.

4.5 Referee Dressing Room / Designated Areas

Where referee facilities are available, designated referee areas must remain accessible only to match officials.

Teams and spectators must respect referee facilities before and after matches.

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4.6 Prohibited Items

The following are prohibited at FSC Summer Sixes venues:

- Alcohol.
- Smoking or vaping in restricted areas.
- Weapons or dangerous items.
- Dogs are not permitted inside the premises at Ian McLennan Oval.
- Any item considered unsafe by FSC officials.

FSC reserves the right to remove prohibited items or persons from venues.

4.7 Spectator Viewing

Spectators must:

- Remain in designated viewing areas.
- Not enter the field of play.
- Respect players, coaches and officials.
- Follow FSC Codes of Conduct.

Abusive, threatening or inappropriate behaviour will not be tolerated.

4.8 Registration and Participation

Teams are responsible for ensuring:

- All players are registered to FSC Summer Six's tournament.
- Players are correctly allocated to their team.
- Eligibility requirements are followed.

4.9 Age Eligibility (U6 – U18)

A player's age is determined by the age they turn during the calendar year.

A player must turn five (5) years of age by 31 December of the current season.

4.10 All Age Eligibility

The minimum age for All Age competitions is seventeen (17) years.

FSC may approve exceptional applications for sixteen (16) year old players.

4.11 General Player Eligibility

Players must:

- Be correctly registered.
- Meet age requirements.
- Not be suspended.
- Meet competition requirements.

Players who are unregistered or ineligible cannot participate.

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4.12 Minimum Players for a match

Teams must have sufficient players available to commence a match.

Minimum playing numbers:

Age	Format	Minimum Players
U6–U7	4 v 4	3 players
U8+	6 v 6	5 players

In a competitive league, a team who cannot field the minimum number from their registered players will be deemed to have forfeited the match.

Borrowing players is permitted to ensure the remaining players and the opposition can play.

4.13 Borrowing Players

On the provision that gender requirements are met, teams may borrow players from:

- teams within the same age group.
- teams from a younger age group (two years below) in juniors.

Where a registered player arrives after a borrowed player has commenced, FSC may require the borrowed player to cease playing.

4.14 Special Dispensation

Teams may apply to FSC for special approval relating to:

- Player eligibility.
- Age exemptions.
- Borrowing arrangements.

Approval must be received before participation.

4.15 Mixed Adult Competition - Female Player Requirement

Mixed teams must have a minimum of two (2) females on the field at all times.

Teams unable to meet this requirement must seek FSC approval.

5. MATCH DAY OPERATIONS

5.1 Match Day Supervisor

FSC may appoint a Match Day Supervisor for match days.

Responsibilities include:

- Assisting with match operations.
- Supporting teams and officials.
- Monitoring behaviour.
- Reporting incidents.

5.2 Jacketed Officials

FSC may appoint jacketed officials to assist with:

- Venue management.
- Safety requirements.
- Spectator behaviour.
- Match day enquiries.

All participants must follow reasonable directions from FSC officials.

5.3 Match Sheets

An official FSC Summer Sixes match sheet must be completed before each match.

Team Managers must ensure:

- Players are checked in through DRIBL.
- Match information is completed.

5.4 Dribl Unavailable

If DRIBL is unavailable:

A paper or alternative FSC-approved team sheet must be completed.

Player information must be submitted after the match.

5.5 Player Identification

FSC or match officials may conduct player identification checks. All players require a photo when registering. Players unable to verify identity, may be prevented from participating.

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5.6 Colours / Clash of Colours

Teams must wear the FSC Summer Six's playing kit.

Where colours clash:

- One team will wear bibs.
- The match official or Match Day Supervisor will determine which team changes.

5.7 Required Playing Equipment

Players must wear:

- Full FSC provided GYG Summer Football playing kit.
- Shin guards.
- Approved enclosed football boots.

Players without required equipment may not participate.

A player must not use equipment or wear anything that is dangerous. Accessories are permitted as long as they are not dangerous and are safely and securely covered. Dangerous items must be removed and not taped or covered.

Players must remove watches.

5.8 Sports Goggles / Glasses

Approved sports eyewear may be worn.

Any eyewear must not create danger to the wearer or other players.

5.9 Liquids During Play

Players may access drinks during stoppages. Players are responsible for providing their own suitable drinking water.

5.10 Disruption Due to Adverse Weather

FSC will:

- Monitor ground conditions.
- Monitor weather forecasts.
- Apply FNSW policies relating to Hot Weather and Lightning.
- Monitor player safety.
- Determine if matches proceed.

5.11 Weather Notifications

Where possible:

- Team managers will be contacted.
- Updates will be provided through FSC communication channels, primarily via the Stack Team App.

Teams should not assume a match is cancelled unless officially advised.

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5.12 Forfeits – Advanced Notice

Teams unable to fulfil a fixture must notify FSC as soon as possible.

Where possible, FSC will attempt to:

- Source replacement players.
- Arrange an alternative solution.
- Avoid unnecessary forfeits.

5.13 Forfeits – Match Day

A team on match day will be deemed to have forfeited a match, on match day if it:

- Fail to attend.
- Cannot field the required minimum number of players.
- Refuse to participate.

FSC will determine if any further action is required.

5.14 Abandoned Matches

A match may be abandoned due to:

- Unsafe conditions.
- Serious misconduct.
- Serious Injury.
- Weather.
- Ground issues.
- Other exceptional circumstances.

FSC will determine the outcome of an abandoned match.

5.15 Injury Management

Player safety is the priority.

When a player is injured:

- The match official may stop play.
- The coach or manager may assist when requested.
- The player should leave the field where possible.

Where a player has sustained a serious injury:

- Play will remain stopped.
- The player must receive appropriate assistance.
- The match will only continue once it is safe and time remains.

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5.16 Reducing the Period of Play

The match duration may only be reduced by:

- FSC match day supervisor
- The match official.

5.17 Cautions

A player or team official who receives a yellow card during a match, will be allocated against his/her team, as a **team infringement**. A team accumulating (3) yellow cards in total will be suspended for the next fixture. In the event, this team is in a competitive league, the next game will be a forfeit, with points awarded to their opposition team. A team or team official subsequently accumulating a further (2) additional yellow cards, will be suspended for the remainder of the season.

Should a parent or spectator from your team be found to be in breach of the Spectator Code of Conduct, further disciplinary action may be taken, which may include but not limited to, a caution against the team.

5.18 Send Off

A player/team official who is sent off in a match:

- Cannot participate any further in the current match and is deemed suspended.
- Must leave the field immediately and the technical area after collecting any belongings.
- Will be subject to the procedures/penalties outlined in the FSC Disciplinary and Disputes Regulations.
- The team will be required to provide the name of the player/team official who receives the red card.

A person who is under suspension must not enter the technical area and must remain at least 50 metres away from it whilst a match is in progress.

6. MATCH OFFICIALS

6.1 Game Leader (U6, U7)

A Game Leader (parent volunteer) will be used for U6 and U7 matches.

The Game Leader will:

- Keep the game flowing.
- Encourage players.
- Assist with restarts.
- Promote learning and enjoyment.

The Game Leader is not required to apply strict disciplinary measures.

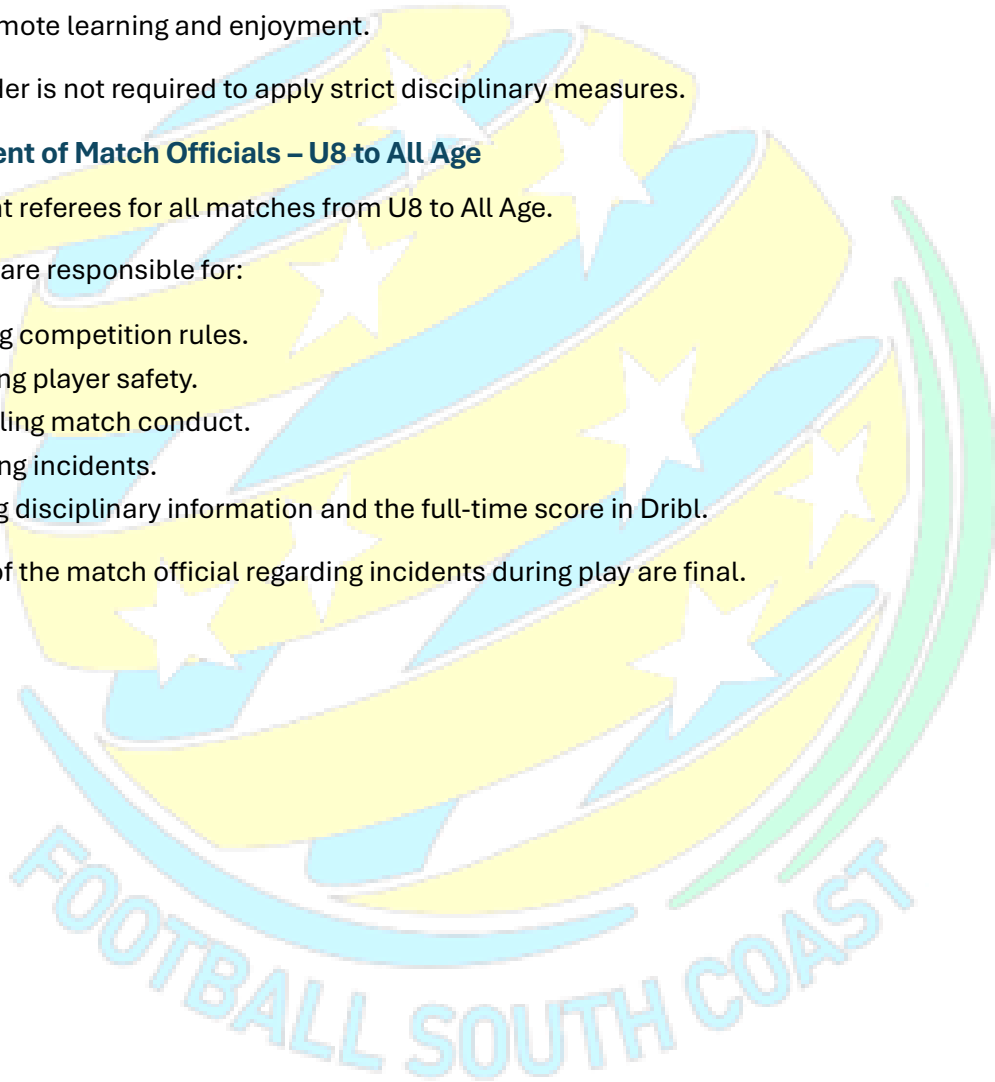
6.2 Appointment of Match Officials – U8 to All Age

FSC will appoint referees for all matches from U8 to All Age.

Match officials are responsible for:

- Applying competition rules.
- Managing player safety.
- Controlling match conduct.
- Reporting incidents.
- Entering disciplinary information and the full-time score in Dribl.

The decisions of the match official regarding incidents during play are final.



7. COMPETITION POINTS & LEAGUE RANKINGS

7.1 Competition Points

Competition points apply to:

- Junior Competitive League U11–U15.

Points are awarded as follows:

- Win – 3 points.
- Draw – 1 point.
- Loss – 0 points.
- Bye – 0 points.
- Forfeit – 3 points, and a 5 – 0 score recorded to the non-offending team.

7.2 League Ranking

Teams will be ranked using the Head-To-Head Method

1. Greatest number of Competition Points.

Where two or more teams are equal on competition points, their ranking shall be determined in the following order:

2. Greatest number of competition points between competition matches between the teams concerned; if still tied then
3. Greatest Goal difference in competition matches between the teams concerned difference; if still tied then
4. Greatest number of Goals FOR in competition matches between the teams. If still tied, then
5. Least goals against from All Competition Matches. If still tied, then
6. Coin Toss (if required).

For examples of the method, see Appendix 9 of the FSC Competition Rules used for winter football.

FSC reserves the right to determine an alternative ranking process where required.

8. Final Series For Competitive Leagues ONLY

After team nominations for an age group are finalised, FSC will advise whether a final series will be played in the last round.

8.1 Format – Based on League Ranking

Notice will be provided in due course as to the structure of the Final Round.

8.2 Player Eligibility

Only players registered to the team may play in the final series. Borrowing is not permitted.

8.3 Match Time

As per league rules.

8.5 Winner of Finals Match

The team scoring the most goals at full time is the winner.

8.5 Drawn Match

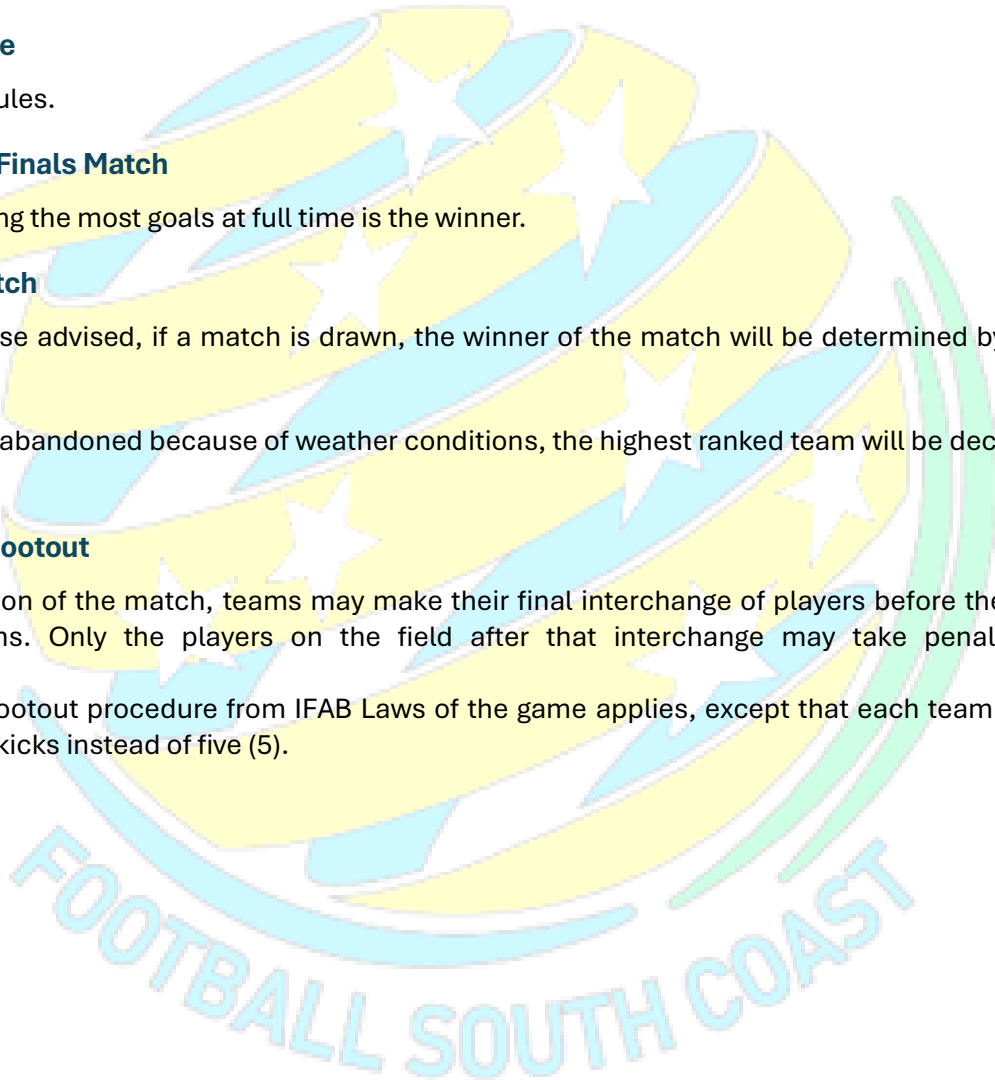
Unless otherwise advised, if a match is drawn, the winner of the match will be determined by penalty shoot out.

If the match is abandoned because of weather conditions, the highest ranked team will be declared the winner.

8.6 Penalty Shootout

At the conclusion of the match, teams may make their final interchange of players before the penalty shootout begins. Only the players on the field after that interchange may take penalty kicks.

The penalty shootout procedure from IFAB Laws of the game applies, except that each team will take three (3) initial kicks instead of five (5).



9. WALKING FOOTBALL ADDITIONAL RULES

9.1 Game Structure

Walking Football format:

Category	Requirement
Players	5 v 5
Goalkeepers	No
Minimum Players	3
Match Duration	2 x 20 minutes

9.2 Playing Restrictions

Players must:

- Walk at all times.
- Not run.
- Not head the ball.
- Avoid dangerous contact.

9.3 Discipline

A player who receives a yellow card must leave the field for three minutes and may not be replaced during that period.

