



2017/18
Summer6s
Information Pack

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OVERVIEW

What is Summer6s?

Summer6s is one of Football Queensland's (FQ) off season participation activities, conducted by authorised member clubs, outside of the regular football season. Summer6s is a fast paced, competitive and social football format played on smaller fields.

Teams are six-a-side with unlimited interchange during the match; each match consists of two equal periods, with a brief half-time interval for teams to change ends. A maximum of 10 players can register for any one team.

Truly "Football for Everyone", it is perfect for current players who want to keep active over the summer, those who have played but don't have time to dedicate to a full winter season, individuals who just want to have some fun with friends and it is also a great opportunity for new participants to begin playing football in a fun and social setting.

Football Queensland retains the right to authorise private organisations to administer Summer6s in areas where there is demand.

Where to Play

Zones and Clubs register their intent to deliver the Summer6s with Football Queensland via a Summer 6's Opt in Form – Application to Host. Football Queensland provides the documents relating to registration, Summer6s rules, marketing collateral and Football Queensland will audit compliance and monitor delivery standards.

REGISTRATION AND PAYMENT

Summer6s registrations are continuing to be processed through MyFootballClub as social registrations. If you wish further information about SportsTG for Registration please contact Cath Ware. Online payment is not mandatory but recommended and the fee for online payment in MyFootballClub is 1.8%. Manual registration of players to the Club will not be accepted.

A refund of a registration fee will only be issued for a player prior to the first round of matches. The refund will be provided by the Club and FQ will refund the Club directly at the end of the Season.

A Zone or Club authorised to deliver Summer6s also has the right to charge participating teams a weekly match fee. This fee is retained by them and used solely to contribute to the associated costs of running the program, and the development of the club and its members.

The utilisation of a private provider by a Football Queensland affiliated Club is not permitted.

Please see the below for a step by step guide for how to set up a Summer6s social registration package for your club in MyFootballClub.

If you need any help with Additional Questions for Team Nomination and information please contact Cath Ware.

Social Player Fee (Summer6s)

1. Log into MyFootballClub
2. Click on the *Fees and Packages* button under Season Set Up – Add New
 - a) Enter the Fee Name. This is the name of the fee that the player will see when they are registering. **Please ensure that for the 2017/2018 season you use the Fee Name Summer6s for your Six-A-Side Off Season competition.**
 - c) You must select the Football Type as **Summer Social** and the season then defaults to **2017/2018 Summer Social**
 - d)

Add Fee

* Fee Name	* Season	* Valid From	Valid To	Max Players
Summer6s U12	2017/18 Summer Social	01/07/2017	30/06/2018	
Type	FFA Classification	Football Type	Player Status	
Player	Registration	Summer So	Amateur	
Age Group	Under 12 - Min Age: 11 - Max Age : 12			
Club Fee	60.00			
Exit	Delete	Setup Package	Save	

- c) Select the fee Type as **Player**
- d) Select the **Age Group** for the fee you are entering (i.e. the applicable Age Group set up in Step 2). **NOTE: an Age Group MUST be chosen**
- e) Select the applicable **Gender** - Male, Female or Mixed - **you MUST chose one option.**

Add Fee

* Fee Name	* Season	* Valid From	Valid To	Max Players
Summer6s U12	2017/18 Summer Social	01/07/2017	30/06/2018	
Type	FFA Classification	Football Type	Player Status	
Player	Registration	Summer So	Amateur	
Age Group	Gender			
Under 12 - Min Age: 11 - Max Age : 12	Mixed			
Club Fee				
60.00				
		<input type="checkbox"/> Make Available As Add On Item <input type="checkbox"/> Available to Online Self Registration		
Exit	Delete	Setup Package	Save	

- f) Add in the **Club Fee** (i.e. the total fee the player will pay minus the Football Queensland \$15 Summer6s Fee).
- g) Click the SAVE button.
- h) Go Back to the Fees and Packages List and select Edit Package next to the Summer6s Fee you have just created.

FOOTBALL FEDERATION AUSTRALIA

Fees

Fees

Show All Records Show All Seasons

	Fee Name	Valid From	Valid To	Type	Season	Club Fee	Pkg Price	Classification	SR On
<input type="button" value="Edit Fee"/> <input type="button" value="Edit Package"/>	Summer6s U12	01/07/2017	30/06/2018	Player	2017/18 Summer Social	60.00	60.00	Registration	NO

- i) Select the **Yellow** FQ Fee - FFA – Summer Social Supplementary 2017/18

Then Add the fee to the package

Available for Selection Show All Records

Name	Price (inc GST)	Issued By	Type	Football Type	Age Group	Gender	Valid From	Valid To
<input type="checkbox"/> FFA Senior Futsal 2017/18	5.25	Football Federation Australia	Player	Futsal	FFA 19 to 100 - Senior	Mixed	01/06/2017	30/06/2018
<input type="checkbox"/> FFA Referee Futsal Supplementary 2017/18	0.00	Football Federation Australia	Referee	Futsal	FFA - All Ages	Mixed	01/06/2017	30/06/2018
<input checked="" type="checkbox"/> FFA Summer Social Supplementary 2017/18	0.00	Football Federation Australia	Player	SumSocial	FFA - All Ages	Mixed	01/06/2017	30/06/2018
<input type="checkbox"/> Futsal Referee NRF 2017/18	4.00	Football Federation Australia	Referee	Futsal	FFA - All Ages	Mixed	01/06/2017	30/06/2018
<input type="checkbox"/> FFA Junior Futsal 2017/18	3.15	Football Federation Australia	Player	Futsal	FFA 4 to 18 - Junior	Mixed	01/06/2017	30/06/2018
<input type="checkbox"/> FFA Senior Futsal Social NRF 2017	5.25	Football Federation Australia	Player	SciFutsal	FFA 19 to 100 - Senior	Mixed	01/01/2017	31/12/2017
<input type="checkbox"/> FFA Junior Futsal Social NRF 2017	3.15	Football Federation Australia	Player	SciFutsal	FFA 4 to 18 - Junior	Mixed	01/01/2017	31/12/2017

Add Selected Fee To Package 

Selected Show All Records

Name	Price (inc GST)	Issued By	Type	Football Type	Age Group	Gender	Valid From	Valid To
Page 1 of 1 < Prev > < Next > Total Records 0								

- j) Also select a **Blue** FQ Fee –Summer6s

Then Add the fee to the package

Available for Selection Show All Records

Name	Price (inc GST)	Issued By	Type	Football Type	Age Group	Gender	Valid From	Valid To
<input type="checkbox"/> FFA Senior NPL NRF 2017	25.00	Football Federation Australia	Player	NPL	FFA 19 to 100 - Senior		21/11/2016	30/11/2017
<input type="checkbox"/> FFA Professional NPL NRF 2017	67.75	Football Federation Australia	Player	NPL	FFA 19 to 100 - Senior		21/11/2016	30/11/2017
<input type="checkbox"/> FFA Junior NPL NRF 2017	12.60	Football Federation Australia	Player	NPL	FFA 4 to 18 - Junior		21/11/2016	30/11/2017
<input type="checkbox"/> FFA Supplementary NPL 2017	0.00	Football Federation Australia	Player	NPL	FFA - All Ages		21/11/2016	30/11/2017
<input checked="" type="checkbox"/> Summer 6s	15.00	Football Queensland	Player	SumSocial	Social Out of Season	Mixed	01/07/2017	30/06/2018
<input type="checkbox"/> FQ - Futsal Referee	31.00	Football Queensland	Referee	Futsal	All Ages	Mixed	01/07/2017	30/06/2018
<input type="checkbox"/> FQ Summer Futsal 2017 - Junior	46.85	Football Queensland	Player	Futsal	Juniors	Mixed	01/06/2017	30/06/2018
<input type="checkbox"/> FQ Summer Futsal 2017 - Senior	44.75	Football Queensland	Player	Futsal	Seniors	Mixed	01/06/2017	30/06/2018
<input type="checkbox"/> FQ -Senior Referee 2017	94.00	Football Queensland	Referee	Outdoor	Seniors	Mixed	08/01/2017	31/12/2017
<input type="checkbox"/> FO-Junior Referee U18 2017	55.00	Football Queensland	Referee	Outdoor	Juniors	Mixed	08/01/2017	31/12/2017

Add Selected Fee To Package 

Selected Show All Records

Name	Price (inc GST)	Issued By	Type	Football Type	Age Group	Gender	Valid From	Valid To
Page 1 of 1 < Prev > < Next > Total Records 0								

- k) And a **Pink Zone Supplementary \$0 Fee** – e.g \$0 Supp Fee (**NOTE: a Zone Fee MUST be selected**)

Then Add the fee to the package and press Save.

The screenshot shows a list of fees with the following columns: Name, Price (inc GST), Issued By, Type, Football Type, Age Group, Gender, Valid From, and Valid To. The 'Summer Supplementary' fee is highlighted in pink and has a red checkmark. Below the list is a 'Selected' table with the same columns. The 'Selected' table contains three rows: 'FFA Summer Social Supplementary 2017/18', 'Summer 6s', and 'Summer Supplementary'. Below the 'Selected' table is a summary section with a 'Remove Selected Fee From Package' button, a 'Fee Price' field (60.00), a 'Package Price' field (15.00), a 'Total Price (incl GST)' field (75.00), and a 'Save' button. A red arrow points to the 'Add Selected Fee To Package' button, and another red arrow points to the 'Save' button.

Name	Price (inc GST)	Issued By	Type	Football Type	Age Group	Gender	Valid From	Valid To
FFA Summer Social Supplementary 2017/18	0.00	Football Federation Australia	Player	SumSocial	FFA - All Ages	Mixed	01/06/2017	30/06/2018
Summer 6s	15.00	Football Queensland	Player	SumSocial	Social Out of Season	Mixed	01/07/2017	30/06/2018
Summer Supplementary	0.00	FQ - Football Brisbane	Player	SumSocial	All Ages 4 to 99	Mixed	01/07/2017	30/06/2018

Page 1 of 1 < Prev > < Next > Total Records 2

Fee Price 60.00 Package Price 15.00 Total Price (incl GST) 75.00 Save

- l) Take note of the Total Price. This is the fee value that the player will see when they register.

This screenshot is similar to the previous one, but the 'Selected' table now contains four rows, including the 'Summer Supplementary' fee. The summary section at the bottom has a red box highlighting the 'Fee Price' (60.00), 'Package Price' (15.00), and 'Total Price (incl GST)' (75.00) fields. The 'Save' button is also visible.

Name	Price (inc GST)	Issued By	Type	Football Type	Age Group	Gender	Valid From	Valid To
FFA Summer Social Supplementary 2017/18	0.00	Football Federation Australia	Player	SumSocial	FFA - All Ages	Mixed	01/06/2017	30/06/2018
Summer 6s	15.00	Football Queensland	Player	SumSocial	Social Out of Season	Mixed	01/07/2017	30/06/2018
Summer Supplementary	0.00	FQ - Football Brisbane	Player	SumSocial	All Ages 4 to 99	Mixed	01/07/2017	30/06/2018

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Remove Selected Fee From Package

Fee Price 60.00 Package Price 15.00 Total Price (incl GST) 75.00 Save

- m) To make the package available for your players to Self Register – return to the Fee and click **Available to Online Self Registration** and hit SAVE

Edit Fee

* Fee Name	* Season	* Valid From	Valid To	Max Players
Summer6s U12	2017/18 Summer Social ▼	01/07/2017	30/06/2018	
Type	* FFA Classification	Football Type	* Player Status	
Player ▼	Registration ▼	Summer So ▼	Amateur ▼	
Age Group		Gender		
Under 12 - Min Age: 11 - Max Age : 12 ▼		Mixed ▼		
Club Fee				
60.00				
		<input type="checkbox"/> Make Available As Add On Item		
		<input type="checkbox"/> Available to Online Self Registration		
Exit	Delete	Setup Package	Save	

RECRUITMENT OF PARTICIPANTS

Football Queensland will run a promotional campaign to assist Summer6 Clubs to increase the number of participants in the program. In conjunction, Clubs are encouraged to use a few of the following ideas to increase player registrations and the community profile of Summer6s and football in general.

Marketing and Communications

Football Queensland has developed a unique brand for Summer6s, designed specifically to promote the fun and social aspect of summer football.

Utilising this branding, Football Queensland has developed a dedicated section on our website to Summer6s (with a unique URL www.fqsummer6s.com.au), providing visitors with detailed information about Summer6s. Each club conducting Summer6s will be provided with Summer6s marketing collateral to create consist branding throughout the state.

Football Queensland will promote Summer6s through its integrated website platform, Social Media and Newsletter program.

Colour posters will be available to each Summer6s provider for promotional distribution.

Football Queensland will also endeavour to undertake various other promotional activities to promote Summer6s.

Where Can I Play Summer6s?

Make sure that all your program details including registration day, contact details and cost are provided to Football Queensland for it to be displayed on the Summer6s webpage

www.fqSummer6s.com.au where parents and players can search for their closest authorised Summer6s Club.

Previous Participants

Using the participant list from MyFootballClub, send an email/ letter out to all participants from your Outdoor season letting them know that Summer6s will be running at your Club.

Let them know when the fixtures will be starting, how registrations and payments will be made and any other details of Summer6s at your Club.

Schools

Schools are a great place to recruit new participants. Summer6s Clubs that have a strong link to local schools will find it easier to promote their club and will have a great opportunity to increase registration numbers.

Speak with either the school Sports Coordinator or School Receptionist. Ask if flyers could be left at the front desk for parents to take, posters can be put up in the front office and around the school and a sample Participant Pack can be displayed in the front office.

Ask if a small ad could be placed in the school's newsletter. Make sure you include:

- Specific information for your Club – venue, start date,
- Time, cost, how to register/pay and Coordinator Contact details.

Shops and Clubs

Placing posters or flyers in stores to advertise Summer6s is an excellent way of communicating with large numbers of people. Target stores to which participants are attracted (e.g. sports stores and toy stores). Registered clubs also provide an excellent avenue for advertising, particularly in newsletters.

Other Winter Sports

It is quite common for participants who play a winter sport as a group to find a summer sport they can play together as well. This is a great way to recruit to your Club. Liaise with the winter sports coordinator of a sport being played in your area and distribute some flyers during their last session. Promote it as a great way for their players to stay fit over the summer.

Advertising

Banners, newsletters and letterbox drops in the local area are all useful mechanisms for advertising the program.

Colourful banners are a highly effective way to increase interest in your events and functions. Banners are best placed near busy local roads, intersections or landmarks.

Football Queensland can supply your Club with Summer6s logos, artwork and generic posters on request

Retention

The best way to ensure that your players return to your Club the following year, especially into your Outdoor season, is to have a clearly defined pathway that they can move through. Children and parents like to know 'what's next' when they are making the decision to come back for a second/third season.

Mail Out/E-Mail

At the end of your Summer6s season send a letter/e-mail to all the participants, and/or parents/guardians. Thank them for being involved in the season and let them know that Summer6s will again be running the following season. Tell them what their next step in the football pathway will be.

Retention of Volunteers

Volunteers are just as important to retain as participants.

Provide all volunteers with a Certificate of Recognition and Appreciation. Recognise their contribution, don't underestimate the importance of recognition and valuing your volunteers.

WHAT IS INCLUDED IN A Summer6s REGISTRATION

The registration fee for Summer6s is made up of 2 components:

1. Football Queensland Social Registration Fee (\$15 for an individual)
2. Summer6s Club Registration Fee (set by each authorised Summer6s Club).

The Football Queensland Social Registration Fee provides the following services and benefits to all participants and the authorised Summer6s Club.

Accreditation

Only Clubs authorised by Football Queensland to Host Summer6s will be permitted to use the program's marketing material, name and systems.

Marketing and Communications

Football Queensland will look to increase brand awareness of Summer6s and help club engage with both the existing football and outside community.

FQ will provide the following marketing for Summer6s;

- Promotional Video and graphics
- Social Media Graphics
- Geo-targeted EDMS
- Geo-targeted/Database target digital advertising

Football Queensland will also endeavour to undertake various other promotional activities to promote Summer6s.

Insurance

A component of every player's registration fee contributes to both the players Personal Injury Insurance and also the General Liability (Public and Products Liability), Professional Indemnity; and Management Liability insurance of the Summer6s Club.

Provided by the Football Federation Australia's Insurance Program, Personal Injury Insurance provides basic levels of cover for players and others participating in Football for:

- Permanent injury or death cover;
- Non-Medicare Medical Expense cover; and
- Income replacement cover.

It is not all encompassing (this is necessary to keep the cost of insurance affordable for players) and does not seek to replace the need for private health and other insurances. Football Federation Australia strongly recommend that all players and officials take out separate Private Health Insurance and/or Personal Income Protection, Life Insurance and Trauma cover to meet their individual needs.

The cover for authorised Summer6s Clubs provides:

- General Liability to protect the player and their club for legal liability for compensation arising from personal injury or property damage;
- Professional Indemnity to protect the players club for legal liability for a breach of professional duty in the sport by reason of an act, error or omission committed by or on behalf of the club and competition administrator; and
- Management Liability to protect the players Club against legal actions or civil proceedings made against their Club or its Officials for any wrongful act, employment breach and/or employee fraud.

For more information on what is provided for within this insurance coverage please refer to www.footballqueensland.com.au.

Dispute Resolution and Legal Support

Football Queensland recognises that not all clubs will have access to resources that can provide specialist administration support in times of need. We are able to assist clubs in these areas by providing:

- A registered Member Protection Information Officer (MPIO) to provide assistance in resolving disputes & member protection support; and
- Access to resources and services (e.g. financial and legal support) that are out of the reach of smaller organisations.

COMPETITION RULES

1. Player Registration

- a) The registration of players participating in Summer6s is mandatory and must be undertaken prior to a player being considered eligible to participate. By the act of registration, a player agrees 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.
- b) As per FQ requirements, all players participating in Summer6s must be registered to a Summer6s Club online through MyFootballClub.
- c) A club conducting Summer6s can accept Online Payment and this is recommended.

2. Registration Fees

- a) All players participating in Summer6s are required to pay a social registration fee. The fee is \$15.00 for an individual. The registration fee must be paid prior to the player being considered eligible to compete in Summer6s.
- b) A refund of a registration fees will only be issued for a player if a request for refund is received by Football Queensland prior to the first round of matches.
- c) If approved the refund will be provided by the Club and FQ will refund the Club directly at the end of the Season

3. Weekly Match Fees

- a) A club conducting Summer6s has the right to charge participating teams a weekly match fee in addition to the registration fees. This fee is retained by the club and used solely to contribute to the associated costs of running their Summer6s, and the development of the club and its members.
- b) The utilisation and payment of a private provider is not permitted.
- c) Should a club decide to charge a weekly match fee:
 - a. The captain of each team is responsible for the collection and payment of any weekly match fees, to the Club Administrator; and
 - b. A team who forfeits any fixture during Summer6s will be subject to payment of match fees for that fixture.

4. Team Bond

- a) A club conducting Summer6s has the right to charge participating teams a team bond, equivalent to two weeks match fees.
- b) The team bond must be lodged prior to the commencement of Summer6s and maintained at all times throughout, with the club administrator.

- c) The team bond will be returned to each team by way of payment of match fees for the last two rounds.

5. Age Groups

- a) A club conducting Summer6s will offer a program to cater for both junior and senior males and junior and senior females, nominations permitting.
- b) Endorsed Summer6s Administrators will be able to determine age groups they intend to conduct, beginning at U6.
- c) If you would like to conduct age groups lower than U6, please contact Sarah Willington via sarahw@footballqueensland.com.au
- d) MiniRoos U6-U7 should play an adjusted 4v4 format.

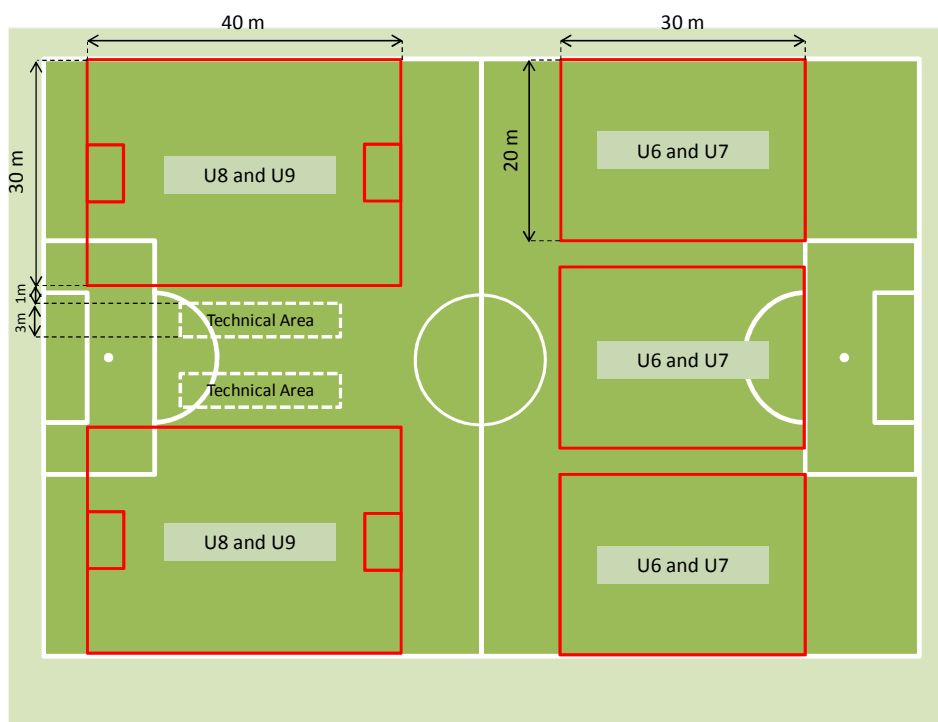
6. Grades

- a) A club conducting Summer6s may offer different grades, nominations permitting, including Competitive and Social.

7. The Field of Play

- b) The field of play shall be rectangular in shape. FQ's preferred field sized are outlined below. The field of play markings shall be reduced in proportion to the field size, as per below diagram.

Category	U6 & U7 (4v4)	U8 & U9	U10 & U11	U12 and up
Field size	Length: 30m Width: 20m	Length: 40m Width: 30m	Length: 50m Width: 40m	Length: 60m Width: 40m



- d) Each team will have the opportunity for unlimited interchange during a 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 occur during a stoppage in play.

11. Player Equipment/Uniform

- a) A player must not use any equipment, or wear anything (including all jewellery) that could be dangerous to him or herself or another player. Using tape to cover jewellery is not permitted
- b) The wearing of shin guards that provide a reasonable degree of protection is compulsory.
- c) Moulded football boots or 'runners' must be worn.
- d) Players in a team must wear the same colour shirts. In the event of a colour clash, the team listed second on the fixtures draw, must wear an alternate shirt or bib.

12. The Referees

- a) 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 decision of the referee regarding facts connected with play, including whether or not a goal is scored and the result of a match, are final.

13. Duration of the Match

- a) The following lengths of a match reflect FQ's recommended match duration based on age groups.

Age	Duration
U6 and U7	Two 10 minute halves
U8 and U11	Two 12 minute halves
U12 and U16	Two 15 minutes halves
U17 and older	Two 20 minutes halves

- b) 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.

14. Start and Restart of Play

- a) A kick-off is a way of starting or restarting play at the start of the match, the start of the second half of the match and after a goal has been scored.
- b) A goal may be scored directly against the opponents from the kick-off.
- c) 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 in 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 clearly moves.
- d) After a team scores a goal, provided that the period has not ended, the other team takes the kick-off.

15. Ball In and Out of Play

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

16. Method of Scoring

- a) 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.
- b) Goals can be scored directly off free kicks, penalty kicks and corner kicks.
- c) 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.

17. Offside

- a) There is no offside rule in Summer6s.

18. Fouls and Misconduct

- a) Fouls and misconduct are infringements of the FIFA Laws of the Game. Fouls are penalised with a direct free kick or penalty kick. Misconduct is penalised with a caution, timeout or a sending off.
- b) A yellow card is used to communicate that a player has been cautioned. A player is sent off if he/she receives a second caution in the same match. 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.

- c) 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.
- d) All disciplinary matters must 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 to deal with in the first instance.
- e) Slide tackles are not permitted at any time during a match.

19. Free Kick

- a) 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 deemed direct free kicks and a goal may be scored directly from a free kick.
- b) The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.
- c) 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 forward.

20. Penalty Kick

- a) 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.
- b) The penalty kick is taken from the penalty mark at the top of the goal circle. 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 penalty area and at least 5m behind the penalty mark.
- c) 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 clearly moves.

21. Throw-In

- a) A throw-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touchline, either on the ground or in the air.
- b) A goal cannot be scored directly from a throw-in.

- c) 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 2m from the point at which the throw-in is being taken.
- d) At the moment of delivering the ball, the thrower must be facing the field of play with part of each foot either on the touchline or on the ground outside the touchline. The ball must be held with both hands and be delivered from behind and over his head.
- e) 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.

22. Goal Kick

- a) A goal kick is awarded to the defending team 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..
- b) A goal kick is taken by the goalkeeper of the defending team from any point inside the goal area. The ball is in play when it leaves the penalty area. When a goal kick is being taken, all opponents must be in the field of play and outside of the penalty area of the team taking the goal kick until the ball is in play.
- c) A goal may be scored directly from a goal kick but only against the opposing team.
- d) After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

23. Corner Kick

- a) The corner kick is a method of restarting play and is awarded to the attacking team 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 defending team, and a goal is not scored.
- b) Opponents must remain at least 5M from the corner arc until the ball is in play.

24. Points Tables

- a) There will be no recorded goal scoring or points tables for MiniRoos age groups U6-U11.
- b) Points will be awarded as follows:
 - Win 3 points;
 - Draw 1 point;
 - Loss 0 points;
 - Forfeit 3 points (3 - 0 win, to the opposing team).
- c) 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.

25. Finals

- a) The format of any final series will be determined by the club administrator, based on the amount of team nominations.

26. Fixture Cancellations and Forfeits

- a) In the event of the cancellation of a fixture, due to inclement weather, all teams will be notified by the club administrator.
- b) In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the club administrator at least 24 hours prior to the fixtures published time. The club administrator will then notify the other team. Failure to comply by a team will result in payment of match fees and forfeiture of the fixture.
- c) If a team forfeits two fixtures during a Summer6s program, it may be removed from the program at the discretion of the club administrator, with no refund given.

27. Other Matters

- a) The club administrator, in consultation with Football Queensland, has the authority to make decisions and take action on any matter not catered for specifically in these regulations.

TERMS AND CONDITIONS

1. Definition

By definition, Summer6s are competitions or other forms of organised football, conducted for a period of between one and ten weeks outside of the 'regular' winter season, by a member club of Football Queensland, which is not a Futsal competition.

2. Application to Host Summer6s Sanction

Summer6s is conducted by a member club of Football Queensland must be sanctioned by Football Queensland and is bound by the National Registration Regulations.

A member club of Football Queensland conducting an unsanctioned Summer6s will be considered to be in breach of the National Registration Regulations and as such, Football Queensland must impose disciplinary sanctions.

For a Summer6s to be considered for approval by Football Queensland, a club must first submit a Summer6s Club Opt In Form - Application to Host, available [HERE](#).

For a Summer6s sanction to be approved by Football Queensland, a club must agree to abide by the Summer6s Terms and Conditions and enforce the Summer6s Rules.

The application to host Summer6s form must be submitted to Football Queensland, prior to any arrangements for Summer6s being made.

Football Queensland, at its absolute discretion and in accordance with Football Federation Australia (FFA) Statutes, reserves the right not to approve a club's Summer6s application and will consider such things as a club's proximity to already sanctioned Summer6s providers, a club's National Club Accreditation Scheme Status, a club's previous compliance with terms and conditions and regulations and any extenuating circumstances that may exist.

All branding and naming conventions of Summer6s must be adhered to at all times.

3. Duration of Summer6s

Summer6s may be conducted for up to a maximum of 10 weeks.

4. Player Registration

The registration of players is mandatory and must be undertaken prior to a player being considered eligible to participate in Summer6s. By the act of registration a player agrees to abide by the club's and Football Queensland's Regulations, as well as Football Federation Australia (FFA) Statutes, and if applicable, FIFA Statutes and AFC Statutes.

As per FFA requirements, all players participating in Summer6s must be registered to a Summer6s Club via online self-registration. Manual Club registrations will NOT be accepted.

5. Registration Fees

All players (including those registered for other forms of football in the current calendar year) participating in Summer6s are required to pay a Social Registration Fee to Football Queensland.

A player's registration fee must be paid prior to the player being considered eligible to compete in Summer6s.

A refund of a registration fee will only be issued for a player if a request for refund is received by Football Queensland prior to the first round of matches.

6. Team Registration

There is no maximum number of teams permitted to be registered to, and participate in, Summer6s.

No one team can consist of more than 10 players.

7. Match Fees

A club conducting Summer6s has the right to charge participating teams a weekly match fee. This fee is retained by the club and used solely to contribute to the associated costs of running Summer6s, and the development of the club and its members. The utilisation and payment of a private provider is not permitted.

8. Team Bond

A club conducting Summer6s has the right to charge participating teams a team bond, equivalent to two weeks match fees.

The team bond must be lodged prior to the commencement of Summer6s and maintained at all times throughout, with the club administrator.

The team bond will be returned to each team by way of payment of match fees for the last two competition rounds.

9. Age Groups

A club conducting Summer6s must offer programs to cater for both junior and senior males and junior and senior females, nominations permitting.

10. Grades

A club conducting Summer6s may offer different grades, nominations permitting, including Competitive and Social.

11. Regulations

A club conducting Summer6s must utilise the Summer6s Rules, to govern the programs administration and management under its control.

12. Disciplinary

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

13. Failure to Comply

Any club that fails to comply with the Summer6s Terms and Conditions will VOID the sanction of their Summer6s.

A Summer6s not sanctioned by Football Queensland will render club administrator(s) liable in the event of player injury or public liability claims and will be considered to be in breach of the National Registration Regulations. In this event Football Queensland has an obligation to also cancel a club's Certificate of Currency and inform the local government authority of the unsanctioned Summer6s.