



# 2016/17 Summer6s Competition Rules

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## 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 FFA requirements, all players participating in Summer6s must be registered to a Summer6s Club online through MyFootballClub.
- c) A club conducting Summer6s must not accept manual registrations.

## 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.

## 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 U6, please contact Sarah Willington via [sarahw@footballqueensland.com.au](mailto:sarahw@footballqueensland.com.au)

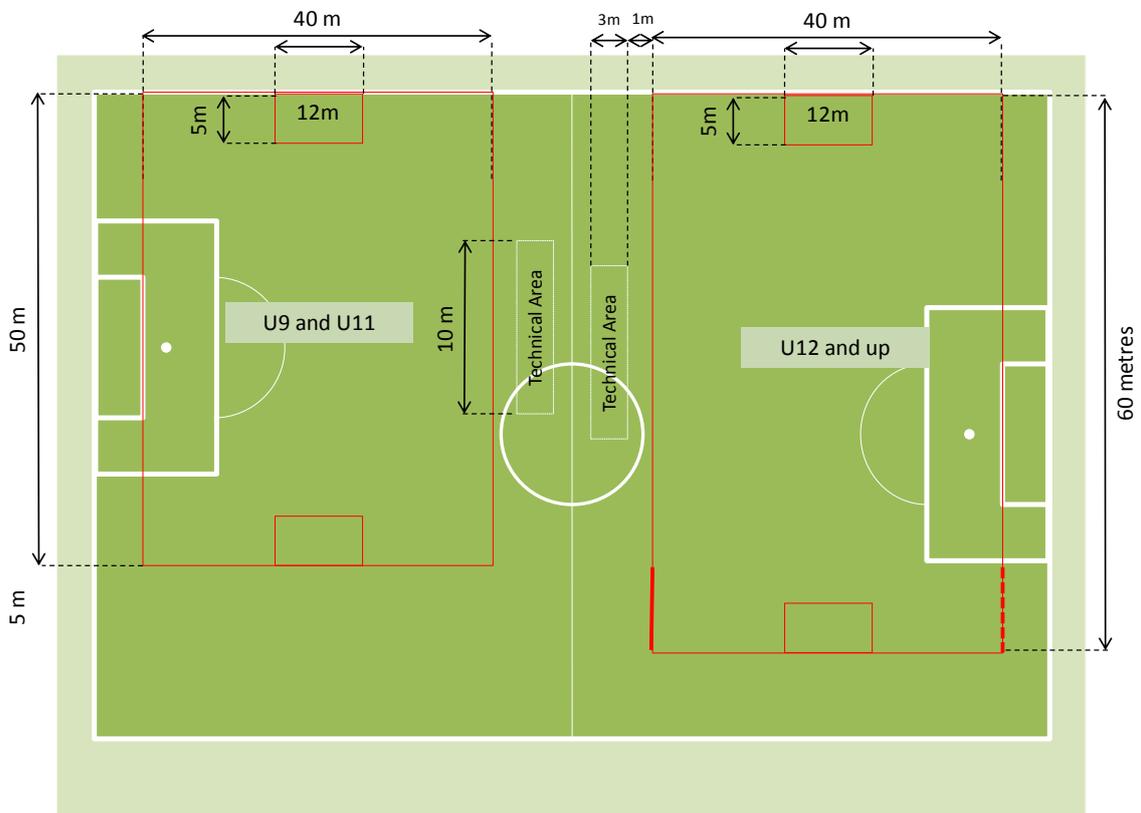
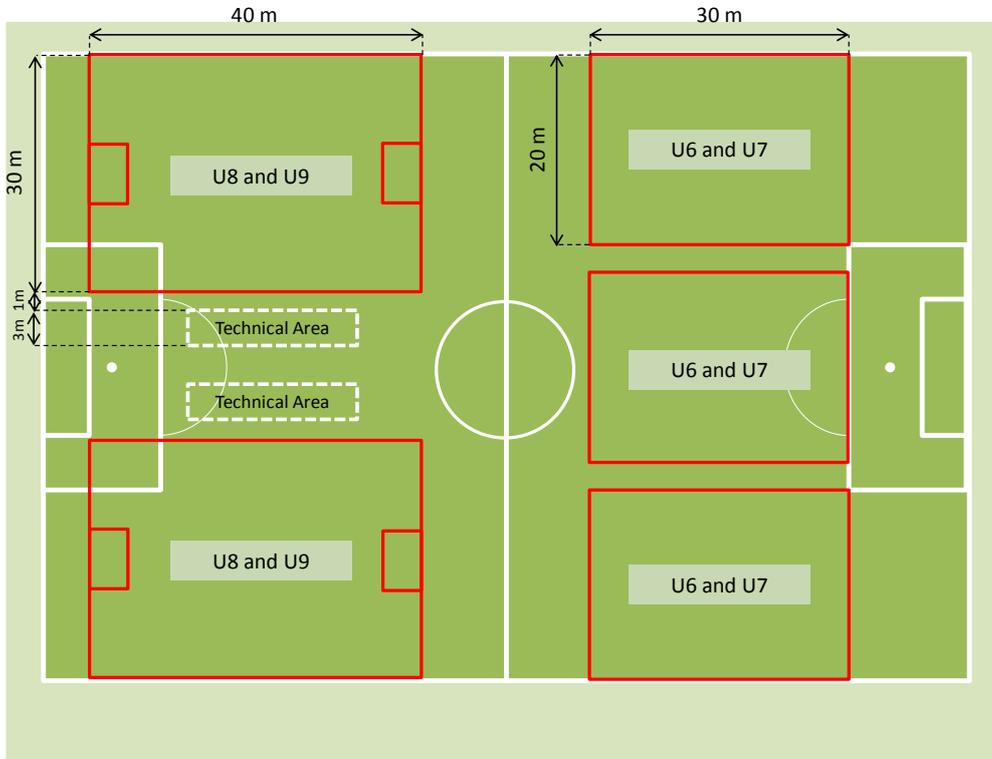
## 6. Grades

- 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 above 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



## 8. Goals

- a) A goal consists of two upright posts equidistant from the corners and joined at the top by a horizontal cross bar. They must be rectangular, round or elliptical in shape and must not be dangerous to players.
- b) The distance between the posts is 3m and the distance from the lower edge of the crossbar to the ground (at the highest point) is 2m.
- c) The goals must be properly supported and must not interfere with the goalkeeper and must have a stabilising system that prevents them from overturning. Portable goals may only be used if they satisfy this requirement.

## 9. The Ball

- a) The ball is a standard Size 5 match ball. Size 4 can be used for Under 13 age group and below.

## 10. The Number of Players

- b) A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper.
- c) A match may not start if either team consists of fewer than four players. If one of the teams has fewer than three players on the field of play a forfeit is awarded to the opposing team.
- 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

## 11. Player Equipment/Uniform

- a) A player must not use any equipment, or wear anything (including jewellery) that could be dangerous to him or herself or another player.
- 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) 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.
- e) Players in a team must wear the same colours 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) A match will last two equal periods of 15 minutes, with a brief half-time interval for teams to change ends.
- 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. A goal may not be scored directly from the kick-off.
- b) 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 moves forward.
- c) After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

## 15. Ball In and Out of Play

- a) 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.
- 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 Summer6s matches.

## 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 awarded as direct free kicks.
- b) A goal may be scored directly from a free kick.
- c) The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.
- d) 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 moves forward.

## **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 touch line, 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 5m 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 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 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 Clearance**

- a) A goal clearance is a method of restarting play and 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 in accordance with Regulation 13.
- b) 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 directly out of the goal circle by the goalkeeper of the defending team. When a goal clearance is being taken, all opponents must be on the pitch and outside of the goal circle of the team taking the goal clearance, until the ball is in play. A goal may not be scored directly from a goal clearance.
- c) 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 in accordance with Regulation 13.

## **24. Points Tables**

- a) 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).
- b) 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.