



SUMMER FOOTBALL

THE SUN NEVER SETS ON FOOTBALL

Summer Football Information Pack



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OVERVIEW

What is Summer Football?

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

Team sizes are determined by the Competition Manager but normally range from seven-a-side to 4 v 4, 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 Summer Football in areas where there is demand.

Where to Play

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

REGISTRATION AND PAYMENT

Summer Football events/competitions shall run no longer than 14 weeks.

A sanctioning fee of \$220 inc. GST per event/competition is charged by FQ once the application has been approved by FQ.

All participants currently registered for outdoor football are exempt and do not attract an FQ social player fee. Participants who are not registered for outdoor football are required to register as a 'social player', the charge for which is as follows:

- Social Player Junior Fee - \$13.64 inc. GST
- Social Player Senior Fee - \$27.50 inc. GST

These Summer Football registrations will be processed through PlayFootball. Online payment is not mandatory but recommended and the fee for online payment in PlayFootball is currently 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 Club will provide the refund and if the player paid online in PlayFootball, the club must apply to FQ for a refund at the end of the Season.

A Zone or Club authorised to deliver Summer Football 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.

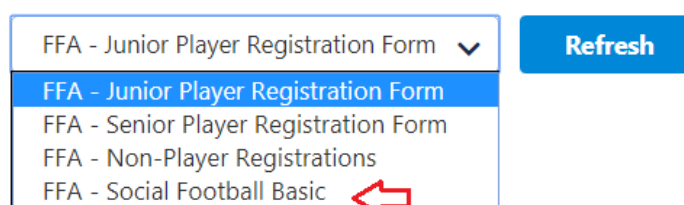
The utilisation of a private provider by a Football Queensland affiliated Club is not permitted.

Please see the below for a step-by-step guide for how to set up a Summer Football registration package for your club in PlayFootball.

Social Player Fee (Summer Football)

1. Log into PlayFootball
2. Goto Registration/SignUp Form Management/Add Social Football Basic Registration Form

Select Registration Form



FFA - Junior Player Registration Form ▼	Refresh
FFA - Junior Player Registration Form	
FFA - Senior Player Registration Form	
FFA - Non-Player Registrations	
FFA - Social Football Basic ←	

3. Go to Registration/Product Management
4. For **Non Outdoor Players** - Add **Junior** Registration Product
 - a) Add the Name of the programme e.g **Junior Summer Social**
 - b) Select your Parent Organisation (Your Zone)
 - c) Select Registration Type
 - d) Select **Junior** Social Player - Make sure the fee charged is **\$13.64**
 - e) Add your Club Fees if you wish

Summer Social **a**

Registration Settings

Parent Organisation*

FQ - Football Brisbane **b**



Registration Period*

2019



Registration Type*

Junior Social Player [4-17, MX] **c**

Role

Player

Football Type

Social

Governing Body Fees

Range

Football Federation Australia

\$0.00

Football Queensland

\$13.64 **d**

FQ - Football Brisbane

\$0.00

Total \$13.64-\$13.64

2. For **Non Outdoor Players** - Add **Senior** Registration Product
 - a) Add the Name of the programme
 - b) Select your Parent Organisation (Your Zone)
 - c) Select Registration Type
 - d) Select **Senior** Social Player - Make sure the fee charged is **\$27.50**
 - e) Add your Club Fees if you wish

Summer Social Senior

a

Registration Settings

Parent Organisation*

FQ - Football Brisbane

b



Registration Period*

2019



Registration Type*

Senior Social Player [18-100, MX]

c

Role

Player

Football Type

Social

Governing Body Fees

Range

Football Federation Australia

\$0.00

Football Queensland

\$27.50

d

FQ - Football Brisbane

\$0.00

Total \$27.50-\$27.50

5. For ALL AGES **Outdoor Registered Players** - Add **Outdoor Registered Social Players** Registration Product


Parent Organisation*

FQ - Football Brisbane

Registration Period*

2019

Registration Type*

Outdoor Registered Social Players [1-100, MX] 

Role

Player

Football Type

Social

Governing Body Fees	Range
Football Federation Australia	\$0.00
Football Queensland	\$0.00
FQ - Football Brisbane	\$0.00
Total \$0.00-\$0.00	
<i>*See 'Show Details' for full age based price breakdowns</i>	

Pricing

Your organisation Fee*

\$0.00

Governing Body Fees

\$0.00-\$0.00

- Set your organisation fee
- Add a description
- Make the Product Active (unless you are not ready to open registrations)

6. This completes the Basic set up.

If you need more information regarding set up please see the Help pages <https://support.playfootball.com.au/support/home> or email Cath at cathw@footballqueensland.com.au

RECRUITMENT OF PARTICIPANTS

Football Queensland will run a promotional campaign to assist Summer Football 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 Summer Football and football in general.

Marketing and Communications

Football Queensland has developed a unique brand for Summer Football, 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 Summer Football [here](#), providing visitors with detailed information about Summer Football. Each club conducting Summer Football will be provided with Summer Football marketing collateral to create consistent branding throughout the state.

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

Where Can I Play Summer Football?

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 Summer Football webpage [here](#), where parents and players can search for their closest authorised Summer Football Club.

Previous Participants

Using the Custom Lists in PlayFootball, send an email/ letter out to all participants from your Outdoor season letting them know that Summer Football will be running at your Club. Click [here](#) for help setting this up.

Let them know when the fixtures will commence, how to register and pay plus any other details of Summer Football at your Club.

Schools

Schools are a great place to recruit new participants. FQ affiliated Football 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 Summer Football 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.

Winter Sports

It is quite common for a group of people who play a winter sport to want to continue to play a summer sport together. This is a great way to recruit to Summer Football at your Club. Liaise with a local winter sports coordinator and ask if you can distribute some flyers during their last session. Promote it as a great way for their players to stay fit over the summer and to stay in contact with their mates.

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 Summer Football logos and artwork on request. Please email cathw@footballqueensland.com.au

Retention

The best way to ensure that Summer Football players choose to remain at your Club the following year is to provide them with a clearly defined pathway. Children and parents like to know 'what's next' when they are making the decision to come back for a second/third season. Perhaps offer an early bird discount for returning players.

Mail Out/E-Mail

At the end of your Summer Football 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 Summer Football will again be running the following season. Tell them what their next step in the football pathway will be.

Retention of Volunteers

Volunteers are critical to our game and it is just as important to keep them involved as it is for the players.

Provide all volunteers with a Certificate of Recognition and Appreciation. Recognise their contribution; do not underestimate the importance of recognition and valuing your volunteers.

WHAT IS INCLUDED IN A Summer Football REGISTRATION

The registration fee for Summer Football is made up of 2 components:

1. Sanctioning fee of \$220 inc. GST per event/competition
2. Football Queensland Social Player Registration Fee (Junior - \$13.64 and Senior \$27.50) or participants currently registered for outdoor football are exempt
3. Summer Football Club Registration Fee (set by each authorised Summer Football Club).

Football Queensland Registration Fees provide the following services and benefits to all participants and the authorised Summer Football Club.

Accreditation

Only Clubs authorised by Football Queensland to Host Summer Football 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 Summer Football and help clubs engage with both the existing football and outside community.

FQ will provide the following marketing for Summer Football;

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

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

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 Summer Football 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 Summer Football 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 the Clubs page on our website 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 Summer Football 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 Summer Football must be registered to a Summer Football Club online through PlayFootball.
- c) A club conducting Summer Football can accept Online Payment and this is recommended.

2. Registration Fees

All players participating in Summer Football are required to have paid registration fees. Either by registering on PlayFootball and paying the Football Queensland Social Player Registration Fee (Junior - \$13.64 and Senior \$27.50) or if the participant is currently registered and active for outdoor football they are exempt.

- a) The \$220 sanctioning fee will be invoiced to the club as soon as the application has been approved
- b) The player registration fee must be paid prior to the player being considered eligible to compete in Summer Football.
- c) 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.
- d) If approved the refund will be provided by the Club and FQ will refund the Club directly at the end of the Season.
- e) For players already registered for outdoor football, all Summer Football Clubs are required to either:
 - a. Provide Football Queensland with a list of all players currently registered and active for Outdoor football
 - b. Register these players to a \$0 fee product in PlayFootball

3. Weekly Match Fees

- a) A club conducting Summer Football 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 Summer Football season, 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 Summer Football will be subject to payment of match fees for that fixture.

4. Team Bond

- a) A club conducting Summer Football 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 Summer Football 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 Summer Football is encouraged to offer a program to cater for both junior and senior males and junior and senior females, nominations permitting.
- b) Endorsed Summer Football 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 Andy Allan via andya@footballqueensland.com.au
- d) MiniRoos U6-U7 are encouraged to play a 4v4 format.

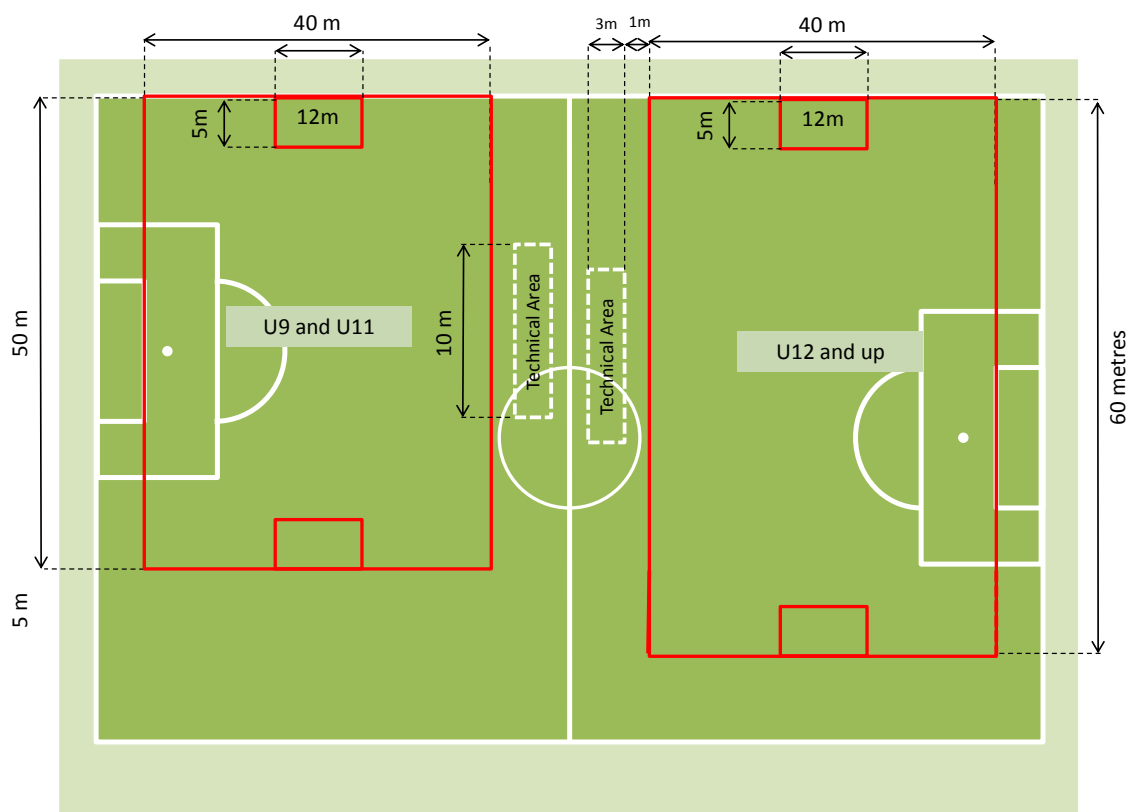
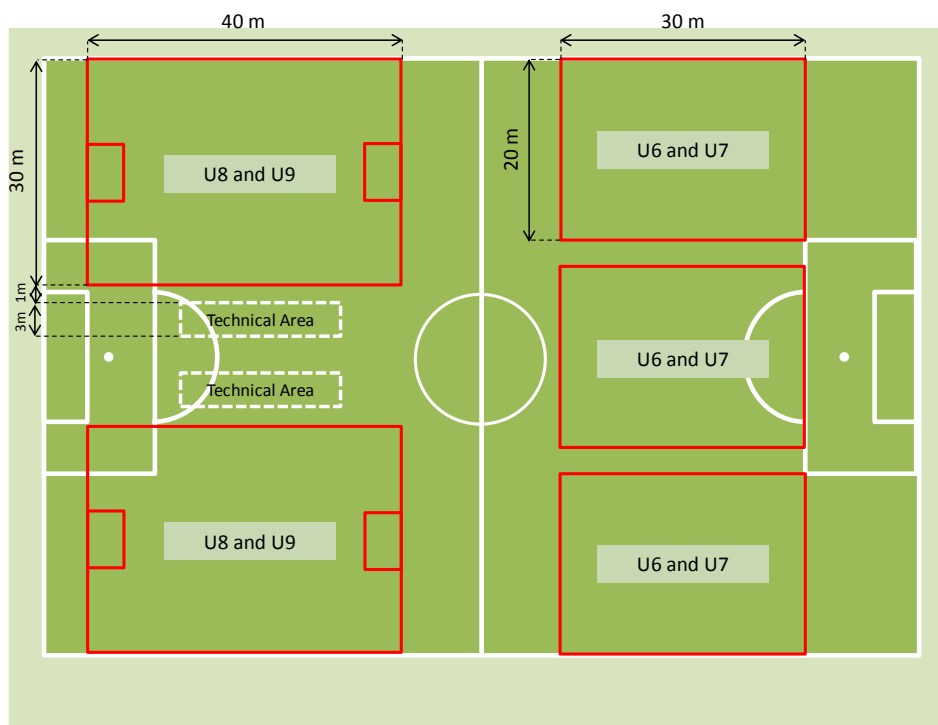
6. Grades

- a) A club conducting Summer Football 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



8. Goals

- A goal consists of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal cross bar. They must be square, rectangular, round or elliptical in shape and must not be dangerous.

- 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. If the crossbar becomes displaced or broken, play is stopped until it has been repaired. Goals (including Portable goals) must be firmly secured to the ground.

9. The Ball

- a) The ball is a standard Size 5 match ball for ages 13 and over, Size 4 for ages 9 to 12 years and Size 3 for ages 6 to 8 years.

10. The Number of Players

- b) A match is played by two teams, each consisting of no more than seven players based on the size of the field being used, 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 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 minute halves
U17 and older	Two 20 minute 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 Summer Football.

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 (for the purposes of Summer Football the Penalty area is to be no less than 5 metres from the centre point of the goal posts) 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 (or where no goal circle is marked, 5 metres from the goal line). 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 5 metres 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

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

2. Application to Host Summer Football Sanction

Summer Football 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 Summer Football will be considered to be in breach of the National Registration Regulations and as such, Football Queensland may impose disciplinary sanctions.

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

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

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

Football Queensland, at its absolute discretion and in accordance with Football Federation Australia (FFA) Statutes, reserves the right to decline a club's Summer Football application and will consider such things as a club's proximity to already sanctioned Summer Football providers, a club's history of compliance with FQ Policies and any other extenuating circumstances that FQ deem applicable.

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

3. Duration of Summer Football

Summer Football may be conducted for up to a maximum of 14 weeks. You must re-apply if you wish to extend or hold another programme.

4. Player Registration

The registration of players is mandatory and must be undertaken prior to a player being considered eligible to participate in Summer Football. 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 Summer Football must be registered to a Summer Football Club via online self-registration. Manual Club registrations will NOT be accepted.

5. Registration Fees

All players participating in Summer Football are required to either pay a Social Registration Fee to Football Queensland or provide their current and active outdoor registration details to the Summer Football Club.

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

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, Summer Football.

No one team can consist of more than 10 players.

7. Match Fees

A club conducting Summer Football 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 Summer Football, 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 Summer Football 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 Summer Football 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 Summer Football is encouraged to offer programs to cater for both junior and senior males and junior and senior females, nominations permitting.

10. Grades

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

11. Regulations

A club conducting Summer Football must utilise the Summer Football 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 which attracts a suspension exceeding four weeks, must be referred to Football Queensland to deal with in the first instance.

13. Failure to Comply

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

A Summer Football 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 will inform the local government authority of the unsanctioned status of the Clubs Summer Football programme.