



Super 6 Soccer Competition Rules



SUPER 6 SOCCER

Version

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Super 6 Soccer Competition Rules

General

All Fixtures will be played in compliance with the Regulations in force at the time and in accordance with Super 6 Soccer competition rules, disciplinary rules, policies, code of conduct and directives and under the FIFA Laws of the Game where applicable.

Super 6 Soccer will appoint officials to matches.

Super 6 Soccer reserves the right to alter or add to the competition rules through the competition, should the need arise.



SUPER 6 SOCCER

Section 1 - Competition

Competitions administrator

The Competitions administrator shall be empowered to deal with all modified competition matters pertaining to the relevant competition categories

Competitions Offered (playing categories)

- a. Junior mixed spring competitions: under 7 (mini), under 8, under 9, under 10, under 11,
- b. Junior girls spring competitions: under 7 (mini), under 8, under 9, under 10, under 11,
- c. Junior boys spring competitions under 7 (mini), under 8, under 9, under 10, under 11,
- d. Youth boys spring competitions: Under 12, Under 13, Under 14, Under 15, Under 16
- e. Youth girls spring competitions: Under 12, Under 14, Under 16
- f. Men's Spring/summer competition: Under 18, All Age, O35, O45, O55
- g. Women's Spring/Summer competitions: Under 18, All Age, O35

Competition Format

- a. The competition will follow a 12- team, 10-team, 8-team, 6-team or 4-team format, with 12-team or 6 -team-format being the preferred options. If there are insufficient teams to achieve at least a full 4- team competition, there will not be a competition in that age group unless 2 age groups or categories can be merged.
- b. 8- team or higher category, the top 4 teams will progress to the first tier and the next 4 teams to the 2nd tier 7- team or less comp categories only the top 4 will play semi- finals with a preferred system of 1st vs 4th and 2nd vs 3rd with the winners to play in the grand finals on the final week of the season.
- c. There will be no extra time during the regular season. During any finals match, if the scores are tied at the final whistle, golden goal extra time will take place. If no one scores within 5 minutes, another 5 minutes will be added on. If there is still no goal after the two halves of extra time, penalty shootouts will be conducted with 6 players on each team to take a penalty goal.



Competition Draw

- a. The competition administrator will email and publish the draw/ fixtures on the Super 6 Soccer website.
- b. The competition administrator will aim to publish the full draw and results/ladder by 3rd round of the comp.
- c. The competition administrator will email and publish draws on a weekly basis until each comp category is finalised (subject to washouts)
- d. The draw for the first 3 rounds will be sent or published a min of 3 days before each scheduled day of play or round.
- e. The draw, once published, is final and only the competition's administrator can make alterations.
- f. The Competitions administrator may make changes to any published fixture at any time.

Competition Draw – Fixture Allocation Requests

- a. Requests for fixture changes after a draw is published are not generally permitted.
- b. Teams may request a change in date and/or time of a fixture after the draw is published. The request must be made in writing by the team organiser. The competition's administrator may permit the change, at its discretion if the opposition team agrees and if there is a field and/or time available to move it to.
- c. Fixture allocation requests must be received no later than fourteen (14) days before the relevant fixture.
- d. If both teams cannot agree to the proposed change of fixture, then the match will go ahead at the time and place indicated in the published draw.
- e. Normal forfeit rules apply if the team asking for the change of fixture still intends to forfeit.
- f. Time change request are not generally permitted after the draw is published.
- g. Semi-final and grand final published fixtures cannot be changed. Requests may be made before the final round for a specified time for semi-finals.

Cancellation of Fixtures

Weather conditions may impact fixtures. Due to the constricted time frame in which the spring/summer competition operates, if there are any cancelling of games, the following will apply:



Round games

- a. Grass fields - If entire round is cancelled -games will be pushed forward (allowance is made for 2 weather cancellations for grass fields. If 3 or more rounds are cancelled, they will not be replayed. The round will be null and void.
- b. Synthetic fields - If entire round is cancelled -games will not be rescheduled.
- c. All Fields - If games are stopped or cancelled due to weather impacts the round will be cancelled unless more than 60% of the games are completed.
- d. If this happens the remaining games may be rescheduled only if time and space permits and is solely at the discretion of the competition administration. If this is not possible some games may be revised to be double point games

Finals

- e. Grass fields – If semi-finals are cancelled before they start– they will be pushed forward a week. If effected in second attempt the top 2 teams move straight to finals.
- f. Grass Fields -If grand finals impacted by weather and cancelled the comp winners will be the team finishing first on the table. If semi- finals are stopped after they start, games not complete will be moved forward and played on grand final night. This will result in some teams playing twice if they progress to the grand final.
- g. Synthetic fields - If semi-finals are cancelled. Semi-finals will be pushed forward and played on the same night as the grand finals. If grand finals are impacted by weather and cancelled the comp winners will be the team finishing first on the table. If semi- finals are stopped after they start, games not complete will be moved forward and played on grand final night. This may result in some teams playing twice if they progress to the grand final.

Competition Points

- a. Points will be allocated as follows for all round games:
 - i. Win- Three (3) points
 - ii. Draw- One (1) Point
 - iii. Loss- Zero (0) points



Forfeits

- a. Where a team forfeits a match in Super 6 Soccer competitions, the opposition shall be awarded a 3 – 0 win.
- b. Where both teams forfeit a match, neither team shall be awarded any goals or competition points.

Forfeit with Notice

- a. Team organiser or a representative of team (if team organiser is not available) to email Super 6 Soccer of intended forfeit and must include comp location team category and team name. This must be done 2 days before the scheduled game before 6pm
- b. **Team fines and additional forfeit point deductions apply if Super 6 Soccer is not notified of forfeit 2 days in advance by 6.00pm**
- c. The following fines & penalties apply for forfeit notifications:
 - i. **2 days before by 6.00pm (no fine, no point deduction)**
 - ii. 1 day before by 6.00pm (\$25 fine, no point deduction)
 - iii. 1 day before, after 6.00pm before 9.00am on day of play (\$35 fine, no point deduction)
 - iv. On day of play after 9.00am and before midday (\$50 fine-1 point deduction)
 - v. On day of play after midday and before 3.30pm (\$70 fine - 2-point deduction)
 - vi. On day of play after 3.30pm and 1 hour before scheduled game (\$90 fine and 2-point deduction)
 - vii. On day of play less than 1 hour before scheduled game (\$100 fine and 3-point deduction)
 - viii. No notification - no show (\$110 fine and 6-point deduction)
 - ix. If a team arrives to play with 3 or less players- this will be deemed a no show (\$110 fine and 6-point deduction)

More than 1 forfeit

- a. Teams that forfeit a second time regardless of notification will be fined an additional \$25 and 1-point penalty in addition the fines and penalties above if competition administrator is not notified 2 days prior before 6pm
- b. Teams that forfeit a 3rd time will be fined an additional \$50 and a 3-point penalty on top of the fine and penalty above.
- c. Teams that forfeit a 4th time will be automatically expelled from competition without refund.

Forfeit fine payments.

- a. Fines will be issued to team organisers and team organisers are responsible for paying the fine by Friday 5pm of the week of the forfeit. It is the responsibility of team organiser to be reimbursed by their team players or parents of team players. Failure to pay by Friday 5pm will result in another 3-point deduction. Failure to pay the following Friday 5pm the team will be expelled without refund from the competition.



Teams affected by forfeits.

- a. Forfeited games result in 3 points being credited or awarded to the non-forfeiting team.
- b. If a team forfeits the team administrator will notify affected team by email and if time and field availability permits, try to arrange another game.
- c. Forfeited games will not be rescheduled.

Forfeits during semi-finals and grand finals

- a. If a team forfeits a semi-final, the same rules apply above except that the fines will be imposed and will be expected to pay.
- b. If fines are not paid the players and the teams will be un-financial and not permitted to play in any of our comps again until the fine is paid.

Insufficient player numbers before the start of a match

- a. If a team arrives to play with 3 or less players- this will be deemed a no show (\$110 fine and 6-point deduction)
- b. A forfeit can only be declared by the supervisor or competition manager (not the referee).
- c. The game can still be played with the borrowing of other players and will be played as a friendly.
- d. If a team has 4 or more players ready to play, the game is 'live' and will count. It cannot borrow or use any other registered or non-registered person to play- if they do, it's declared a forfeit. The game is awarded as a 3-0 win to the other team.
- e. A team with 6 or less players **cannot** obtain or use players from any other team to play or anybody else for that matter - if they do they forfeit the game. The game is awarded as a 3-0 win to the other team.
- f. The team may however obtain other players (if they have less than 6 and more than 3 players) from other teams in the same playing category, **only if they declare a forfeit before the start of the game.**
- g. A team with 6 players or more cannot borrow or use registered from other teams or non-registered players to play in their team to make up the numbers. If they do, they forfeit the game. The game is awarded as a 3-0 win to the other team.

Long term notice of a forfeit and/or request for fixture change

- a. Long term notice to reschedule a game is generally not accepted after the start of a competition.



- b. A team may put in a request and the competition administrator may reschedule the game if:
 - I. The notice is received 14 days before the scheduled game.
 - II. More than half of the team cannot play.
 - III. There is time and field availability to reschedule the game and the other team agrees to the change.
 - IV. Normal forfeit rules apply if the game cannot be rescheduled and the team asking for the change confirms it cannot play the game.
- c. Semi-finals and finals games cannot be rescheduled. Reasonable time change requests may be made and considered if the other team agrees. Two (2) weeks' notice is required.

Protests (incorrect recorded result and suspected illegal players)

- a. A team seeking to lodge a protest in relation to the outcome of a fixture must do so via their team organiser with an email sent to the competition administrator.
- b. The protest regarding the fixture must be lodged (emailed to the comp administrator) by 5 pm the following day after the fixture result has been posted on the Super 6 Soccer website.
- c. The protest must be in writing and outline the grounds of the protest and the remedy being requested. It must include the comp or playing category, the name of the team and the name of the opposing team, the date and time of the fixture or game, the posted incorrect result and what they believe is the correct result. It can also be a protest in relation to the opposing team playing an unregistered player or a player from another team.
- d. If the protest relates to a result awarded in favour of your opposition due a match abandonment or disciplinary reason The protest must be in writing and outline the grounds of the protest, remedy being requested and details why. The officials, venue manager/ supervisor or Super 6 Soccer staff will not enter into any verbal discussions on the matter at the venue. A protest regarding an illegal player may be brought to the attention of the event manager. Will need photographic evidence.
- e. The protest regarding the fixture must be lodged (emailed to the comp administrator) by 5 pm the following day after the fixture has been played.



Section 2 – Registration, Team Registrations and Player Eligibility

Player Eligibility

The following criteria define player eligibility:

- a. Players must register via the Super 6 Soccer yoursportspace.com.au registration system.
- b. Players previously expelled in previous Super 6 Soccer competitions are not eligible to play in any future Super 6 Soccer competitions.
- c. Super 6 Soccer has discretion to accept or reject any player's registration in any of its competitions after considering the disciplinary record and/ or financial status of the respective player in Super 6 Soccer's previous competitions or any other competition.
- d. People of any gender may play in the junior mixed player categories. Only female players may play in the girls and women's playing comp categories.
- e. All players must meet the age criteria of the competition in which they are playing.
- f. No junior player shall play in an age group more than two (2) years higher than they are qualified for, unless they have been granted dispensation by the competition's administrator.
- g. Junior mixed and junior girl players may play in a higher age group (or playing category or competition) than that in which they are registered if they meet the age requirements.
- h. Players in over-age competitions or playing categories must be turning the relevant age in the current calendar year.
- i. Players in over-age competitions can play down an age category e.g., players in the o45s can play in all age or over 35 competitions.
- j. Players in over-age competitions can play up age groups if they meet age requirements e.g., a player in an all-age team may play in an entered o 35s team if that player is turning 35 years or older in the current calendar year.
- k. Players cannot play for more than one team in the same age group/division.



Team registrations

- a. The competitions administrator shall publish a closing date for the entry of teams into its competitions.
- b. Team entries to Super 6 Soccer competitions may be submitted via our yoursportspace.com.au registration portal.
- c. All teams must enter via yoursportspace.com.au player registration system.
- d. Teams require one person (a team organiser) to set up a team registration.
- e. All team organisers and players or junior players (aged 5 -17 years) parent/guardians must set up a [yoursportspace](http://yoursportspace.com.au) account.
- f. A team organiser can be either a non-playing or playing organiser.
- g. Any person wanting to co-organise a team and is not the original organiser must provide their name, phone number and email address via email to Super 6 Soccer administrator prior to the start of the competition.
- h. All team junior team organisers (under 7-u18) now will be required to provide their (working with children) WWC number to Super 6 Soccer prior to the start of the competition. The Competitions Department will not schedule any matches for teams until they have complied with this directive.
- i. Following the closing date for entries, the competition administrator shall arrange suitable competitions for each age group offered, provided there are enough entries.
- j. Under 8 or higher -Each team must register a minimum of six (8) players and may register a maximum of ten (10) players. (In some instances, more than 10 players will be permitted to register)
- k. Under 7 (minis) - Each team must register a minimum of six (7) players and may register a maximum of nine (9) players.
- l. If teams have more than the maximum- consideration should be given to forming and entering a second team
- m. Mixed teams must register a minimum of 3 women per team.
- n. If a team is given permission to only register 7 players, they must pay the additional fee for the 8th player.
- o. Additional (new) players can be registered before the 5th round. Teams may register a new player after the 5th round and before the last round to replace a player withdrawn due to injury (the full fee must be paid).

Late Entry

- a. The Competition Administrator may accept late entries if it leads to the elimination of a bye in a relevant competition or if it allows a team category with insufficient team numbers to go ahead.



Refund Policy

If a team withdraws after the draw is published and before the competition starts, the Competition Administrator shall issue a sanction equivalent to 25% of the relevant team fee. The remainder of the team fee shall be refunded.

- a. If a team or player withdraws after the competition has started, registration fees will not be refunded.
- b. By submitting a registration on Super 6 Soccer's yoursportspace registration system, the individual agrees to Super 6 Soccer's Refund Policy.
- c. Upon any deregistration request, no refunds will be issued; however, very exceptional cases may be reviewed by the Super 6 Soccer competition administrator.

Unregistered Players

- a. All players taking the field must be registered to play in current competitions through the Super 6 Soccer yoursportspace registration system.
- b. Any team found to have any unregistered players or registered players from other teams that take the field will be deemed to have forfeited the match and imposed a fine depending on if the player is an unregistered player or a player from another team (see table 1.0 for fines).
- c. Any team found with any suspended players taking the field will have forfeited the match.
- d. A team with less than four players will be forfeited.
- e. The unregistered players and the team will be sanctioned in accordance with Super 6 Soccer's disciplinary process.

Ineligible Players

- a. Any team that has played an ineligible player in a competition match will be deducted three (3) points, and their opponents will be awarded a forfeit. 1st offence - \$100 team fine issued to team organiser.
- b. Any team that has played an ineligible player in a final or semi-final will be disqualified, and opponent will be awarded a forfeit. 1st offence - Forfeit the game - \$50 team fine issued to team organiser.
- c. Further larger fines apply for repeat offenders including expulsion from competition (see below infringement penalty table 1.0)



Section 3 Key Roles - Responsibilities

Referees

- a. Super 6 Soccer will appoint Referees to all matches where possible.
- b. Where Super 6 Soccer cannot provide a Referee to a match in the competition, the Super 6 Soccer Venue Manager will appoint a neutral person to referee the match.
- c. Where neither a Super 6 Soccer Referee nor an appointed neutral referee is in attendance, the team organiser must agree on a person to referee the match.
- d. The appointed Referee is charged with the duties, responsibilities and obligations within the rules applying for the conduct of the fixture.
- e. The referees must liaise with venue managers to quickly address any arising issues such as potential forfeits, allocation of bibs, registration checks, injuries and player or spectator violence and abuse incidents if they occur.

Venue Managers

The Super 6 Soccer Administrator will appointment at least one Venue Manager to each Super 6 Soccer location/ venue as well as one Field Controller to every full field at the venue.

- a. The Venue Manager is responsible for coordinating the set up and take down of all fields at the venue. This includes storage of all equipment and clean up of fields if required. The referees must assist the venue manager in pack down after they are finished their shift.
- b. The Venue Manager shall set up a table in a prominent position. Will be identifiable by green shirt -titled Manager. The venue manager shall be required to ensure teams sign in and submit team sheets with relevant player numbers and check suspected unregistered players.
- c. The Venue manager in consultation with team organisers may or may not move seriously injured players. If an injured player cannot be moved the game (and any following games will be cancelled) if games cannot be moved to another available field
- d. The Venue Manager shall be the contact point for matchday arrangements and inquiries by team managers. This includes issues of player eligibility. The venue managers are responsible for attending to injured players (including administering first aid if required) and calling ambulance if required and may substitute as a referee if required. This includes a course of action for the game and following games on same field if injured player cannot be moved.
- e. The Venue Manager is to be notified by the Referee of players who receive yellow cards, red cards, written



report on any major incidents (details of send offs), spectator incidents, suspected unregistered players, best players & goal scorers (including which team they are from). This is to be done after a Referees "Shift".

- f. The Venue Manager shall organise a referee if a competition administrator appointed Referee has not attended the match.
- g. The Venue Manager is responsible for ensuring playing vests/bibs are given to a referee if teams are of the same colour. The bib allocation is based on a coin toss.
- h. Venue Managers have the discretion to cite any player, team official or spectator for breaches of the "Codes of Conduct". These may include instances of violent and/or abusive behavior before, during or after a match. The venue manager has the power to abandon a match if required.
- i. Venue Managers are responsible for ensuring the referees are officiating the correct matches, are running on time and quickly respond to any potential no show forfeits. Where possible they are to quickly organise a friendly game for the team that does not have opposition with a team that has just played at that venue.
- j. Venue managers are responsible for monitoring weather impacts including lightning and deciding to stop play or not based on our weather impact policies.
- k. The venue managers may be approached to clarify rules if a referee is applying incorrect rules. They will not take any verbal complaints about any refereeing decisions. Any complaints need to be submitted in writing to the competition administrator by 5.00pm the following day after the day of the issue.

Duties of Team Organisers/Managers

Team organisers/managers have an essential role in ensuring matches run to time and procedures for game day are followed:

Team managers shall perform the following duties on match days:

- a. Introduce themselves to the Referee and assist the Referee as requested.
- b. Undertake player registration verification action as follows as directed by the comp administrator before the comp begins:
 - I. Get all players to sign in and verify their playing shirt number.
 - II. Complete the electronic match cards before the match and verify the score after the match using www.yoursportspace.com.au.
 - III. Conduct an ID check with the opposition manager before the match.
- c. Ensure all players are wearing the correct attire (same colour; shirts, socks and shorts) and shin pads.
- d. Ensure players sent from the field (red carded) leave the vicinity of the playing field.
- e. Ensure alcohol is not present in the vicinity of the playing field.



- f. Responsible for the conduct of the players on the field and in the technical area.
- g. Responsible for the conduct of invited spectators.

Playing and non-playing team organisers

- a. Are responsible for the conduct of all players in their team.
- b. Referees are not to be abused at any point.
- c. Unacceptable conduct includes but is not limited to;
 - i. the use of foul/abusive/offensive language,
 - i. fighting,
 - ii. violent behaviour,
 - iii. serious foul play,
 - iv. threatening behaviour,
 - v. playing under the influence of illegal substances or alcohol,
 - vi. entering the pitch when not involved in the game and;
 - vii. being abusive to officials, supervisors or event managers

A team's spectators must not abuse other players, team organisers, referees, Super 6 Soccer event managers or supervisors.

All players, team officials and spectators are bound by Super 6 Soccer & FA Codes of Conduct when participating in all Super 6 Soccer competitions. Serious indiscretions could lead to comp and football suspensions, expulsion and/or criminal prosecution.



Section 4: Disciplinary, Playing Rules, Infringement Rulings

Yellow cards, blue cards (sin bin 3 min) & red cards (standdown entire game)

During game

- a. Players will receive yellow and red cards as per regular FIFA rules (including dangerous or reckless tackling, foul and abusive language, professional fouls, persistent fouls or any violence directed at any other player or official).
- b. Super 6 Soccer has an additional blue card available to referees.
- c. If a yellow/ blue card combination is issued during a game, for any cautionable offence, it will constitute a three (3) minute sin bin where the player must leave the field immediately until the sin bin is over. The players' team cannot replace the sin-binned player.
- d. Referees may use the yellow/ blue card combination, if they deem the yellow to be a bit more serious than a standard yellow but not as serious as a red for the infringement.
- e. They can also use the yellow/ blue card combination when a player becomes abusive or does not agree with the decision of the yellow card.
- f. A yellow/blue card combination is issued to diffuse a situation without sending the player off with a red- it's like a second chance- i.e. to cool off!
- g. Players receiving a blue card must leave the field for 3 mins. They cannot be replaced.
- h. Blue cards cannot be issued if a player is already on or has received a yellow card for previous infringement.

Order of cards

- I. 1st card - Yellow/ Blue card for first offence (3 min off), 2nd card –Yellow card for second offence- player must stand down and leave the field for the rest of the game – player must give their name to the referee.
- II. 1st card - Yellow card for first offence, 2nd card- yellow card for second offence - Player must stand down and leave the field for the rest of the game – player must give their name to the referee.
- III. 1st card- Red card- Player must stand down and leave the field for the rest of the game – player must give their name to the referee.



- i. If a player refuses to leave a game, if stood down or sent off for 2 yellow cards or a red card, the game will be abandoned, and the team will forfeit the game.
- j. If the stood down red carded player continues to be abuse or aggressive towards officials or opposition the referee in consultation with event manager may abandon the game. If this happens the game will be forfeited to the opposition.
- k. If a player receives a red card- Super 6 disciplinary committee will notify player and his team organiser via email of suspension length depending on the report and the nature of the incident. (All red card recipients will have a 1-week min suspension). Fine is \$30
- l. If a team accumulates 4 or more yellow cards in one game- they will be penalised 1 point
- m. If a team accumulates 3 red cards in one game the game will be abandoned and awarded as a 3-0 to the other team.

During the comp (card accumulation and penalties)

- a. If a player accumulates 4 yellow cards during the competition, they miss the next scheduled match (that is going ahead) after the 4th yellow card. Does not include bye rounds and includes semis and finals. Fine is \$20 (5th Yellow card and subsequent yellow cards the player will be fined \$20 for each yellow card)
- b. If a player accumulates 2 red cards the Super 6 disciplinary committee will notify team organiser and player of suspension length after the second red card is received. Fine is additional \$10 to the red card fine of \$30.
- c. Teams accumulating more than 10 yellow cards, (any red cards will count as 2 yellow cards) - will be deducted 2 points. and entry into future Super 6 competitions may not be permitted. Fine \$100

Misconduct Penalties

In cases of stood down and suspended players, Super 6 Soccer "Disciplinary & Judiciary Regulations" take jurisdiction, and appropriate penalties according to those regulations shall apply.

Player Disqualification for Misconduct

Any player disqualified (expelled) from the competition for any reason will forfeit all registration fees. (No refund)

Team Disqualification for Misconduct

All players of any team disqualified from the competition will be deregistered from the competition and forfeit all registration fees.



Implications for Serious Misconduct

All players, team officials and spectators are bound by the Super 6 Soccer & FA Codes of Conduct, Competition Rules, Disciplinary & Judiciary Regulations, and Super 6 Soccer's terms and conditions when participating in Super 6 Soccer competitions. Serious indiscretions could impact a player or team officials' eligibility to register for future

Super 6 Soccer and district and state association winter football competitions. Serious indiscretions could also lead to criminal prosecution.

Playing Rules

All rules and regulations of the Laws of the Game will apply unless otherwise directed below:

Match Sheets

Electronic Match Sheets or team/player sign ins as directed by comp administrator.

Ready to play

- a. A team consists of 6 nominated players, one of which must be the goalkeeper. (Junior u8- adult categories). Minis or under 7 teams must consist of a minimum of 5 players on field- no goal keepers)
- b. A team must have a minimum of 4 nominated players to start a match, 1 of which must be the goalkeeper. (u7 a min of 3 players)
- c. Teams should arrive at least 15 minutes prior to the scheduled kick off time.
- d. A team that cannot field the minimum number of nominated players at kick off will incur a 3-goal penalty. (Forfeit of 3 points and incur a \$110 team fine).
- e. Teams cannot borrow other registered players or use unregistered players if short (unless a forfeit is declared may use other same category registered players for a friendly if possible)
- f. Games will be cut short for late starts.
- g. If the team cannot field the minimum number of players once the grace period of 5 minutes has elapsed, then the game is forfeited to the opposition. (Forfeit of 3 points and incur a \$110 team fine). \$110 forfeit fine applies)
- h. Mixed teams must have a min of 2 females on the field, playing. Females cannot play as goal keepers.



- i. Mixed teams that do not have 2 females starting must play with 1 female but will have to drop a male i.e. 4 males and 1 female on field. (5 on field altogether)
- j. If no females turn up to play that's a forfeit (a friendly may be played) The team without the females in the friendly can only play the equivalent number of males as the opposing team.
- k. The minimum number of players on a mixed team for game to go ahead is 1 female and 3 men.

Playing uniforms, boots, and shin pads

- a. Mini, junior and youth teams (u7-u16) get a full quality uniform (shirt shorts and socks) to play in and keep.
- b. Mini, junior and youth team uniforms are included in the registration fee and must be worn in this competition.
- c. Mini, junior and youth players must be registered and paid by mid Aug to get their uniforms by the first round.
- d. Mini, junior and youth players that register after mid Aug- end Aug will get their uniform on 2nd round.
- e. Junior playing uniforms from previous years cannot be used.
- f. Adult teams are responsible for their own playing uniforms and t-shirts, work shirts and singlets are not permitted. (Must be football shirts with numbers and must correspond with registered players shirt number allocation)
- g. Adult teams may purchase uniforms for an extra fee. Must register using the individual payment method and select registration product that has uniform in the description and must be purchased 4 weeks before start of each comp. If adult teams miss the cut-off date, they can purchase the uniforms directly from our shop at the club shop rate.
- h. All adult teams are to have matching shirts shorts and socks. The colour black is no longer permitted. T shirts, singlets and work fluorescent shirts are not permitted.
- i. Numbers are now required on the shirts of all adult teams. Teams must have matching shirts, shorts and socks.
- j. Shin pads must be worn by all players (must be the length of shin- cardboard not accepted as shin pads) Boots with molded soles/studs only to be worn on the pitch. No screw in studs or blades are to be worn. Players will be asked to leave the field if they are found not to be wearing shin pads. It is recommended that goal keepers wear keeper gloves.
- k. The goalkeeper must wear a distinguishing shirt from the other players and must also have a number.
- l. No jewelry is to be worn.
- m. Bibs will be provided by Super 6 Soccer event manager when colours of opposing teams similar.



Match Balls

- a. Super 6 Soccer supplied size four (4.5) mid bounce ball is to be used in all under 15 -18 and adult matches (including women and mixed categories).
- b. Super 6 Soccer supplied size four (4) ball is to be used u9-14 categories.
- c. Teams are not to use Super 6 match balls for their warm up
- d. Super 6 Soccer supplied size three (3) ball is to be used u7 u8 u9 categories.
- e. Teams cannot use any other ball for their games.
- f. Only one ball will be supplied per field.
- g. Balls must be retrieved during game time; substitutes and goalkeepers are responsible for retrieving balls.
- h. Balls must be returned to referee at the end of each game.

Goals

- a. Goals are erected, positioned and either pegged or sandbagged on each field by Super 6 Soccer staff. Team organisers are to ensure none of the players hang or swing on the goals.
- b. Teams playing the last games on a field are responsible for bringing one goal each (still fully intact or assembled with net still on the goal) back to storage area as soon as the game is complete, as directed by event manager or referees.
- c. 4 metal pegs (grass fields) or 1-2 sandbags (synthetic fields) that must also be brought back to storage area provided. Super 6 staff will disassemble goals and store in shed. Failure of teams to bring back a goal will result in a 3-point deduction. This is a condition of entry.
- d. This is a condition of entry into all our competitions.
- e. Teams that fail to bring goals back to the storage area will be penalised 3 competition points. Second and further infringements will incur a fine of \$25 for the team charged to the team organiser.
- f. Any used bibs are to be given to referee or brought back to storage area.



Substitutes/ nonplaying organisers

- a. Unlimited substitutes can take place provided replacement does not enter play until player being replaced has left field. This must be done by both players at the halfway line at the same spot.
- b. Substitutes and non-playing organiser or coaches must stand at least 1 meter away from the sideline and remain a min of 10 meters from the center of the field. Substitutes/ team organisers or coaches are not permitted to wander down past the 10-metre mark or stand behind the goals or along the goal lines near the goals on either end.

Entering the playing Field

- a. Spectators, coaches/ team organiser or substitutes are not allowed to enter the field of play under any other circumstances other than described below. We take this very seriously and will throw teams out if this happens!
- b. A substitute can come onto field to replace another player and must only come on from the center. The player leaving the field is to exit at the same spot.
- c. A substitute or coach or team organiser can attend to an injured player- when given permission by a referee.
- d. Under 7s games – one team organiser or coach is allowed on field to help with team organisation and must keep away from ball. The idea is to assist with kick ins, goal kicks and corners and get defences back to allow a team to play out.

Warm-up areas grass locations/venues

- a. Centenary Park -Teams may warm up in free areas, but only well away (at least 30 meters) from any games in progress.
- b. Ashfield Park – southern end behind the goals

Warm-up synthetic locations/venues

- a. Heffron Park – No warmup permitted on enclosed Synthetic field. Natural grass areas can be used for warm-up.
- b. Kareela Oval – Warmup permitted on Synthetic field 2 (southwest end) 30 meters away from any games in progress.
- c. Cooke Park – no warmup on any part of the synthetic surface or main field. Warmups to take place on grass field.
- d. West Epping Oval – Warm up permitted on areas at least 30 meters away from any games in progress.



Section 5: Situation Definition Ruling on Infringement

Table 1.0

Situation rule	Infringement penalty
Players	
1. Minimum of four (4), Maximum five (6) on the field.	<i>Forfeit if less than 4 players (u8-adult) Forfeit if less than 3 players (u7) \$110 team fine</i>
2. Maximum ten (10) players allowed on each team including substitutions.	
3. Adult Mixed teams must have a min of 2 females on the field, playing. Females cannot play as goal keepers.	
4 The minimum number of players on a mixed team for game to go ahead is 1 female and 3 men.	<i>Forfeit if less than 4 players (adult mixed) \$110 team fine.</i>
5. Mixed teams that do not have 2 females starting must play with 1 female but will have to drop a male i.e., 4 males and 1 female on field. (5 on field altogether)	
6. If no females turn up to play that's a forfeit (a friendly may be played) the team without the females in the friendly can only play the equivalent number of males as the opposing team.	<i>Forfeit if no females turn up (adult mixed) \$110 team fine.</i>
Competitive Balance Rule – u7-u16	
1.If a junior team is trailing by 6 goals, they are permitted to add a 6th player. Th extra player may remain on filed until the score is even or the match has ended.	
2.In U11's competition and age groups below, players must retreat into their own half whenever opposition goalkeeper has possession of the ball, or the goalkeeper has to take a goal kick.	
Field Size	
1. u7 – 25 X 30m	
2. u8-adults approx. 30m x 40m - may vary	
Goal Size	
1.u7 1.5 x 0.8	
2.u8-adults- 3m (wide) x 2m (high) will vary between 3x2m, 3.6x2.1m and 3.9 x2	



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Match Durations	
1. Juniors U7-16 - Two 15-minute halves - 1 minute halftime	
2. U18-adults - Two 17-minute halves – 1 minute halftime	
Tackles	
No slide tackles	<i>Indirect Free Kick (Defenders 5 meters from ball) Inside the penalty box- penalty shot</i>
A player (including a goalkeeper) cannot make a slide tackle challenge when opposition player has the ball in their control (within a meter)	<i>Indirect Free Kick (Defenders 5 meters from ball) Inside the penalty box- penalty shot</i>
Offside	
No Offside	
Kick-ins	
Kick-ins replace throw-ins. The ball must be placed on the sideline. A goal cannot be scored directly from a kick-in, the ball must touch another player prior to entering the goal. Opposition players must be a minimum of 5 meters from the ball. If an opposition player retrieves the ball for your kick in- you must wait for the player to reenter the field before the kick in takes place	<i>Failure to place the ball on the line will result in the kick-in being awarded to the other team.</i> <i>Failure to wait for the opposing player to reenter the field who has retrieved the ball for your team for the kick-in will result in the kick-in being awarded to the other team.</i> <i>If a goal is scored directly. the defending team is awarded a goal kick</i>
Once a ball is placed on sideline, it must be taken within 6 seconds	
Interchanges	
Unlimited interchanges- players to enter at the halfway on the same side. Both players are to interchange at the same spot.	<i>Indirect Free kick if interchange at center of field if this does not happen</i>
Can only be done when there is a temporary stop in play e.g., kick in, goal kick, corner free kick	<i>Indirect Free kick if interchange is not done during a temporary stop in play.</i>
Free Kicks	
1. All free kicks are indirect except for penalties. Defenders must be a min of 5 meters away from ball in all directions. Defenders cannot move until the ball is touched not when the whistle is blown.	Warning followed by yellow card for second encroachment
2. Quick free may be taken only after you ask the referee and receive verbal confirmation before a whistle is blown, the ball is in the correct place and is stationary.	
Corner Kicks	
A corner kick-in will be taken after the ball has crossed the line, outside the goals, last played by a defending player. A goal can be scored directly from a corner. Opposition players must be a minimum 5 meters from	



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the ball.	
Goal Kicks	
A goal kick will be taken after the ball has crossed the line, outside the goals and last played by an attacking player. A goal cannot be scored direct from a goal kick, the ball must touch another player prior to entering the goal. Goal kicks can be taken anywhere in the penalty box or goalkeeper zone. Opponents must be a min of 3 meters away from the ball during a goal kick and outside the penalty box.	<i>Indirect Free Kick from half way</i>
In U11's competition and age groups- players must retreat at least 10 (ten) meters from the goal line or 5 meters from the penalty box or goalkeeper zone for a goal kick	<i>First warning followed by Indirect Free Kick from half-way; not penalty kick</i>
Kick offs	
Cannot score directly from a kickoff	<i>If attempted indirect free kick from halfway or center.</i>
Goalkeeper	
1.The Goalkeeper Zone/ penalty box is defined as anywhere from the goal line, extending max of 6 meters from the goal line. The penalty box width is generally about 8 meters wide Goalkeeper Zone are normally line marked but, in some situations, where this is not possible, they are marked with flat markers.	
2. Opponents are allowed in goalkeeper one/penalty box at anytime other than in goal kicks or penalties	
3.The goalkeeper is allowed to handle the ball anywhere in the Goalkeeper Zone.	
4. Goalkeeper cannot pick up the ball or touch the ball with their hands on a back pass from their own player	<i>Indirect Free Kick from half way -not penalty kick-</i>
5.To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or dropped and played from the ground with their feet , within 6 seconds	<i>First warning followed by Indirect Free Kick from half-way; not penalty kick</i>
6. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The Goalkeeper must ensure a ball returned into play, in any form, touches a player or the ground before crossing halfway. (Cannot punt or drop kick the ball)	<i>First warning followed by Indirect Free Kick from half-way; not penalty kick</i>
7. Opponents must be outside the Goalkeeper zone/ penalty area and cannot move inside the Goalkeeper Zone during a goal kick or penalty. until the ball is played.	<i>Indirect free kick- at the spot it occurred</i>
8. Goalkeeper cannot lead with their feet or slide tackle for a ball	<i>Indirect free kick- at the spot it occurred not a penalty</i>
Time wasting. 6 second rule	
6 second rule will apply to kick ins, goal kicks, corners,	



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kick offs, and indirect free kicks.	
Deliberately kicking the ball to out of play to waste time.	<i>First warning followed by yellow Indirect Free Kick from half-way; not penalty kick</i>
Fielding players that are not registered to play in your team	
Playing an unregistered player – not allowed/ prohibited	<i>1st offence -Forfeit the game - \$100 team fine issued to team organiser</i>
	<i>2nd offence -Forfeit the game - \$150 team fine issued to team organiser extra 2-point penalty</i>
	<i>3rd offence- team expulsion from comp without refund plus \$150 team fine</i>
Playing a registered player from any another team- not allowed/ prohibited	<i>1st offence -Forfeit the game - \$50 team fine issued to team organiser</i>
	<i>2nd offence -Forfeit the game - \$100 team fine issued to team organiser - extra 2-point penalty</i>
	<i>3rd offence -Forfeit the game - \$150 team fine issued to team organiser 5-point penalty</i>
Suspected illegal players or ring ins	<i>Teams may ask event managers to check a player's registration before a game starts, after a game starts or at half time. If a game is finished photograph evidence may be sent to comp administrator- to check under a protest.</i>
Fielding players that are suspended	
Playing a player that is serving a suspension	<i>Forfeit the match and the player is fined \$50. Player suspension increased to another match suspension in addition to current suspension</i>
Significant injury and impact on games	
Significant injuries are to be reported by player or team organiser to referee or event manager	<i>Event manager to fill in injury report in with referee consultation including if referee witnessed the injury.</i>
A player has sustained a significant injury and cannot be moved – first aid administered and/or ambulance is needed- current game.	<i>First aid administered/ ambulance called immediately</i>
<i>Injury sustained with less than 5 minutes to go</i>	<i>a. If the player cannot be moved within 5 minutes the game terminated and score stands</i>
Injury sustained between 0-29 minutes into the game	<i>The following applies: b. The game is moved immediately to spare field/pitch if available to complete the game. c. Set up a new field if space is available and move the incomplete game and following games to it. d. If the injured player is not moved off the field within 10 minutes and another field is not available and the score has a 3 or more-goal differential, the game is terminated and awarded to the team that</i>



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	<p><i>is winning by that margin.</i></p> <p><i>e. If the game does not have a 3-goal differential and the player cannot be moved within 10 minutes and there is a spare time slot at the back end of all the games or on another pitch. Games will be delayed by up to 40 minutes. Teams with games scheduled on the same field will be informed of delays.</i></p> <p><i>f. If the game does not have a 3-goal differential and the player cannot be moved within 10 minutes of the sustained injury and there is no spare time slot at the back end of all the games or on another pitch. The current game will be terminated and rescheduled for another date. The following game (s) will be delayed by up to 15 minutes. Past 15 minutes they will be cancelled Teams with games scheduled on same field will be informed, if possible, of delays or cancellations.</i></p>
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