



Super 6 Soccer Disciplinary Rules



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Version

Version 1.0 as at 10/6/2023



Super 6 Soccer Penalty and Disciplinary Rules

By submitting a registration on Super 6 Soccer's yoursportspace registration system, the individual agrees to Super 6 Soccer's Penalty and Disciplinary Rules.

Any teams that are served suspensions must ensure they are served, and any fines imposed on players or teams must be paid immediately. Super 6 Soccer will debit team organiser and player credit cards if fines are not paid within 24 hours of being issued.

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.

Standards of behaviour

All players, team organizers, and spectators participating in the competitions conducted by Super 6 Soccer competitions are required to comply with Super 6 Soccer's Code of Conduct and Zero Tolerance Policy in relation to any act of violence whether before, during or after a match.



- a. A player, participant, team organiser/ coach and spectators shall always act in the best interests of the game and shall not act in any manner which,
- b. is unsportsmanlike,
- c. Brings or may bring the game into disrepute or may damage the reputation and/or the goodwill of the game,
- d. Is violent.
- e. Is improper, threatening, abusive, insulting, or discriminatory, whether by words or behaviour, towards any other player or participant, by reason of that other player or participant's ethnic origin, colour, race, nationality, religion, sex, disability, or any other reason,
- f. knowingly or willfully engages in the "ring in" of a player or players into any match, is disrespectful or abusive of any match official or of their decisions.

Yellow cards -Code Offence Description (not exhaustive) – Fine is \$20 for 4th and each subsequent yellow card.

Y1 - The player is guilty of unsporting conduct.

Y2 - The player shows dissent by action or word.

Y3 - The player persistently infringes the Laws of the Game

Y4 - The player delays the restart of play.

Y5 - The player fails to respect the required distance when play is restarted with a corner kick, free - kick or throw in.

Y6 - The player re-enters the field of play without the Referee's permission

Y7- The player deliberately leaves the field of play without the Referee's permission.

Y8 -The player repeatedly and persistently questions referees' decisions

Y9 -The player/ team organizer leaves the technical area by more than 10 meters.

Blue Card (3-minute sin bin) player cannot be replaced.

B1 (with Y or R code)- More serious than yellow, possibly a red but given a second chance.

Red card offences -Code Description (not exhaustive) Fine is \$30 for first red card. Subsequent red cards incur a \$40 fine.

R1 - Serious foul play

R2 - Violent conduct

R3 - Spitting at an opponent or any other person.

R4 - Denying the opposing team a goal or an obvious goal- scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)

R5 - denying an obvious goal-scoring opportunity to an opponent moving towards the players goal by an offence punishable by a free kick or a penalty kick

R6 - using offensive, intimidating, insulting or abusive language and/or gestures.

R7 - receiving a second caution in the same match.

R8- A player or team organiser enters a field without an invitation to get involved in an altercation.

YA – 4 or more yellow cards by one team in a match – Team fine \$20 -1-point team penalty

YC – 10 yellow cards (red card counts as 2 yellow cards)- Team fine \$100 – 2-point team penalty.



Disciplinary, Playing Rules, Infringement Rulings, Penalties, and fines.

Yellow cards, blue cards (TD- temporary dismissal - 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 (see code descriptions above)
- 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. (Temporary dismissal) 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, (or if the player refuses to give their name) 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.

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 \$40 for second and subsequent red cards.
- 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 & Penalty Rules" take jurisdiction, and appropriate penalties according to those rules 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, Competition Rules Disciplinary & Penalty Rules, Code of Conduct 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.

Super 6 Soccer comp administrators' decision about the penalty for serious misconduct is final. Super 6 Soccer competition administrator can expel a team on the spot.



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 in competition rules. We take this very seriously and will throw teams out if this happens!

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)



Definition Ruling on Infringement

Table 1.0

Situation rule	Infringement penalty
Forfeits	
Where a team forfeits a match in Super 6 Soccer competitions	the opposition shall be awarded a 3 – 0 win.
Where both teams forfeit a match,	neither team shall be awarded any goals or competition points.
Forfeit with Notice	
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	
Team fines and additional forfeit point deductions apply if Super 6 Soccer is not notified of forfeit 2 days in advance by 6.00pm	<i>The following fines & penalties apply for forfeit notifications:</i>
2 days before by 6.00pm	<i>No fine, no point deduction</i>
1 day before by 6.00pm	<i>\$25 fine, no point deduction</i>
1 day before, after 6.00pm before 9.00am on day of play	<i>\$35 fine, no point deduction</i>
On day of play after 9.00am and before midday	<i>\$50 fine-1 point deduction</i>
On day of play after midday and before 3.30pm	<i>\$70 fine - 2-point deduction</i>
On day of play after 3.30pm and 1 hour before scheduled game	<i>\$90 fine and 2-point deduction</i>
On day of play less than 1 hour before scheduled game	<i>\$100 fine and 3-point deduction</i>
No notification - no show	<i>\$110 fine and 6-point deduction</i>
If a team arrives to play with 3 or less players- this is a no show	<i>\$110 fine and 6-point deduction</i>
Team that forfeits a 2nd time	<i>\$25 & 1-point penalty (including any notification fine)</i>
Team that forfeits a 3rd time	<i>\$50 & 3-point penalty (including any notification fine)</i>
Team that forfeits a 4th time	<i>Expelled from competition without refund.</i>
Forfeit fine payments.	
Fines will be issued to team organisers and they are responsible for paying the fine by Friday 5pm of the week of the forfeit. Team organisers are 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 by 5pm the team will be expelled without a refund from the competition.
Players	



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1. Minimum of four (4), Maximum five (6) on the field. Except for u7 (min 3 max 5)	<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. Mixed Team -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>
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 tack 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 Once a ball is placed on sideline, it must be taken within 6 seconds	<i>Failure to place the ball on the line will result in the kick-in being awarded to the other team. 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. If a goal is scored directly. the defending team is awarded a goal kick</i>
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	<i>Warning followed by yellow card for second encroachment</i>



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in all directions. Defenders cannot move until the ball is touched not when the whistle is blown.	
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 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.	Indirect Free Kick from half way
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	First warning followed by Indirect Free Kick from half-way; not penalty kick
Kick offs	
Cannot score directly from a kickoff	If attempted indirect free kick from halfway or center.
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 any time 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	Indirect Free Kick from half way -not penalty kick-
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	First warning followed by Indirect Free Kick from half-way; not penalty kick
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,	First warning followed by Indirect Free Kick from half-way; not penalty kick



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touches a player or the ground before crossing halfway. (Cannot punt or drop kick the ball)	
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.	Indirect free kick- at the spot it occurred
8. Goalkeeper cannot lead with their feet or slide tackle for a ball	Indirect free kick- at the spot it occurred not a penalty
Time wasting. 6 second rule	
6 second rule will apply to kick ins, goal kicks, corners, kick offs, and indirect free kicks.	
Deliberately kicking the ball to out of play to waste time.	First warning followed by yellow Indirect Free Kick from half-way; not penalty kick
Fielding players that are not registered to play in your team	
Playing an unregistered player – not allowed/ prohibited	1st offence -Forfeit the game - \$100 team fine issued to team organiser
	2nd offence -Forfeit the game - \$150 team fine issued to team organiser extra 2-point penalty
	3rd offence- team expulsion from comp without refund plus \$150 team fine
Playing a registered player from any another team- not allowed/ prohibited	1st offence -Forfeit the game - \$50 team fine issued to team organiser
	2nd offence -Forfeit the game - \$100 team fine issued to team organiser - extra 2-point penalty
	3rd offence -Forfeit the game - \$150 team fine issued to team organiser 5-point penalty
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	Forfeit the match and the player is fined \$50. Player suspension increased to another match suspension in addition to current suspension
Technical area/ Substitutes	
This is where each team's substitutes or team organiser is to stand. It is 10 meters at a maximum on each- side of the halfway line. Spectators are not to stand in this area.	<i>If players or team organisers continue to stray outside this area they will be warned then cautioned (yellow carded)</i>
Substitutes and players are to interchange from within this area at all times. Players coming off can only exist from this area.	<i>Cautions will be issued for repeated offences</i>
Substitutes are not to verbally abuse other players, coaches, spectators, and any Super 6 Soccer official.	<i>Player substitutes will be cautioned with yellow and red cards if the behavior persists</i>



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This includes questioning or remarking on any referee decision	
Playing or non-playing team organisers	
Non- playing team- organisers / coaches need to be registered on yoursportspace	<i>If not registered will be asked to leave the technical area or field where spectators are located</i>
Playing organisers and non-playing team organisers are responsible for players, their good behaviour and the payment of fines incurred by them and themselves.	<i>If fines are not paid in time further penalties will apply including suspension and expulsion from competition</i>
Team organisers are responsible for ensuring all players wear the correct attire including shin pads and warm up in the approved areas as per competition rules.	<i>Fines for Infringements will be as follows: Shin pads – 3rd infringement - 3-point deduction Incorrect playing uniform 3rd infringement – 3-point deduction. Warm up - 3rd infringement – 3-point deduction Referees to warn team organiser and record.</i>
All Super 6 Soccer communication/ correspondence is to be conducted via one team contact (in writing)	
The playing or non-playing team organiser may verbally raise a concern but must follow up with a written correspondence to super 6 soccer comp administrator	
Verbal query/issue about a game/official/other team/ is not permitted, unless critical to the outcome of the game. E.g., about an illegal player	
Uniform queries are to be submitted by team organisers in writing. No verbal discussions/ requests on uniforms will be entered.	
Discussion (verbal) on player send offs or violence will not be entered into unless the event manager initiates it to obtain information that may help better understanding the incident and what led to it.	
Spectators	
Spectators are not permitted to enter any of the playing fields/pitches before during or after a game	<i>Any breaches here will result in the team being expelled from the competition</i>
Spectators are not permitted to stand behind the goals or the goal line.	Will be asked to move away
Spectators are not permitted to verbally abuse any players, team organisers, officials, referees or event managers. This includes making any comments about refereeing decisions	<i>Any breaches here will result in the team they are supporting being expelled from the competition</i>
Spectators are not permitted to approach, and verbally complain to referee or ground/ event manager before, during or after a match.	<i>Any breaches here will result in the team being expelled from the competition</i>
Spectators are not to make any threats of violence or	<i>Any breach will result in police being called, followed</i>



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attempt to, or assault any Super 6 Soccer official or staff member	by criminal prosecution
Super 6 Soccer admin has the right to request to view and record personal ID details of any person including team spectators that have come to view game during any of their competitions.	<i>Spectators that do not provide their details will be asked to leave the field/ area unless they do so</i>
In some of our location's spectators are not permitted to go onto enclosed field- see location details/ competition rules	
Incident reporting, decision/ judgment, Penalty, and appeal process	
Order of events	
Day 1 - of Player/Team/ team organiser/ spectator Incident/serious/infringements/send-offs, game abandonment and player registration infringements.	
Referees report	<i>Event manager(s) obtains written referees report about the incident after the referee finishes the game.</i>
Independent witness statements	<i>Event manager obtains any independent witness statements any video or photos about what happened and makes written notes to include in incident report</i>
Event Manager -Super 6 Soccer incident report	<i>Event manager puts together a written report for comp administrator - Super 6 Soccer incident report</i>
Team organisers -Super 6 Soccer incident report	<i>Event managers ask team organisers to submit a written report- Super 6 Soccer incident report- reports sent after this deadline will not be considered</i>
Day 2 – Super 6 admin sends email reminders to obtain reports by 6pm	
Super 6 Admin obtains reports from team organisers	<i>Team organisers of each team involved in incident are asked to submit an incident report - Super 6 Soccer incident report by 6.00pm on day 2</i>
Super 6 Admin obtains detail written report from event manager and referee (including any witness statements)	<i>Event manager and referee written reports to be emailed to Super 6 Admin by 6pm on day 2.</i>
Day 3/4- Super 6 Admin, event manager and 1 independent Super 6 staff member collate review reports and statements	
Review and investigate the incident	<i>Incident reviewed with information available</i>
Further investigation if needed.	<i>Additional lines of enquiry are to be made to obtain further information or to confirm parts of the incident or to confirm certain actions that took place</i>
Days/6 Super 6 Admin makes ruling on penalty and informs team organiser in writing -Super 6 Soccer does not hold hearings for incidents or appeals.	
The aim is to make a decision and inform respective teams and players before the scheduled next match	<i>Super 6 Admin will aim to communicate the decision/judgement on penalty, suspension or</i>



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	expulsion before the next scheduled game. This may be delayed depending on the nature severity and complexity of the incident
Super 6 Soccer's admin's decision on an incident is final- expulsions will be without refund.	<i>The team or player (s) must abide by the ruling, including no refund if player or players get expelled.</i>
Verbal discussions may only be initiated by Super 6 Soccer if required- verbal discussion will not be entered into.	<i>No verbal discussions will be entered.</i>
<i>Super 6 Soccer may review decision in some exceptional rare instances if new evidence comes to hand.</i>	<i>An appeal may be lodged in this instance in writing -no more than 48 hours after the initial ruling decision judgement is communicated.</i>