

BUNGENDORE UNITED FOOTBALL CLUB

6v6 SUMMER FOOTBALL COMPETITION RULES

Competition Philosophy

Bungendore United FC Summer Football is designed to provide a fun, inclusive and social football competition that promotes participation, sportsmanship, skill development and enjoyment for players of all ages and abilities.

The Laws of the Game as published by FIFA will generally apply except where modified by these Competition Rules.

1. PLAYING RULES

1.1 Team Numbers

All games are played six versus six (6v6), including goalkeepers.

1.2 Offside

There is no offside rule.

1.3 Slide Tackling

Slide tackling is not permitted.

A free kick will be awarded to the opposing team for any slide tackle. Repeated or dangerous slide tackles may result in a yellow or red card at the referee's discretion.

1.4 Kick-Ins

There are no throw-ins.

When the ball crosses the sideline, play will restart with a kick-in from the point where the ball crossed the line.

The ball must:

- Be stationary;
- Be placed on or behind the sideline.

Opposing players must remain at least five (5) metres away.

A goal cannot be scored directly from a kick-in.

1.5 Free Kicks

All free kicks, except penalties, are indirect free kicks.

Opposing players must remain at least five (5) metres from the ball until it is in play.

1.6 Penalty Kicks

Penalty kicks will be taken from a spot six (6) metres from goal and directly in line with the centre of the goal.

1.7 Interchange

Unlimited interchange is permitted and may only occur when the ball is out of play.

The player leaving the field must exit before the replacement player enters the field.

2. GOALKEEPING

2.1 Goal Kicks

When the ball crosses the goal line after being last touched by the attacking team, play will restart with a goal kick.

The goalkeeper may restart play by:

- Place kick;
- Punt kick from the hands; or
- Throw.

Play should be restarted promptly to minimise delays.

2.2 Halfway Line Restriction from Goal Kicks

A ball restarted from a goal kick must not cross the halfway line on the full.

If this occurs, an indirect free kick will be awarded to the opposing team at the point nearest where the ball crossed the halfway line.

2.3 Goalkeeper Distribution

After gaining control of the ball with their hands, a goalkeeper must not kick or throw the ball over the halfway line on the full.

For the purpose of this rule, catching, collecting or patting down the ball constitutes control.

Punching the ball away while making a save does not constitute control.

A goalkeeper may kick the ball over the halfway line on the full if they have not used their hands during that phase of play, including:

- Receiving a back pass from a teammate;
- Clearing the ball with their feet; or
- Making a save with their feet.

2.4 Goalkeeper Position

Goalkeepers must remain within their own half of the field.

If a goalkeeper crosses the halfway line, an indirect free kick will be awarded from the halfway line at the point nearest the infringement.

2.5 Kick-Ins to Goalkeepers

Goalkeepers may not handle the ball directly from a teammate's kick-in.

This will be treated as a back pass and result in an indirect free kick from the edge of the penalty area ("D") nearest to where the infringement occurred.

2.6 Six-Second Rule

Goalkeepers must release the ball within six (6) seconds of gaining control.

Failure to do so will result in an indirect free kick from the edge of the penalty area ("D") nearest to where the infringement occurred.

2.7 Goalkeeper Changes

Goalkeepers may only be changed at half-time unless injured.

3. PLAYER REGISTRATIONS

3.1 Team Size

Each team must register:

- A minimum of seven (7) players; and
- A maximum of ten (10) players.

Additional players may be registered during the competition, subject to approval by the Tournament Manager.

3.2 Multiple Team Registration

Players may register in more than one team.

A discounted registration fee may apply for additional team registrations.

3.3 Registered Players Only

No unregistered player may take the field.

Any team playing an unregistered or suspended player may:

- Lose competition points; and/or
- Be subject to additional disciplinary action.

3.4 Female Players

Female players are permitted to play in male teams.

4. PLAYING STRIP

4.1 Uniforms

Teams are responsible for providing their own:

- Shirts;
- Shorts; and
- Socks.

Players should make every effort to wear matching or similar colours.

4.2 Shin Guards

Shin guards are compulsory.

No player may take the field without shin guards.

4.3 Clash of Colours

Where team colours are too similar, bibs may be issued by the Competition Manager.

5. BORROWED PLAYERS

Competition Principle

Borrowing players is intended to prevent forfeits and maintain competitive and enjoyable matches.

Borrowing players must not be used to unfairly strengthen a team.

5.1 Minimum Players

A team must field a minimum of four (4) players, including borrowed players.

Teams unable to field four players will forfeit.

5.2 Borrowing Limit

A team may borrow a maximum of two (2) players.

5.3 Maximum Playing Numbers

Borrowed players may only be used to bring a team up to a maximum of six (6) players.

Examples:

- Five available players = one borrowed player permitted;
- Four available players = two borrowed players permitted;
- Three available players = forfeit.

5.4 Registered Player Limits

A team may not field more players than it has registered players.

Borrowed players cannot be used to increase player numbers beyond the number of players registered to that team.

5.5 Competition Integrity

The Tournament Manager may refuse any borrowing arrangement deemed inconsistent with the spirit of the competition.

6. CAUTIONS, RED CARDS AND TEAM FOULS

6.1 Spirit of the Game

Summer Football is intended to be a non-contact competition played primarily for enjoyment, participation and skill development.

Unnecessary aggression, dangerous challenges, tackles from behind, excessive force or other unsporting conduct may result in:

- A free kick;
- Yellow card; or
- Red card.

6.2 Team Fouls

A contact foul includes:

- Pushing;
- Holding;
- Charging;
- Tripping;
- Dangerous tackling;
- Slide tackling; or
- Similar offences involving physical contact.

Once a team commits four (4) contact fouls within a fifteen (15) minute half, every subsequent contact foul in the same half will result in a penalty kick being awarded to the opposing team.

Penalty kicks are to be taken in accordance with Rule 1.6.

6.3 Yellow Cards

Any player accumulating three (3) yellow cards during the competition will receive a one-match suspension.

6.4 Red Cards

A player receiving a red card:

- Cannot be replaced during that match; and
- Will receive an appropriate suspension as determined by the Disciplinary Committee.

Appeals must be lodged in writing within forty-eight (48) hours of the suspension being announced.

Appeals received outside this period will not be considered.

6.5 Disciplinary Committee Powers

The Disciplinary Committee may impose additional sanctions on any player, team official or team whose conduct is contrary to the rules or spirit of the competition.

7. TOURNAMENT STRUCTURE

7.1 Match Duration

Matches consist of:

- Two (2) halves of fifteen (15) minutes; and
- A one (1) minute half-time break.

Matches start and finish on the referee's whistle.

7.2 Competition Points

Result	Points
Win	3
Draw	1
Loss	0

A forfeit will be recorded as a 5-0 win for the non-offending team.

7.3 Goal Difference Cap

The maximum winning goal difference recorded from any match is nine (9) goals.

Example:

A result of 13-2 will be recorded as 11-2.

7.4 Score Confirmation

At the conclusion of each match, both teams must confirm the final score with the referee.

8. FINALS

8.1 Ladder Positions

If teams finish level on competition points, positions will be determined in the following order:

1. Goal difference (Goals For minus Goals Against)
2. Most goals scored
3. Head-to-head results between tied teams
4. Coin toss

8.2 Finals Night

The Major Final will be played between the teams finishing first and second on the ladder.

All remaining teams will also play on Finals Night based on their final ladder position (e.g. 3 v 4, 5 v 6, 7 v 8).

8.3 Drawn Major Final

If the Major Final finishes in a draw, the team finishing first on the competition ladder will be declared Competition Winner.

No extra time or penalty shootout will be played.

8.4 TBA Rounds

Where a round is designated as "TBA", fixtures may be determined based on ladder position following the previous round.

8.5 Participation

Every team will play on Finals Night.

No knockout semi-finals will be played.

8.6 Interrupted Competition

If matches cannot be completed, priority will be given to completing scheduled competition rounds before any additional rounds.

Where Finals Night cannot be completed, the Competition Committee may determine that only the Major Final be played to decide the Competition Winner.

8.7 Major Final Eligibility

To be eligible to play in the Major Final, a player must have played at least three (3) matches for that team unless granted approval by the Tournament Manager.

9. REFEREES

9.1 Referee Nomination

Each team is responsible for nominating a referee as part of its team registration.

9.2 Club Referees

Junior club referees will be utilised wherever possible.

Where a junior referee is unavailable, a suitably appointed club official or nominated referee may officiate.

9.3 Team Neutrality

Referees should not officiate a match involving their own team unless no suitable alternative is available.

9.4 Match Cards

Referees are responsible for:

- Completing the match card; and
- Recording the final score.

To ensure accuracy, both team managers (or a player representative from each team) must confirm the final score following the match.

9.5 Referee Shortages

Where no referee is available, teams may, by mutual agreement, appoint a suitable person to officiate the match.

Each team may officiate one half if agreed between the teams.

9.6 Failure to Agree

If agreement on a referee cannot be reached, the Tournament Manager may declare the match abandoned and determine the allocation of competition points.

Competition Administration

The Tournament Manager and Disciplinary Committee reserve the right to make determinations on any matter not specifically covered by these Rules.

All rules are to be applied in accordance with the spirit of Summer Football, which prioritises:

- Participation
- Enjoyment
- Respect
- Sportsmanship
- Safety
- Fair Competition