

MENAI HAWKS FC
SUPER 5s SUMMER FOOTBALL COMPETITION 2016
RULES AND BYLAWS

Menai Hawks FC Super 5s Summer Football competition, sanctioned by SSFA and Football NSW, will operate under the F.I.F.A. Laws of Soccer, with the following variations:

1. FIELD OF PLAY:

- a) The field dimensions will be 36m x 18m. U6s field dimension will be 30m x 18m
- b) Age group U6's to U10's will play 15-minute halves, U12's to U14's will play 20-minute halves. Seniors will play 25-minute halves.
- c) The goals will be no larger than 3m x 2m for U8's and over. For U6's, play with smaller goals no larger than 1.5m x 1.0m
- d) There will be a goal area made up of a semi-circle 5 metres in radius in the centre of each goal line

2. EQUIPMENT

- a) A size 3 soccer ball shall be used in the mixed league U6's and U8's groups. A size 4 soccer ball shall be used in age groups mixed U10's, Girls U10's, Boys U12's and Girls U12's. All other age groups shall use a size 5 soccer ball.

3. GRADING AND REGRADING

- a) The Competition Administrator will grade teams from U6's to U10's into Divisions, where sufficient numbers of teams have registered to enable more than one Division to be played within the Age Group. The initial grading will be based on the team's requested grade and the players' combined average playing standard indicated on the team registration form.
- b) Following the first four rounds played in the competition, the competition administrator will review the grading teams. Where the competition administrator considers that the initial grading was inappropriate it will regrade teams to ensure that the Competition becomes more even and that the fairest outcome is achieved for all players, for the enjoyment of the game.
- c) Any regrading will become immediately effective. A regraded team will retain its point scores when it enters the new division. Half the 'For-and-Against' differential will be carried forward. This applies to teams being regraded up and down.

4. REGISTRATION/PLAYERS:

- a) U8's to Senior teams, teams must register a minimum of 7 players to a maximum of 10 players. U6 teams must register a minimum of 6 players to a maximum of 7 players. Each team will need to finalise their playing list by the completion of Round 3.
- b) Only Sutherland Shire residents can only register in the Menai Hawks Super 5s Summer Football Competition. Exemptions apply at the discretionary of the competition administrator.
- c) Once a team is registered and paid, players must register through myfootballclub.com.au before they are able to play. A player may register to play in more than one team as long as the teams do not belong to the same age group.
- d) Registration Fees are strictly **NON REFUNDABLE** in any circumstances.
- e) U6s will play 4 v 4 as per the FFA mini-roos format. U8s group and over will play 5 v 5 format including goalkeeper.
- f) Teams may not borrow players. Offending teams playing unregistered or ineligible players will have the match treated as a forfeit. A second offence will result in the team being banned from the remainder of the competition.
- g) U6s will be played under the rules of "FFA Mini Roos format" (NO corners, kick-ins allowed, etc). U8's and over will included goalkeepers.
- h) There will be unlimited substitutions. The player being substituted shall leave the field of play from the halfway line when the ball is out of and when the referee gives permission. The substitute player must move into the goalkeeping position and the goalkeeper shall move into the general field of play. The substituting player must enter the field of play from the corner of the field.
- i) Only players who are registered for the season can play. Refer to 4.C
- j) In ages U6 through to U14, girls can form part of the team. There is no minimum number of girls required.
- k) Registrations will be on a "first come" basis and will only be accepted once payment is made in full and a fully completed registration form is received by the competition administrator.
- l) In all divisions studded football boots are to be worn.
- m) All players in a team must have identical shirts. No team is permitted to wear fluoro yellow coloured shirts or the SSFA Club Team coloured jerseys. A player shall wear a shorts, long socks, shin guards and appropriate footwear (Refer to point 4L. regarding footwear).

- n) It is recommended that watches, prescription glasses, jewellery or similar items that may cause injury to the wearer or another player are not worn. The referee may ask the player to remove such items. Alternatively, the referee may ask the player to cover such items to ensure the safety of the wearer and other players.
- o) Shin pads must be worn. Fail to comply with this rule will result in the player not participating in the game.
- p) Team contact is required to write the players shirt number onto the team sheet each game. The team contact, or designated representative, shall sign the Referee's Match Card immediately before the match starts to verify all players participating are eligible players and completion of the match to verify the score. For ages up to U14's, players are to be ticked as playing and team sheets are to be signed by the manager or coach.

5. WEATHER AND SPECIAL SITUATIONS

- a) A game or timeslot of games cannot be called off by an individual (A referee can stop any game he/she deems as unsafe.) The Competition Administrator is to be formed using any available Committee members and Referee Coordinators. The competition administrator will assess the condition of the fields based on:
 - Safety of all persons concerned.
 - Incidents beyond our control e.g. bushfires etc.
 - Lightning in close proximity to the fields: immediate stopping or deferral of the game, pending Subcommittee approval.
 - Water pooling on the playing surface deemed unsafe.
 - Dangerous or slippery grounds.
 - The competition administrator can call off, relocate to a safer field, defer or delay the commencement of any game for a time deemed suitable. After deferring or delaying a game the following games can be shortened as seen fit. BUT both teams must be informed prior to starting their game.
 - Unless the competition administrator notifies Team Contacts that play will not take place, teams shall attend in order to avoid the possibility of being considered as having forfeited.
 - NO GAMES will be rescheduled in all age groups and divisions if grounds are closed due to wet weather enforced by Sutherland Shire Council.

6. INJURIES:

- a) In the event of an injury the player, the team contact or designated contact shall notify the competition administrator or the Menai Hawks FC Committee of the details of the incident shall be recorded in the Incident Form on the day of the injury. Where an injury insurance claim is contemplated a claim form shall be obtained from the Committee for completion and lodgement by the injured party. Players making insurance claims are

urged to make themselves aware of the terms and conditions of the policy relating to the notification and lodgement of a claim.

7. LAW VARIATIONS:

- a) There will be no offside.
- b) A ball is out of bounds when the whole of the ball is over either sideline. When a player causes the ball to become out of bounds over the sideline the opposing team is awarded a kick-in from the point where the ball left the field.
 - i. All kick-ins are considered to have entered the field of play when kicked. Thus if the ball goes out over the sideline from a kick-in before anyone touches it, the opposing side gets a kick-in from where it crossed the sideline.
 - ii. All defending players shall be at least 5 metres away from the player taking the kick-in.
 - iii. The player taking the kick-in may elect to play the ball even if opposing players are within 5 metres. A goal may NOT be scored directly from a kick-in. If the ball is kicked into the opponents' goal a goal kick is awarded to the opposing team; if the ball is kicked into the team's own goal a corner is awarded to the opposing team.
- c) All free kicks other than a penalty kick shall be Indirect.
- d) A penalty kick shall be awarded for the following:
 - An infringement that denies an obvious goal scoring opportunity.
- e) For goalkeepers to restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet.
- f) The opponent players shall be at least 5 metres away from the goalkeeper taking the goal kick. Goal kicks are to be thrown or rolled from the hands only. The ball cannot be kicked from a goal kick.
- g) Special Rule for ML6: When taking a goal kick, all the players of the opposing team must withdraw to halfway up the field. The opposition players are not to get closer until the ball is touched by a teammate taking the goal kick or goes out of play.
- h) The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- i) Goalkeepers may play outside the goal area; however normal field player rules shall apply whist outside the goal area.
- j) Goalkeepers may only control the ball inside the goal area for a maximum of 6 seconds.

- k) Any infringement by the goalkeeper inside the goal area will result in free kick awarded to the opposing team at a point 5 metres outside the goal area and directly in front to the centre of the goal.
- l) A goal cannot be scored directly (into the opposition goal) from a throw out by the goalkeeper but instead a goal kick is awarded to the opposition.
- m) An attacking player who scores a goal but who also enters the goal area immediately thereafter, shall have the goal allowed unless the entry was intentional and/or compromised the safety of the goalkeeper. If the goal is disallowed, a free kick is awarded to the defending team to be taken from anywhere within the goal area.
- n) The defending player who enters the goal area, the attacking team shall be awarded a free kick at a point 5 metres outside of the goal area at the point of entry of the defender entered the goal area.
- o) From U8s and over, NO goal shall be awarded if an attacking player strikes the ball within the goal area.
- p) Only the goalkeeper shall be permitted within this goal area, except when corner kicks are to be taken (refer to Rule 7.W).
- q) The kick-off to restart the match after a goal may be taken in any direction.
- r) A goal may be scored directly from a kick-off only against the opposing team. If the ball is kicked directly into the teams own goal a goal is awarded to the opposing team.
- s) A kick-off spot in the centre of the field is not marked. The kick-off spot shall be nominated by the referee.
- t) Indirect free kicks (due to: obstruction, back pass, dangerous play, slide tackles) will be awarded.
- u) Corner kicks are taken when the defending team causes the ball to go out of bounds over the goal line.
- v) A player taking the corner kick is not allowed to baulk before kicking the ball. An infringement shall result in a retake of the corner kick.
- w) Rule applies from U8's and up. All defending players must be inside the goal area and on the side of the goal. The defending players cannot move until the corner kick has been taken. The defending players can block any incoming shot but must leave the goal area directly.
- x) In general play defending teams are to be at least 5 metres from where a free kick is taken. For a penalty, defenders are to be behind the line of the ball.

- y) A team that arrives 5 mins after the scheduled kick off time game will be deemed a forfeit and the result awarded as 3-0.
- z) Slide tackles are NOT permitted in any age group. A yellow card will be issued to the player that caused the slide tackle and a free kick shall be awarded to the opposing team.

8. COMPETITION INFORMATION:

- a) Referees will be provided where possible, if no referee arrives at your game by kick off time please contact the competition administrator who will attempt to find a replacement.
- b) Competition points will be awarded as:
 - i. 3 points for a win, 1 point for a draw, 0 points for a loss, 3 points for a bye, 0 points for a bye for any unplayed rounds.
 - ii. Win on forfeit = 3 points and +3 goals. Loss on forfeit = 0 points and 3 goals against.
 - iii. Any team forfeiting 3 games during the competition will automatically be removed from the competition and all fees forfeited.
 - iv. Use of an unregistered or ineligible player, resulting loss of 1 competition point.
 - v. Applies to U10's and up, failure to take the field with at least 4 players, will be treated as a forfeit by the offending side, resulting in the loss of 1 competition point.
- c) There will be NO final series from age groups U6's to U8's
- d) At the end of the U10's competition rounds: a Grand Final will be played between the top two teams on the competition table.
- e) For teams U12's and up, there will be a Semi-final/Final series. The Semi-finals and the final will be played on the one night. The format is that *1st v 4th*, and *2nd v 3rd* in the semi's. The winner of each semi will progress to the final. There will be a minimum rest break of 15 minutes between semi-final and final games. Semi-final games are played concurrently.
- f) If after the end of normal time a semi-final/final match ends in a draw, extra time shall be played in 2 periods of five minutes and the GOLDEN GOAL rule applies during this time. If games ends in a draw after extra time, penalty kicks will be taken to determine the winner. In the event of a penalty shootout, each time will take 3 direct penalties. If the teams are still drawn, both teams each take one penalty each until one team misses and one team scores. The scoring team wins the final.

- g) Gift vouchers will be awarded to the winner from U12's and over divisions. All players from U6's to U10's will receive medals.
- h) Menai Hawks FC Committee reserves the right to amend the rules and draws of the Menai Hawks Super 5s Summer Football competition
- i) Menai Hawks FC adopts a zero tolerance towards referee's abuse. Under NO circumstance may anyone enter the playing area to argue with or question the referee.

9. CHILD PROTECTION

- a) The competition adopts the Child Protection guidelines as applied to SSFA competitions.
- b) Allocated Match Officials for the summer competition are existing members of Sutherland Shire Referees Association and/or Menai Hawks FC members.
- c) Team managers and coaches will be asked to complete the relevant working with children check forms as required. This must be submitted to the competition administrator.

10. DISCIPLINE

F.I.F.A. rules apply, therefore defining fouls, caution-able offences and send-offs.

- a) A Yellow card to a player will result in a 5 minutes off-field suspension. No substitution is allowed for that player during the 5-minute period.
- b) A player accumulating 3 yellow cards over the course of the competition will be suspended for 1 match. A further accumulation of 2 yellow cards by the same player will result in a 3 match suspension.
- c) Players sent off for two yellow card offences will be suspended for a minimum of 1 match. Players receiving a straight red card send-off will be suspended for a minimum of 1 match.
- d) Players receiving a Red Card will be issued with notification of their suspension via the competition administrator within 7 days of receiving the Red Card. If the player wishes to contest the suspension they have a further 48 hrs to lodge an appeal as per details in the suspension notice. Standard judiciary rules and penalties apply. Suspensions and Appeals will be handled by the Menai Hawks FC Committee.
- e) Offenders may also be called to face the association's disciplinary committee.