



2017-18 SUMMER 6s REGULATIONS

These Regulations are supplementary to Football Federation Australia (FFA) National Regulations and have been modified to suit Northern NSW Football’s (NNSWF) Summer 6s competitions.

All matches will be conducted in accordance with the Laws of the Game.

NNSWF reserves the right to deal with any persons or clubs in respect of any offences or complaints and other matters not specifically provided for in these Regulations.

1. Player Registration

The registration of players participating in a Summer 6s competition is mandatory and must be undertaken prior to a player being considered eligible to participate. By the act of registration, a player agrees to abide by the club’s and NNSWF’s Regulations, as well as FFA Statutes, and if applicable, FIFA Statutes and AFC Statutes.

As per FFA requirements, all players participating in a Summer 6s competition must be registered to that Summer 6s competition online through MyFootballClub (MFC) at www.myfootballclub.com.au.

A club conducting a Summer 6s competition is encouraged to promote online self-registration to their players; however the registration of players by a club registrar will be accepted. If a club chooses to register players online through MFC on their behalf, an NRR03 Amateur Player Registration form must be completed by the player, in lieu of them making a self-registration online and retained by the club.

2. Team Registration

Teams participating in a Summer 6s competition are required to register a minimum of six players, with allowance for a maximum of 10.

3. Registration Fees

All players participating in a Summer 6s competition are required to pay an upfront registration fee to NNSWF, as per below.

Registered Junior*	\$16.50
Unregistered Junior**	\$22.00
Registered Senior*	\$24.20
Unregistered Senior**	\$60.50

* This fee includes the FFA National Registration Fee (NRF) and GST.

** This fee includes the FFA National Registration Fee (NRF), GST and Sports Accident Support.

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A Registered Junior/Senior is considered to be any player that has registered to play winter football in the same registration period in NNSWF. An Unregistered Junior/Senior is considered to be any player that has not registered to play football in the same registration period in NNSWF.

Players registered to play winter football in the same registration period from another Member Federation of FFA, eg. Football NSW will be considered an Unregistered Junior/Senior, unless written consent is received by NNSWF from the player's Member Federation, approving the interstate travel of the player.

A player's registration fee must be paid prior to the player being considered eligible to compete in a Summer 6s competition.

A refund of a registration fee will only be issued for a player that has not taken the park in a Special Competition and for requests received prior to the conclusion of the Summer 6s competition.

4. Team Fees

A club conducting a Summer 6s competition has the right to charge participating teams a weekly team fee. This fee is retained by the club and used solely to contribute to the associated costs of running the Summer 6s competition, and the development of the club and its members. The utilisation and payment of a private provider is not permitted.

The captain of each team is responsible for the collection and payment of any weekly team fees, to the Club Administrator.

A team who forfeits any fixture during a Summer 6s competition will be subject to payment of match fees for that fixture.

5. Team Bond

A club conducting a Summer 6s competition has the right to charge participating teams a team bond, equivalent to two weeks match fees.

The team bond must be lodged prior to the commencement of the Summer 6s competition and maintained at all times throughout, with the club administrator.

The team bond will be returned to each team by way of payment of match fees for the last two competition rounds.

6. Age Groups

A club conducting a Summer 6s competition will offer competitions to cater for both junior and senior males and junior and senior females, nominations permitting.

7. Grades

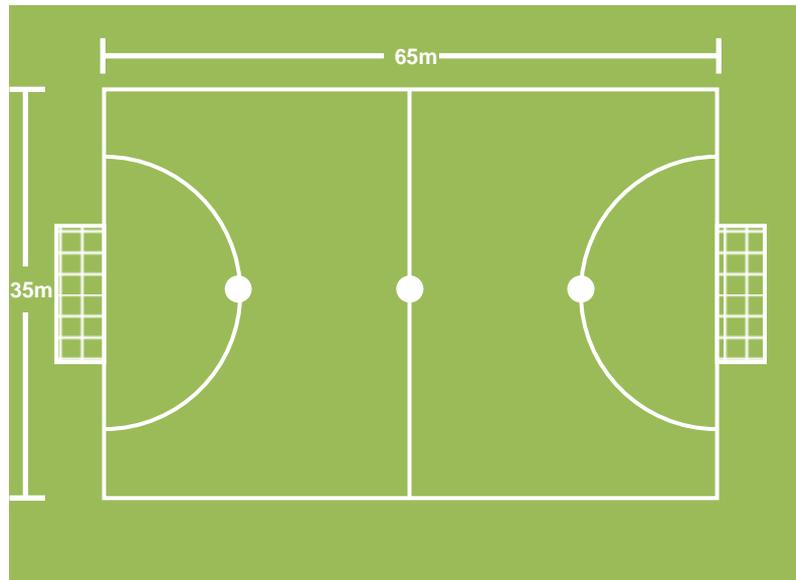
A club conducting a Summer 6s competition will offer three grades of competitions, nominations permitting; Premier, Competitive and Social.

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8. The Field of Play

The field of play shall be rectangular in shape and measure approximately 65m x 35m ($\frac{1}{3}$ field). The field of play markings shall be reduced in proportion to the field size, as per below diagram.



9. Goals

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

The distance between the posts is 3m and the distance from the lower edge of the crossbar to the ground (at the highest point) is 2m.

The goals must be properly supported and must not interfere with the goalkeeper and must have a stabilising system that prevents them from overturning. Portable goals may only be used if they satisfy this requirement.

NNSWF recommends goals by 'Bownet'.

10. The Ball

The ball is a size 5, standard match ball.

A ball may not be changed during a match without the authority of the referee.

11. The Number of Players

A match is played by two teams, each consisting of not more than six players, one of whom is the goalkeeper.

A match may not start if either team consists of fewer than four players. If one of the teams has fewer than three players on the field of play a forfeit is awarded to the opposing team.

A player interchange may be made at any time, whether the ball is in play or not, provided the referee has been informed.

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The interchange of a goalkeeper may only take place during a stoppage in the match, provided the referee has been informed.

Each team will have the opportunity for unlimited interchange during a match.

12. Player Equipment/Uniform

A player must not use any equipment or wear anything (including jewellery) that could be dangerous to him or herself or another player.

The wearing of shin guards that provide a reasonable degree of protection is compulsory.

Moulded football boots or 'runners' must be worn.

If undergarments are worn, the colour of the sleeve or leg must be the same main colour as the sleeve of the jersey or leg of the short.

Players in a team must wear the same colours shirts. In the event of a colour clash, the team listed second on the fixtures draw, must wear an alternate shirt or bib.

13. The Referees

Each match is controlled by a referee who has full authority to enforce the FIFA Laws of the Game in connection to the match to which they have been appointed.

The decision of the referee regarding facts connected with play, including whether or not a goal is scored and the result of a match, are final.

An appointed referee must be a registered referee of NNSWF.

In the instance of the appointed referee not attending a match the club shall appoint a substitute referee for the fixture.

14. Duration of the Match

A match will last two equal periods of 15 minutes, with a brief half-time interval for teams to change ends.

A team not ready to start within 5 minutes of the designated match time, will forfeit the match and the fixture will be awarded to the opposing team, as a forfeit.

15. Start and Restart of Play

A kick-off is a way of stating or restarting play at the start of the match, the start of the second half of the match and after a goal has been scored. A goal may not be scored directly from the kick-off.

For a kick-off, all players must be in their own half of the field of play with the opponents of the team taking the kick off at least 5m from the ball until it is in play. The ball must be stationary on the centre mark of the halfway line and cannot be kicked until the referee gives a signal. The ball is in play when it is kicked and moves forward.

After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

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16. Ball In and Out of Play

The ball is considered out of play when it has wholly crossed the goal line or touch line, whether on the ground or in the air, or when the referee stops play.

The ball is considered in play at all other times.

17. Method of Scoring

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the cross bar, provided that no infringement has been committed previously by the team scoring the goal.

Goals can be scored directly off free kicks, penalty kicks and corner kicks.

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

18. Offside

There is no offside in Summer 6s competitions.

19. Fouls and Misconduct

Fouls and misconduct are infringements of the FIFA Laws of the Game. Fouls are penalised with a direct free kick or penalty kick. Misconduct is penalised with a caution, timeout or a sending off.

A yellow card is used to communicate that a player has been cautioned. A player is sent off if he/she receives a second caution in the same match. A red card is used to communicate that a player has been sent off. A player who has been sent off must leave the vicinity of the field of play and the technical area immediately and receives an automatic one match suspension.

A player who has been sent off for serious foul play or violent conduct receives an automatic one match suspension and will be subject to further disciplinary action as deemed necessary by the club administrator.

All disciplinary matters must be dealt with in accordance with the National Disciplinary Regulations. An infringement incurred attracting a suspension that will exceed four weeks, must be referred to NNSWF to deal with in the first instance, through its Disciplinary Chairman

Slide tackles are not permitted at any time during a match.

20. Free Kick

A free kick is awarded to the opposing team, if a player commits an offence as outlined in the FIFA Laws of the Game. All free kicks will be awarded as direct free kicks.

A goal may be scored directly from a free kick.

The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.

When a free kick is being taken, the ball must be stationary and all opponents must be at least 5m from the ball until it is in play. The ball is in play when it is kicked and moves forward.

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21. Penalty Kick

A penalty kick is awarded against a team that commits an offence inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

The penalty kick is taken from the penalty mark at the top of the goal circle.

When a penalty kick is being taken, the ball must be stationary on the penalty mark. The defending goalkeeper must remain on his goal line facing the kicker, between the goalposts, until the ball has been kicked and all other players, discounting the kicker, must be located on the field of play, outside the penalty area and at least 5m behind the penalty mark.

The player taking the penalty kick must kick the ball forward and may not take more than two steps before kicking the ball. The ball is in play when it is kicked and moves forward.

22. Throw-In

A throw-in is a method of restarting play and is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

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

A throw-in is taken from the point where it left the field of play.

When a throw-in is being taken, all opponents must be at least 5m from the point at which the throw-in is being taken.

At the moment of delivering the ball, the thrower must be facing the field of play with part of each foot either on the touch line or on the ground outside the touch line. The ball must be held with both hands and be delivered from behind and over his head.

After delivering the ball, the thrower must not touch the ball again until it has touched another player. The ball is in play when it enters the field of play.

23. Goal Clearance

A goal clearance is a method of restarting play and is awarded to the defending team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Regulation 13.

A goal may not be scored directly from a goal clearance.

A goal clearance is taken by the goalkeeper of the defending team from any point inside the goal circle.

When a goal clearance is being taken, all opponents must be on the pitch and outside of the goal circle of the team taking the goal clearance, until the ball is in play.

The ball is in play when it is thrown directly out of the goal circle by the goalkeeper of the defending team.

After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

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24. Corner Kick

The corner kick is a method of restarting play and is awarded to the attacking team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team and a goal is not scored in accordance with Regulation 13.

25. Points Tables

Points will be awarded as follows:

Win	3 points;
Draw	1 point;
Loss	0 points;
Forfeit	3 points (3 - 0 win, to the opposing team).

Positions on the points table will be determined in order of the following:

Number of points accumulated;
Goal difference;
Number of goals scored;
Toss of the coin.

26. Finals

The format of any final series will be determined by the club administrator, based on the amount of team nominations.

27. Fixture Cancellations and Forfeits

In the event of the cancellation of a fixture, due to inclement weather, all teams will be notified by the club administrator.

In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the club administrator at least 24 hours prior to the fixtures published time. The club administrator will then notify the other team. Failure to comply by a team will result in payment of match fees and forfeiture of the fixture.

If a team forfeits two fixtures during a Summer 6s competition, it may be removed from the Summer 6s competition at the discretion of the club administrator, with no refund given.

28. Other Matters

The club administrator, in consultation with NNSWF, has the authority to make decisions and take action on any matter not catered for specifically in these regulations.

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