

# **WAKEHURST FOOTBALL CLUB INC.**



**SUMMER FOOTBALL 2019/20**

## **OVERVIEW, PLAYING RULES & COMPETITION STRUCTURE**

**Version 3.2, 12<sup>th</sup> October 2019**

## 1. OVERVIEW

Wakehurst Football Club Inc (WFC) has delegated the organisation and management of their Summer Football Competition to the Wakehurst Summer Football Sub-Committee (WSFC).

The WSFC has appointed Mr. David Brennan as the Summer Football Coordinator.

This document defines the purpose of the competition, the playing rules and the competition structure for the WFC Summer Football competition 2019/2020. It is important that all players, managers, coaches, parents and supporters understand and comply with the following: -

1. WFC is running this competition to provide a safe, fair and inclusive environment in which everyone involved has an enjoyable summer football experience.
2. The purpose of the competition is to allow players to maintain their fitness and skills in a fun and friendly competition.
3. All players, managers, coaches, parents and supporters must comply with the relevant WFC Codes of Conduct. These are available on our website at [www.wakehurstfc.com.au](http://www.wakehurstfc.com.au)
4. All players, managers, coaches, parents and supporters will respect the referees. Any one that abuses or intimidates a referee will have their team removed from the competition and will forfeit the team's playing fees.
5. The safety of all players is our primary concern. Please do not allow anyone to swing or climb on the goalposts. Please report any dangerous or other poor behaviour to the WSFC people at the Marquee.

## 2. PLAYING RULES

The FIFA Laws of the Game will apply except for specific Summer Football rules listed below.

**(a)** There is no offside.

**(b)** There is to be **NO**: -

- a. Slide tackling
- b. Tackling from behind
- c. Body checking
- d. Aggressive behaviour

A Yellow Card is issued to the offender and a free kick will be awarded to the opposing team for any of these fouls.

**(c)** There are no throw-ins. If a ball goes over the sideline play is resumed by a kick-in at the point the ball crossed the sideline. When kicked in the ball must be stationary and be on the sideline.

The kick-in must be taken within four (4) seconds. Failure to take the kick-in within four (4) seconds will result in turn-over of possession to the opposition with a kick-in from the point the ball crossed the sideline.

The minimum distance an opposing player may be from a kick-in is 5 metres.

- (d)** All free kicks (apart from penalties) will be indirect. The minimum distance an opposing player may be from the ball in a free kick situation is 5 metres.
- (e)** Penalties are to be taken from a spot 6 metres out and in line with the middle of the goal. Goalkeepers cannot be changed immediately after a penalty or free kick has been awarded (unless injured). All players, except the penalty taker and goalkeeper, must be 5 metres behind the penalty spot.
- (f)** There is unlimited interchange which can be done at any time without seeking approval from the Referee. Interchanges are to take place at the half way mark and the player leaving the field must do so before the replacement player enters the field.
- (g)** A goal can only be scored by a 2<sup>nd</sup> attacking player (not the kicker) making a genuine effort to direct the ball into the opposition goal from a free kick, kick off, kick-in or corner kick.

If the goalkeeper fumbles the ball into the goal directly from a free kick, a corner kick, kick off or kick-in the goal is disallowed and a goal throw-in/goal kick is awarded.

A goal cannot be scored directly from a: -

- goal kick
- kick off
- kick-in
- corner kick
- goalkeeper's throw or kick

**(h)** Goalkeeping.

- Goal kicks. If the ball has been made dead behind the goal-line by the opposing team, it is a goal kick and play can be restarted by either a place kick, a punt kick from the goalie's hands or a throw i.e. the ball does not need to be placed on the ground as per a traditional goal kick.

The most important thing is to restart the game with the minimum loss of time.

- The overarching rule of a goal kick is that the ball cannot be propelled by any means past the halfway line on the full. If a ball is kicked or thrown over the halfway line on the full, an indirect free kick will be awarded to the opposition at the point nearest to where the ball crossed the half way line.
- Similarly, in general play, after gaining control of the ball by using his/her hands, the goalkeeper cannot kick or throw the ball over the half way line on the full. Catching, picking the ball up, or patting it down, is considered to be having control over the ball (punching the ball away for a save is not considered having control).
- The only time the goalkeeper can kick the ball over the halfway line on the full is from general play where they have not used their hands (e.g. after receiving a pass from a teammate / when clearing the ball / making a save with their feet).
- The goalkeeper cannot pick up or touch the ball with his/her hands directly from a kick-in by a teammate (as this will be adjudged as a back-pass). As with a back pass made during general play, this will result in an indirect free kick to be taken on the edge on the penalty area adjacent to where the offence occurred.

- The goalkeeper must release the ball within 4 seconds of gaining control of the ball in his/her hands. If not released this will result in an indirect free kick to be taken on the edge on the penalty area adjacent to where the offence occurred.
- Except in the case of an injury the Goalkeeper can only be changed at Half Time.

**(i) Corner Kicks.**

- A corner kick is awarded if the ball crosses the goal line (but not into the goal) and was last touched by any player on the defending team.
- For Corner kicks the ball is placed on the goal line no further than 0.5 metres from the corner flag.
- The ball must be stationary when the corner kick is taken.
- The corner kick must be taken within four (4) seconds of placing the ball on the goal line. Failure to take the kick within four (4) seconds will result in turn-over of possession to the opposition goalkeeper for a goal kick/throw in.

**(j) Kick-Off.**

- All games on all fields start and end at the same time.
- The Game Start, Half Time, 2<sup>nd</sup> Half Start and Game End sirens are announced through the PA system from the WFC Marquee
- For the kick-off the ball must be stationary when kicked and can be kicked in any direction.
- The kick off must be taken within four (4) seconds of the ground siren or of the Referee's whistle in the case of a re-start after a goal has been scored. Failure to take the kick within four (4 seconds) will result in an indirect free kick to the opposition team be taken from the centre of the half way line.

### **3. REGISTRATIONS**

**(a)** To keep Wakehurst Summer Football primarily a club-based competition no team can register or play more than two (2) "Rep" players. A "Rep" player is defined as: -

- a Manly United or Youth League player.
- a player in the Skill Acquisition Programme (SAP)
- a player in the Manly United Development Squad.
- someone outside those three categories and/or with another "rep" program and/or as determined by the WFC Summer Football Committee (WSFC).

Exceptions to the above are Development Squad players that are all playing for the same winter club team, and Manly United girls who are playing in a boy's summer football competition.

Separate divisions for teams with Manly United and other "Rep" players may available

**(b)** Additional players may be registered at any time during the competition.

**(c)** Players wishing to register in more than one team must first seek permission from the WSFC.

- (d) At its sole discretion the WSFC may permit an under age or over age player to register in a team.
- (e) No unregistered player shall take the field of play.

Any team playing an unregistered or suspended player will forfeit the game and will lose competition points as determined by the WSFC. A repeat offence will result in expulsion of the team from the competition with no refund of playing fees.

#### **4. PLAYING STRIP**

- (a) A player cannot take the field unless he/she is wearing the full official competition playing strip. If a player doesn't have their playing shirt on the day of the game, they must show identification at the Marquee desk and obtain a bib for that game.

The playing strip consists of the team shirt, black shorts and black socks that are provided by WSFC as part of the player registration fees. Players must wear appropriate footwear i.e. moulded, plastic sole boots. No metal studs are allowed.

No player can take the field without approved shin pads. There are NO exceptions to this rule.

- (b) In the event of a shirt colour clash the 'Home' Team (team listed first in the draw) will wear White or Pink Bibs. These are to be collected from the Bib Bins next to the Marquee before the game.
- (c) Goalkeepers will wear Pink, Black or White Bibs which ever provides the greater contrast to the playing shirts of both teams.

#### **5. BORROWED PLAYERS**

- (a) A team must field a minimum of four (4) players (including any borrowed players) or forfeit their game.
- (b) Under 8 and below
  - a maximum of three (3) players can be borrowed in the one game.
  - can only borrow players to bring the team up to seven (7) players (e.g. if your team has five players, you can borrow two players to fill in and bring your team up to seven players)
- (c) Under 9 and above
  - a maximum of two (2) players can be borrowed in the one game.
  - A team can only borrow players to bring the team up to six (6) players (e.g. if your team has five players, you can only borrow one player to fill in and bring your team up to six players). If the 6<sup>th</sup> team member turns up then the borrowed player must be substituted off the field.
- (d) A team cannot field more players than the number of registered players in that team. (i.e. if your team only has five registered players, you cannot borrow a player to bring your team up to six players).

- (f) Any borrowed player must be written on the Match Card and identified to the opposition team manager before commencing the game.

NB: the rules around borrowing players are designed to allow teams to put a full team on the field for a match and, in keeping with the spirit of the competition, not to allow teams to gain an advantage by “stacking” their team with borrowed players.

## **6. FORFEITS**

- (a) If a team does not have four (4) players available up to 4 minutes after the scheduled game start time they will Forfeit the match. If the game starts late then the game duration is reduced to ensure that the first half finishes on time.
- (b) Teams must give twenty-four (24) hours notice of a forfeit to the WSFC by E-Mail or text to mobile telephone number 0400 664 408.
- (c) Any forfeited game will be awarded to the non-forfeiting team as a 3-0 win.
- (d) Any team which forfeits two games without notice will be disqualified from the competition.
- (e) There will be no refund of registration fees for teams that are disqualified.
- (f) There will be no refund of registration fees for teams that drop out of the competition.

## **7. CAUTIONS, RED CARDS & TEAM FOULS,**

- (a) All players must abide by the spirit of Summer Football which is biased towards being non-contact and played primarily for enjoyment and practice.  

Any unnecessary aggression or forceful challenges, slide tackling or tackling from behind will result in a free kick and a possible yellow or red card.
- (b) Should the players in a team commit a total of five fouls within either half of the game, the opposition team will be awarded a penalty kick with the kick to be taken as per Rule 2.(e)
- (c) Any player who accumulates three yellow cards in the competition will receive a one game suspension.
- (d) Any player receiving a red card cannot be substituted in the game and that player will receive an appropriate suspension as determined by the WSFC.  

Any appeal by the player must be made in writing and received within 48 hours from the date of the suspension being announced. Appeals received after this time will not be heard and the suspension will stand.
- (e) To enforce the ethos of this competition, the WSFC has the authority to impose an appropriate suspension on any player (or team) who does not abide by the rules or the spirit by which the rules are intended.

## 8. COMPETITION STRUCTURE

(a) Games are played over two halves as follows:

- ALL games are two eighteen (18) minute halves with a one (1) minute break for half time and three minutes between games

Games will be started and ended by the WSFC timekeeper's ground siren.

During the game stoppages and re-starts are signalled by the Referee's whistle.

All games must start on time. There is no time added on for injuries or any other stoppage.

(b) Footballs

- WSFC is responsible for providing the match balls.
- The following ball sizes are applicable to the different age grades:
  - U14 and older - Size 5
  - U10 to U13 - Size 4
  - U9 and under - Size 3

Where teams of different age groups are playing each other the size of ball to be used is the one applicable to the younger team.

(c) Competition Points will be awarded as follows for grades Under 11 and above:

- 2 points for a win. 1 point for a draw. 0 points for a loss.
- A forfeit will be treated as a 3-0 score with 2 points awarded as a win to the other team.
- The maximum winning goal difference in any game is 9 goals.  
e.g. a 13-2 win will be counted as 11-2
- It is the responsibility of both team Managers to confirm the final score with the Referee on the Match Card.
- It is the responsibility of the 'Home' Team (team listed first in the draw) Manager to return the Match Card to the Marquee at the end of the game.

(c) There is no competition table for grades Under 10 and below.

Football Federation Australia guidelines ask that the emphasis of these younger players be towards developing ball skills (and having more fun) instead of just simply playing to win.

## 9. FINALS

(a) The format of the Finals will be announced in January 2020.

(b) To be eligible to play in the Finals a player must have played at least three (3) previous games for that team or seek approval from the WSFC.

## **10. REFEREES**

- (a)** Official referees will be appointed to all games.
- (b)** In the unlikely event of no official referee being available, either team can provide a suitable referee via mutual agreement (it is permissible for each team to referee a half). If no agreement can be reached between the teams the match will be abandoned and no competition points awarded.

## **11. RULES CHANGES**

- (a)** The WSFC reserves the right to alter rules as it deems necessary.
- (b)** No discussion will be entered into regarding rules that may be altered.

## **12. WET WEATHER**

- (a)** Games may be cancelled in the event of extremely hot weather, severe storms or lightening.

## **13. TEAM MANAGER**

- (a)** Every team must have a nominated Team Manager who is the point of contact between the WSFC and the team. The Team Manager must provide their E-Mail address (main form of communication) and mobile phone number to the WSFC.
- (b)** All Team Managers for teams from Under 6 to Under 18 must have a valid Working with Children Check (WWCC). WWCC details, including full name, date of birth and WWCC number must be provided to the WSFC.