

Sylvania Heights Football Club - Over 40's – Summer 7 a Side

Competition Rules - Season 2020-2021

THIS IS A SOCIAL COMPETITION.

POOR BEHAVIOUR WILL NOT BE TOLERATED

1. General

- a. The following rules apply to the Box Rd seven a side competition. These rules are designed to supplement the FIFA Laws of the Game. Where a conflict occurs then these rules take precedence.
- b. The competition is organised by the Sylvania Heights Football Club (The Club).
- c. The competition is run by the committee of the Sylvania Heights Football Club, and the Executive of that committee (The EC) may make or change any rules as they see fit.
- d. Up to 5 members of the EC will act as Judiciary Committee (JC) when required.

2. Registration

- a. Registration will be accepted on a first come basis.
- b. The club may accept or refuse teams or individual players as they deem appropriate.
- c. Registration will be through the PLAYFOOTBALL online registration system as used by SSFA for the winter competition
- d. New teams must contact the registrar beforehand and have a team name allocated into PLAYFOOTBALL
- e. All registrations must be completed before a player may take the field
- f. A team must have a minimum of 8 registered players prior to the start of round 1. Teams that don't have the requisite number of players by round 1 may be removed
- g. Registration fees will be as determined by PLAYFOOTBALL.
 - i. Players who played in the 2020 winter competition and already have insurance coverage will be \$150 per person.
 - ii. Players who didn't play in the 2020 winter competition will be \$164 per person

- iii. The portal charges a payment fee for credit cards

3. Team Requirements

- a. Each team must have a minimum of eight (8) players to register. A team can register a maximum of 14 players throughout the season.
- b. Registration cut off will be at the end of round 8 (Christmas break) Any player not registered by this time will not be eligible to play in the competition.
- c. Each player must be 40 years of age or over by 1 October 2020
- d. Proof of age will be required if not already recorded in PLAYFOOTBALL.

4. The Competition

- a. The games are played at Box Rd 1-2-3-4 on Wednesday and Thursday nights as per the draw issued. The games are scheduled to start between 6.30pm and 9.00pm on either night.
- b. Make up games will be played on Tuesdays
- c. Teams will be required to play on both nights and at all time slots.
- d. The competition will be a minimum of 15 rounds with semis following. There will be a short break over the Xmas period.
- e. Teams must be mindful that games will recommence early in January during school holidays.
- f. If games are washed out on both days then the round will be cancelled. If it is possible these games may be caught up over the following 2 weeks
- g. If games are washed out on one of the days then that days games will be rescheduled. (generally the following Tuesday)

5. The Rules for General Play

- a. Each match is of 25 minutes duration each half, with 5 minutes halftime break. No stoppage or injury time is played.
- b. Once a game commences it is deemed a game even if stopped early. If a game is stopped for any reason (excepting bad behaviour) the score at the time it is stopped will be the final score.

- c. If a game is stopped due to bad behaviour or a send-off results in a team been unable to field the minimum number of players then that team is deemed to have lost regardless of the score at the time.
- d. Each game can only commence if a team has a minimum of 5 players including the goalkeeper. The start of a game can be delayed for a maximum of 5 minutes until more players arrive. At that point the referee shall abandon the game and award the points to the team with at least 5 players. If both sides do not have enough players then the game is abandoned and both teams score a 'Lost by forfeit'.
- e. A game that is delayed at the start will be shortened to finish at its correct time, i.e. a game that starts 5 minutes late will consist of 2 x 22 minutes halves
- f. There is unlimited interchange. All substitutions must be made at half way except where a player has been injured. Note, if a player leaves the field other than the halfway point for injury then the substitute must enter from where that player went off. A substitute cannot come onto the field until the substituted player has left the field. Substitutions can be made at any time without notifying the referee or stopping the game.

6. Scoring Points

- a. Points are awarded as follows:
 - i. 3 points for a win
 - ii. 1 points for a draw
 - iii. 0 points for a loss
 - iv. -1 points for a forfeit. (A forfeit is deemed as a 3-0 win/loss)

7. Borrowing

- a. In keeping with the 'social' format of this competition, teams can borrow players from other teams. Teams **cannot** use players who are not registered. A team that is in breach of this rule shall be deemed to have forfeited the game.
- b. Teams cannot borrow in the semis and finals

8. Foul Play Free Kicks

- a. The Referee will implement the rules of the game at all times.

- b. All free kicks are to be “Direct”. If a wall is formed, the wall must have a maximum of two players who must retreat at least 5 metres from where the ball has been placed. All defenders must be at least 5 metres from the ball.
- c. Any offence committed by a defender in his own penalty area will be punished with a “Direct” penalty. A penalty is taken from centrally on the ‘6 yard box’ with a 2 step max run up allowed
- d. A penalty is a dead ball situation. If it is saved or hits the goal posts and rebounds into the field of play. The referee will stop play and it is restarted with a goal kick
- e. Slide tackling is strictly prohibited and is punished by the issue of a yellow card
- f. All players must stay on their feet at all times. Overhead kicks, dives, slides etc are not allowed. If the knee or body touches the ground then it is deemed to be playing off your feet. This rule is in force even if there is no one nearby.
- g. When a foul is committed and the referee blows his whistle but does not indicate “wait for my whistle” to restart the game, the fouled player can elect to recommence play immediately by placing his hand on the stationary ball. Defending players must retreat and not make a tackle until the fouled player has played the ball with his feet.
- h. The “Off Side” rule does not apply.
- i. The goalkeeper cannot kick or throw the ball beyond the half way line on the full from his hands A goal kick cannot be kicked beyond the half way line “on the full”. In such a situation a free kick is issued to the opposing team on the half way line.
- j. Defending players must keep at least 5 metres away from the ball in the event of a corner kick.

9. Attire

- a. Proper attire (shirt, shorts, long team socks, boots and shinpads must be worn at all times. The referee has the discretion to issue a yellow card to any player who is not wearing the correct attire.
- b. No Jewellery will be worn by any players, no watches, no trackers, no fitbits
- c. All players excepting the goal keeper must wear matching shirts

10. Yellow and Red cards

- a. These will be issued where and when the referee deems necessary. When a “Yellow card” is issued then that player must leave the field for a period of 5 minutes. He **cannot** be replaced by another player.
- b. If a player is shown a 2nd yellow card in the same match they are to be shown a red card and sent off.
- c. When a referee issues a “Red card” then that player must leave the field for the remainder of the match. He **cannot** be replaced by another player.
- d. The referees will issue yellow cards for all instances of swearing or abuse towards the referee.
- e. The referee will issue a red card if they deem the abuse or swearing towards them was serious

11. Suspensions

- a. The SHFC EC will act as the Judiciary in instances not covered or deemed too serious
- b. A player that has received a Red Card as a result of a 2nd yellow card will automatically be suspended for the next match (1 GAME suspension)
- c. A player that has received a straight Red Card will automatically be suspended for the next 2 matches (2 GAME suspension), excepting a DOGSO situation, where a 1 GAME suspension applies
- d. A player that abuses or threatens the referee before, during or after the game, whether sent off or not will automatically be suspended for the next 4 matches (4 GAME suspension). The JC will review these and determine if this suspension should be increased
- e. A player who receives a 2nd red card during the season will be suspended, de registered, and take no further part in the season’s games.
- f. If the referee reports that the player has committed a serious offence then that player can be suspended for a greater period, which is determined by the JC.

12. Semis

- a. At the end of the regular competition the four teams with the most points will play off to determine the competition winner. The top four team placings are determined by:
 - i. Points
 - ii. Goal difference
 - iii. Goals scored
 - iv. Result of game between 2 tied teams.
- b. Team 1 plays team 4 and team 2 plays team 3. The winner of each semi-final will play each other in the Grand Final.
- c. The semis and Finals will allow for 5 minutes extra time each way with no halftime break. Golden Goal will apply in extra time.
- d. In the event of a draw following extra time the team that progresses to the Grand Final is the team that has finished higher on the ladder at the end of the normal competition.
- e. The Grand Final winner is determined in the same manner as the semis, (5 mins extra time, golden goal) If the match is drawn at the end of extra time then the winner is the team who has finished higher on the ladder.

13. Trophies

- a. A trophy will be awarded for the Premiers of the competition. There is NO prize money on offer.