

Brothers TSV FC

2022 Six a Side Competition

Rules and regulations



Registration

1. Each team will consist of eight (8) players named at the time of the lodgement on the nomination form.
 - a. If a team requests to play with less than 8 players, the team registration fee of \$480 is still required to be paid.
 - b. A team must be registered with a minimum of 6 players.
 - c. Players must pay the registration fee before they can play.
 - d. A team can request to have more than 8 players registered if it is approved by the Competition Manager and have good cause.
2. Teams who request to register with less than 8 players, may not have players 'fill in' for them over their registered number of players.
3. Filling in players. A team may request to have a player fill in if they have players away or injured on the provision:
 - a. The player/s is already registered with the 2021 Brothers 6 a side comp
 - b. Is registered in the same age group or below
 - c. Cannot fill in for more than 3 games or will be required to register in the team
4. Player registration. A player can be registered in more than one team.
 - a. Players can play up an age group in addition to their at age registration and will be required to pay the additional \$60 player fee for that team
 - b. Players filling in for a team more than 3 times, must be registered to the team and pay the \$60 fee.
5. As this is a social competition and an opportunity for players who have not played before to 'try' before they commit to a season we strongly discourage Academy or Representative teams to enter as a team. If this is the case, please advise the Competition Manager so the team can be placed in a suitable group.
6. Registration details are subject to change and will be updated as required.

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Game details

1. For player's safety, shin guards must be worn. Players can wear plastic soled soccer boots, sandshoes/joggers or grass shoes. No metal studs.
2. Team sheets must be completed before the game commences. They are located in the clubhouse.
 - a. The players taking the field must be name on the team sheet. If a player is filling in, they must also be named on the team sheet.
 - b. Immediately after the game, both team managers are to confirm the score with the referee and have the referee sign the team sheet.
 - c. Team Managers are to return the team sheet to the clubhouse immediately after the game.
3. Substitutions can go on and off the field, without stopping the game. The player substituted must be off the field prior to the replacement player taking the field.
4. Each game will be 30 minutes duration. Fourteen (14) minutes each way with a 2 minutes half time break. There will be five (5) minutes between each game. All games times will be controlled by a time keeper and played off the hooter.
5. The winner of each game will be determined by the team who registers the most goals. Results will be recorded as wins, draws or loss. The result is to be verified by both teams and the referee.
6. Wins receive 3 points, Draws receive 1 point to each team and a loss receive 0 points. For teams who are allocated a Bye, 2 points will be awarded. A forfeit is award a 3-0 win to the opposition.
7. Teams with three or less registered team members taking the field must forfeit the match. Winning points will be awarded to the other team. The match can still be played with substitute players, however no goals will be counted outside of the forfeit points/goals.
8. Wet weather. All fixtures will be played in rain unless the field is assessed to be unplayable. Notification through Team Managers and Facebook will occur at the earliest time. If fixtures are cancelled, a decision will be made by the committee if they will be replayed. Continue disruption from wet weather will be assessed by the committee.

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9. Each team must nominate a person to act as a Team Manager. His/her responsibilities will be:
 - a. Organise the team
 - b. Ensure the starting time of a matches are strictly adhered to by the team
 - c. Collect and return the team sheet from the clubhouse each week
 - d. Provide ref with completed team sheet to be signed immediately after the game
 - e. Ensure payments have been made and registrations from players have been provided prior to playing their first game. The Competition Manager will advise of any unpaid registrations.
10. The Committee's decision will be final in all instances.
11. Failure to comply with rules may result in point penalties or registration cancellation.
12. All games will be played at Brothers TSV Football Club home grounds, Hi Vista Park, Mount Louisa.
13. Fixtures will be run as per the schedule. Where teams have the same points after the initial rounds they be ranked by goal difference, then goals for, then goals against. Any further judgements to be made to rang order is in extraordinary circumstances and will be at the discretion of the committee. The winner of the pool will be determined by the team will the most points and ranked as per above. The highest ranked team in each pool shall be declared the winner.
 - a. If pools are split or arranged during the season NO Points will carry over from the early phase to the pool games. All teams will revert to zero points.
 - b. The Competition Manager will advise each pool of their draws and if any pools will be split or go in to final playoff situations by week 3.
14. Presentations will be made on the last round after each age group is finished.
15. Game details are subject to change and will be updated as required.

The aim of the comp is to allow players to continue their skills throughout the off-season and for new players to trial the game before committing to a full season. While there are winners awarded, we strongly discouraged players, coaches, managers and families from being too competitive and maintain integrity and sportsmanship at all times.

Remember – this is social comp, not the world cup. Our Refs and Committee are all volunteers and abuse will not be tolerated. Allow the game to be fun and enjoyable for everyone involved.

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Rules

1. The ball is to be kept below goal height at all times.
2. The object of the game is to keep the ball on the ground. If the ball is played above the height of the goal posts, a free kick will be awarded at the spot the ball was kicked from. In cases of simultaneous high ball, the ref has the discretion to play on.
3. No power kicking
4. All free kicks will be indirect.
5. Where a goalkeeper kicks a high ball within their own semicircle, an indirect free kick will be awarded, two (2) metres from the outer edge of the semicircle.
6. Goalkeepers can only handle the ball in the goal area and throw underarm clearances. If a goalkeeper infringes the underarm rule, an indirect free kick will be awarded two (2) metres from the outer edge of the semicircle.
7. The only person allowed in the goal semicircle is the goalkeeper. Goals cannot be scored from within the semicircle (not relevant for U5/6).
8. Under 5/6 will play 6 a side, however with small side football rules, and no goal keeper. The only variation being the ball goes back the centre after a goal is scored.
9. The ball will be deemed dead once a goal is scored or the ball goes out of play. Tap-ins, replace throw-ins. There is no offside rule.
10. Coaches are not permitted on the field, except for U5/6 games.
11. Any player cautioned (yellow card), will go to the sin bin for a period of two (2) minutes. The sin bin is situation in the centre between the player fields. Send off by a red card, the player takes no further participation for the night and further action may be taken by the committee depending on the offence.
12. There will **ZERO** tolerance on abuse.
 - a. Our referees and committee are all volunteers
 - b. Abuse to our volunteers or players can result in point penalties or registration cancellation.
13. Except for the above rules, normal laws of the game apply.
14. Rules are subject to change and will be updated as required.