

# **SUMMER SIX A SIDE SOCCER – INFORMATION PACK**

The Summer Six a Side soccer competition is on again this year. The competition is sanctioned by the Queensland Christian Soccer Association (QCSA) and supported by the Queensland Christian Soccer Referee's Association (QCSRA).

The competition will be run for 10 weeks **starting Thursday 8 October 2020 and finishing on Thursday 10 December 2020**, this includes 10 games of fixtures which includes finals played on the last night. All registration forms to be e-mailed in by **30 September 2020 or until the competition is full**, so the competition can be organized and the fixture draw e-mailed out at the earliest possible time.

The structure of the competition will depend on the number of teams nominating, however it is envisaged that a : Men's, Women's, over 30's, and Mixed divisions be considered. **Single players** can also nominate themselves and they will be assigned to a team if possible.

Contact for the Competition is:

- All general inquiries: Greg Hall - 0432 799 397 ([summersixaside@hotmail.com](mailto:summersixaside@hotmail.com) )

Registration and match fees for the whole competition will be: \$500.00 per team. Registration fees to be paid in full before the second round and can be paid by cash. Your team may be disqualified if no payment is received prior to the second round.

## **Venue**

Raceview Soccer Club – Grange Road sporting fields, Eastern Heights. Drinks, snacks available each week.

## **Start times**

Kick off times will be: 6.30pm, 7.30pm, and 8.30pm.

## **Match Durations**

There will be 2 halves of 25 minutes with a 5 minute half time interval. Additional time will not be added for injuries or teams that arrive late.

## **Prizes**

Men's Final Winner: **\$150** Rebel Voucher, Runners Up **\$100** Voucher

Women's Final Winner: **\$150** Rebel Voucher, Runners Up **\$100** Voucher

Over 30's Final Winner: **\$150** Rebel Voucher, Runners Up **\$100** Voucher

## **Competition points**

Points will be awarded on the following basis and will be used to compile a competition ladder for each division. Win- 3 points, Draw - 1 point, Loss - 0 points.

## **Referees**

Trained referees from the QCSRA will be provided for all matches.

The system of yellow and red cards will be strictly enforced. If a player is sent from the field, (either directly from receiving a red card or indirectly through being issued with a second yellow card), no substitution will be allowed.

## **Soccer balls**

New soccer balls will be provided.

## **Dress Regulations**

Teams must wear uniform shirts, preferably numbered. It is not necessary that shorts and socks be of the same colour or design. The preferred footwear is moulded football boots, although grass or touch shoes are also considered appropriate. Shin guards are compulsory. No jewellery is to be worn during matches (including watches, rings, earrings, or necklaces).

## **Team Composition**

A team squad consists of between 6 to 12 players, with no more than six (6) of who are allowed on the field at any time. An unlimited interchange rule applies. A team that has less than 4 members to contest a match will incur an automatic forfeit.

## **Player Eligibility**

A player may play for more than one team in the competition but is limited to playing for only one team *in any given division*. As a result of this concession, the dual-registered player may become 'double-booked' for a fixture.

A player must play a minimum of 3 fixture matches to be eligible to play for that team in the finals (the finals will be between the top 2 teams at the end of the fixtures rounds). Teams may only replace players or add players to their teams at the discretion of the Sumer Six a Side Committee.

## **Insurance**

Players from each squad may be a 'non QSCA registered' player. These player(s) will be required to submit an insurance application and a fee of **\$28.00** for the competition duration.

## **Rained Out Games**

As we play the Summer Six a Side competition over the hotter months of the year, the prospect of thunderstorms washing out matches is a real possibility. A decision to cancel games will be made by the Fixture officer no later than 6.00 pm (if possible) on the date that the match is due to be played. All 'Team Contacts' must contact the Fixture officer to verify of any washouts. Individual team members should communicate with their team's nominated 'Team Contact' and not directly with the Fixture officer.

If games are washed out, we will do our best to re-schedule those games on another night. If this is not possible, the Summer Six a Side Committee will consider the points application for that round.

### **Code of conduct / Players dismissed from the field**

The competition has the aim of encouraging good sportsmanship, conduct and friendliness. Violence or verbal abuse, will not be tolerated.

A player sent from the field will incur an automatic 1-match suspension, with no appeal rights. The nominated Team Contact will be notified formally of the suspension by e-mail. In situations where the offence is considered serious by the referee, they can recommend that the Summer Six a Side Committee consider a longer sentence. If this occurs the Team Contact will be notified by a member of the Committee within 48 hours. A team is responsible for all of its members behavior including spectators.

### **Forfeits Without Due Notice**

There is a \$50 fine for any team that forfeits a game without notifying the Summer Six a Side contact before 3.00 pm on the day that the match is scheduled to be played. We will then use our best endeavors to communicate the forfeit to the opposition Team Contact. If forfeiture becomes a recurring event, the team will be ejected from the competition. For the purpose of competition points, all forfeits will be deemed a 3-0 victory to the non-forfeiting side.

### **Conditions for field use:**

In accordance with the QCSA guidelines, all players and spectators are bound to obey all laws with respect to obscene language, cleanliness, smoking, etc.

This Summer Six a Side competition requires that all players and supporters in the competition abide by these laws, have consideration for the residents of the area, and generally observe the following rules:

- 1. The grounds are to be left in a neat and tidy condition after use.**
- 2. No Alcohol shall be consumed at the ground.**
- 3. When driving to and from each location there will be no hooning, screeching tyres, horn blowing or making excessive noise.**
- 4. Cars will park legally in the carpark provided and not across driveways, etc.**
- 5. There will be no obscene language, swearing or excessively loud language that may cause disruption to the neighboring residents.**

**Players and Spectators may be expelled from the Summer Six a Side competition and/or the vicinity of the ground for breaching of any of the above rules.**

### Specific rules for the Summer Six a Side competition:

- Unless otherwise stated in this Appendix, the normal FIFA Rules shall apply and the QCSA By-Laws shall be followed.
- Field of Play - 4 Fields shall be placed on the main field. Each field is approx 40m long x 30m wide.
- The Goal area is defined by a five metre radius from the centre of the goal. All players are allowed within the area, and goals may be scored from within the area.
- No corner posts or witches hats are to be placed on the corners. They shall be left free for corner kicks.
- Goals are to be 4 metres wide by 1.6 metres high or similar.
- The Ball to be used is to be size 5 and meeting all other FIFA requirements.
- Interchange - Matches will be played under Unlimited Interchange, with no requirement to inform referee of the change, players may interchange as they wish under the following guidelines: They must be at the halfway line on the same side of the field (the side away from the other match, ie: either the carpark side of the Kath Chandler Oval or the creek side – no players or spectators are to be in the area between the 4 fields).
- All Goalkeeper Interchanges must be advised to the referee prior to the change.
- The Offside rule will not be applied.
- All Free Kicks require the defending side to be 5 metres from the ball. This includes Indirect Free kicks, Direct kicks, Kick offs, and Kick ins. In addition, no players (except the goalkeeper) may be inside the goal circle for penalty kicks.
- Penalty Kicks will be taken from a point on the goal circle directly in front of the goals.
- There will be no Throws In. Players will place the ball on the sideline where directed by the referee and have four (4) seconds to kick the ball. Goals cannot be scored directly from a kick in.
- Goal Kicks will be taken from any place within the goal circle by the goalkeeper or a defending player. The ball must not cross the halfway line on the full without touching a player. If it does the other team will receive an indirect free kick from the point on the half way line where the infringement occurred.
- If the goalkeeper picks up the ball from within the goal circle, they have four (4) seconds to get the ball back into play by a **throw only**. The ball must not cross the halfway line on the full without touching a player. The keeper cannot drop the ball to themselves and kick it over half way on the full without touching a player. If it does the other team will

receive an indirect free kick from the point on the half way line where the infringement occurred. They **cannot** kick the ball out of their hands and cannot touch the ball (with their hands) a second time before being touched by another player from the opposition. If the ball fails to clear the goal area on the throw, the goalkeeper may pick it up and have another throw.

- The goalkeeper may not pick up the ball from a deliberate pass back or throw in from a defending player as per FIFA rules.
- Corners will be taken from the junction where the sideline meets the goal line.
- A player who receives a yellow card whilst on the field will be “sinbinned” for 3 minutes and may not be replaced during this time. At the expiration of this time, the player may only return to the field if waved on by the referee. A player who receives a 2<sup>nd</sup> yellow card during the same game will also be shown the red card and sent off.