



MARSDEN PARK GALAXY FC

Summer Soccer Competition Rules

These Rules must be read in conjunction with the Blacktown & Districts Soccer Football Association Inc. (BDSFA) P&DC Rules & By-Laws, Football NSW Rules & FIFA Rules.

Where rules conflict, the BDSFA rules apply.

1. Field of Play

- 1.1. The MPGFC Committee may close the ground at any time if in their opinion the condition of the ground is deemed dangerous or unplayable.
- 1.2. If rule 1.1 is applied, the round will be declared void if there is no time for catchups.
- 1.3. The area between fields or fields to markers is declared neutral ground.
- 1.4. The area 3 metres behind & to the sides of the goal post is neutral ground.
- 1.5. Neutral ground shall be an area where ONLY MPGFC officials & players shall be permitted, all other persons must be outside this area or areas marked as such.
- 1.6. Fields shall be at minimum 3 meters away from any fixed structure.
- 1.7. Fields shall be separated by a minimum of 2 metres.

2. Duration of the Match

- 2.1. The game shall consist of 2 halves. All age groups - 20 minutes each half
- 2.2. The time between each half is 2 minutes maximum.
- 2.3. There will be no time off for injuries or any other stoppages.
- 2.4. The Referee may stop the game at his/her discretion.
- 2.5. All Games shall start and finish on time as defined by the MPGFC Committee

3. Team Nominations

3.1. MPGFC Committee reserves the right to refuse any nomination of a team or player without explanation.

3.2. No Team may nominate a team name, which is offensive or may be perceived to be offensive. (Please remember other small children are around)

3.3. MPGFC Committee reserves the right to overrule teams nominated names & shall provide one.

3.4. MPGFC Committee reserves the right to implement rule 3.3 any time during the competition.

3.5. Teams must nominate a max of 10 players. If a team fails to nominate 10 players, MPGFC reserves the right to fill in the remaining spots as it sees fit unless otherwise indicated on the team nomination form. U7 have a max of 7 players.

4. Players

4.1. Each team is allowed 3 floating reserves

4.2. Should more registrations be necessary due to dropping out of player's thorough injury or reasons excepted by the MPGFC Committee, the player must deregister (No Refund).

4.3. Should the deregistered player wish to re-register following an injury, written clearance must be submitted to the MPGFC Committee before registration can be considered with any team.

4.4. The minimum number of players a team may take the field with is 4 (Goalkeeper + 3)

4.5. Teams which cannot maintain the minimum number of on field players will be deemed to have forfeited.

4.6. Teams may borrow players only if the team has less than 6 players on the day, but any borrowed player is ineligible to score for that team and will need to wear a bib. If this is not adhered to then the team will have deemed to have forfeited the game.

4.7. In all competitions:

A player may play up three age groups only.

No player may play down an age group.

4.8. Players suspended by their Club, Association or Football NSW (or interstate soccer body) cannot play in this competition.

4.9. Players not appearing on the team sheet are not permitted to take part in the game.

5. Game Ball

5.1. MPGFC will supply match balls for all games.

6. Player equipment

6.1. Players are to take the field in Team Colours as approved by MPGFC Committee (I.e.: Shirt, Shorts & Socks)

6.2. In the event of a clash of strips, one team must wear bibs to differentiate the teams. Referees shall let the teams know if this is required. Bibs will be worn by the away team.

6.3. Shin pads **MUST BE WORN AT ALL TIMES**, players cannot take the field if shin pads are not worn.

6.4. Players **MUST** wear suitable footwear.

6.5 All players must have numbers on their jerseys.

6.6. No player is to wear any jewellery.

7. Interchanging Reserves

7.1. Players can be interchanged at any time.

7.2. Interchange players must enter through their technical area.

7.3. The Referee does not need to be notified of any interchange of on field players.

7.4. The interchange player must not take the field before the player being changed has left the field

7.5. Any replacement of the goalkeeper must be reported to the Referee before the interchange takes place.

7.6. Interchanges are unlimited.

8. Misconduct and send-offs

8.1. Referees have the same powers as the winter competition in relation to cautioning and sending off players.

8.2. Referees must submit a written report of send-offs to the MFC canteen on the same day as the sendoff.

8.3. For serious matters where a game is abandoned, the nominated team contact on the MPGFC team nomination form & person/s, will be required to attend a meeting of the MPGFC P&DC regarding send-offs & maybe required to attend BDSFA P&DC hearing.

9. Playing Unregistered Players

9.1. Teams found to be playing unregistered players or players serving a suspension will forfeit the points applicable for those matches. The opposition team will be awarded a 3-0 victory or the score from the game if they win the match, whichever is higher.

9.2. A forfeit fee is payable by the forfeiting team. The forfeit fee is \$50.

9.3 If a team does not pay their forfeit fees, they may be forfeited from the remainder of the competition.

9.4. Teams found to be in breach of rule 9.1 twice will be forfeited from the remainder of the competition.

10. Forfeits

10.1. When a team forfeits, the opposing team will be awarded a 3-0 win.

10.2. Out of respect for your opposition, please ensure you send in your forfeit requests prior to 4pm on your match day to allow the MPGFC committee to notify your opposition prior to them coming to the fields.

10.3 Teams that fail to notify MPGFC of a forfeit (E.G. simply don't show up) will be charged the forfeit fee \$50 and must be paid before the commencement of their next game.

10.4 Teams that forfeit more than 2 times during the season will be charged a fee of \$50 for every forfeit from the 3rd onwards. Those teams may also be expelled from the competition.

11. Game Rules

11.1. There will only be time for 1 catch up. Additional washed-out games will not be rescheduled & classified as a void round.

11.2. Normal cautions & sendoff offences apply.

11.3. All BDSFA, Football NSW & FIFA rules apply unless they have been specifically amended or deleted in these rules.

11.4 For all dead ball restarts opposition players must be 5 metres from the ball

11.5 Players have 6 seconds to restart play after any stop in play

12. Team Sheets

12.1. The team sheet shall be completed before the game.

12.2. In all matches team managers shall, before the start of the match, complete a team sheet with the names and jersey numbers.

12.3. The Referee shall record the score, there will be no further alterations.

12.4. If your opposition team manager refuses to complete their team sheet, please speak to a Marsden Park FC committee member.

12.5. If concerned about the playing off ineligible players, please speak to a Marsden Park FC committee member prior to half time if they notice an ineligible player. All complaints made after the game regarding ineligible players not on a team sheet may not be able to be proven.

13. MPGFC P&DC

13.1. Suspensions will apply to activities on or off the field & before and after the game.

13.2. Marsden Park FC committee will determine the length of suspensions for all matters

13.3. Marsden Park FC committee may reference the BDSFA suspension guidelines when they see fit.

13.4. Serious matters may be referred to the BDSFA and suspensions in those matters may carry over into the winter competition.

14. Finals Series

14.1. If two teams are equal on points at the end of the competition, goal “for” minus goals “against” (i.e.: Goal difference) will be used to decide the final placing’s.

14.2. If the goal difference is the same after applying rule 14.1, then the one scoring the highest goals shall be the higher placed team. In the scenario where both teams have scored the same number of goals, the result from their games against each other will be used to decide the higher placed team.

14.3. Aged groups with a final’s series:

a. In each age group the four top placed teams will contest a Finals Series thus:

Game 1 First plays Fourth

Game 2 Second plays Third

Final: Winner Game 1 v Winner Game 2, The Winner of the Final will be the Competition Winner.

14.4. In the event of a draw in the semifinals or the grand final, 2x 5 minutes halves of Golden Goal will be played.

14.5. In the event of a draw after the extra time a Penalty Shoot-Out will decide the winner

14.6. During a Penalty shoot-out the goalkeeper who finished the game, must be the goalkeeper for the shootout.

14.7. In the event of a wash out or closed grounds games, the MFC Committee may change the final series structure, dates & times.

14.8. If the Final and or Final series cannot be played due to weather or other extenuating circumstances the Competition winner will be declared as the highest placed team at competitions end based on the below two scenarios:

A: If the semifinals have not been played, the minor premiers will be crowned champions

B: If the semifinals have been played and the minor premiers did not qualify for the grand final, then the highest ranked of the two grand finalists will be crowned champions.

15. Points

15.1. In competition age groups, points will be awarded as follows:

Win (by result or forfeit): 3 points. Forfeits are awarded as a 3-0 win.

Draw: 1 Point

Byes: 0 points

Loss: 0 points

15.2 If a competition consists of an uneven number of byes, the final adjusted points will be based on the average number of points earned per game played.

For example, if team has 2 byes, their total points will be divided by 8 (the number of games played) to provide the average number of points they earned per game, that number is then multiplied by 10 (total number of rounds) to provide their full season score.

16. Trophies & Awards

16.1. The competition winner of an age group shall be awarded a winner's medallion.

16.2. The Runner-Up shall be awarded a runner up medallion for competing in the MPGFC Summer Soccer Competition.

16.3. For all players in the U7 age groups every player will receive a medallion.

17. Registration & Game fees

17.1. No player may take part in any game before their registration fees are fully paid.

17.2. Player/s found playing in breach of rule 17.1. shall see their team's points for that game lost and a win recorded to the opposing team (3-0).

17.3. The MPGFC Committee shall determine Game & Registrations Fees, no discounts will be allowed.

17.4. The MPGFC Committee reserves the right to refuse any player registration, late player registration & any team official registration without explanation.

18. NO ALCOHOL is permitted within the confines of Elara Resere & its complex's, this is also a NSW State Law & Blacktown Council By-Law.

19. The MPGFC Committee reserves the right to change or alter any or all these competition rules as it sees fit.

SPECIAL RULES:

1. There are NO Slide Tackles Allowed (A player may slide to keep a ball in but cannot tackle using a slide).
2. Goals can be scored from anywhere on the field for U7 to U11. U12 and up must be outside the goalkeeper's box to score unless scored with a header.
3. There are only kick-ins as opposed to throw-ins. The ball must be placed on the line and stationary.
4. Goalkeepers cannot kick past halfway on the full from his/her hands (e.g punt the ball). If the goalkeeper catches/saves the ball, he/she must put the ball down before kicking or throw it out of his/her hands. Ball cannot be dropkicked.
5. A goal kick may be taken from anywhere within the keepers area and must be kicked not thrown by the keeper.
6. For a goal kick during all competitions all players from the opposing team need to be a minimum of 5 meters away from the keepers area.
7. Penalties, whether during a shoot out or from a foul in open play, will be taken from 6 metre mark for all age groups.
8. During a penalty, all players who are not taking the penalty kick must stand behind the ball and 2 meters to either side to allow the penalty taker enough room to take the penalty. Once the penalty is kicked, the ball is considered back in play.
10. Other than penalties, all free kicks are indirect. Free kicks that occur from foul play or misconduct will be classed as accumulated fouls. Each team is allowed 5 accumulated fouls per half each foul awarded after the 5th will be a 10 metre penalty. In the event of extra time accumulated fouls counted in the second half carry over to the extra time period
11. A goal cannot be scored from a kick-in or a corner kick unless it is touched by another player from either team