



Fencibles Utd & Bucklands Beach Summer Soccer

Playing Guidelines



1. Purpose

The purpose of this document is to outline the playing conditions, guidelines and requirements for the Summer Football Programme. This document is current as at the 28th September 2020.

2. Philosophy

We encourage the fair play concept for all its members. Players, Coaches and Parents are required to:

- Be respectful to the opposition players, coaches, parents and supporters.
- Adhere to the rules and playing conditions as set out by here.
- Encourage all the team members.
- Adhere to the rules of the turf grounds.
- Play the game in a sporting manner – no pushing, shoving, tackling from behind etc. will be tolerated.
- Repeat offenders should be substituted for the game and made aware of the reason why.
- **Above all else, have fun – this is the reason we play the sport.**

3. Playing Season

Dates

1. The season will start on the week commencing on Monday the 19th of October 2020 and run for 9 weeks ending on the Thursday the 17th of December 2020. Labour Weekend Monday Games will play as normal. It is again this year being run as a 9week programme only.

4. Competitions

1. The emphasis of the summer leagues are fun, exercise and socialising.
2. Draws will be updated on the Facebook page and club websites
3. Score will need to be recorded to ensure teams are in the correct grade
4. Children are only eligible to play in one team per grade. Players can not swap between teams in the same grade.

5. Health & Safety

1. A first aid kit and ice packs are situated in the canteen. Located on the corner of the clubrooms.
2. Summer Soccer is about fair play and the safety of the player is paramount. If a player is down with injury, stop the game and deal with the injury. Any major injury (perceived or known), the summer soccer coordinator must be contacted.
3. In case of lightning. Due to council regulations, if lightning is predicted all play at William Green must be cancelled. The decision will be made by 3.30pm and notified on the Facebook Page and/or email.

6. Playing Conditions

Playing format for the 4v4 leagues

1. Four aside. This may be three aside if numbers dictate and both coaches agree to it.
2. The teams drawn to play each other for 25 minutes. There will be NO half time so to allow maximum playing time. The games will start and stop on the hooter.
3. No (pseudo) goalie. Goal hugging is not allowed and should be discouraged.
4. All opposition players to be back to half way for goal kicks.
5. Coaches are encouraged to be on the field with the team to give guidance and assistance to the players.
6. Rolling substitutes at any time. Players must have left the field before the substitute enters.
7. The coach must ensure that all players play equal game time.
8. Sideline out i.e. ball goes over the sideline. Kick in is taken from the point the ball went out. The kick in cannot be a direct shot at the opposition goal. There will be **no throw-ins**.
9. Goal kicks must be taken from the ground.
10. Corner kicks will be taken from the corner point.
11. Playing Gear – it is your team's responsibility to wear the same strip. All that is required is the same coloured t/shirts as a minimum. Boots & shin-guards are also compulsory and must be worn by all players.
12. The rules of the Astro Turf must be followed at all times, only coaches and players permitted on the fields. Coaches please help us to ensure this rule is followed to protect our grounds and that correct footwear is worn on the turf at all times.
13. If the goal margin reaches **FOUR** goals, then the team with the lesser number of goals can bring on an extra player if they have one. If the goal margin is reduced to **TWO**, then a player must leave the field to even the players per team.
14. The referee's decision is final. Both coaches are to referee ½ a game each or appoint someone else in their place unless both coaches agree to have no referee.
15. Balls provided are to be used and will be provided. At the end of your games the balls are to remain on the pitches for the next teams.
16. Scores must be submitted.

Playing format for the 6v6 leagues

1. Six aside. Five outfield players and one goalie.
2. The teams drawn to play each other for 25 minutes. There will be NO half time so to allow maximum playing time. The games will start and stop on the hooter.
3. No coaching on the field of play
4. Rolling substitutes at any time. Players must have left the field before the substitute enters.
5. Offside will be called if the player is off side inside the retreating line only- Players are encouraged to be onside at all time.
6. Sideline out i.e. ball goes over the sideline. The Throw in is taken from the point the ball went out.
7. Goal kicks must be taken from the ground only. No kicks from hand. You cannot score directly from a goal kick. If the ball is caught, then the keeper must throw the ball out or put the ball on the ground and play it out. If they place it on the ground the ball is deemed to be live and the opposition can approach for the ball.
8. Corner kicks will be taken from the corner point.
9. If the goal margin reaches **FOUR** goals, then the team with the lesser number of goals can bring on an extra player if they have one. If the goal margin is reduced to **TWO**, then a player must leave the field to even the players per team.
10. Playing Gear – it is your team's responsibility to wear the same strip. All that is required is the same coloured t/shirts as a minimum. Boots & shin-guards are also compulsory and must be worn by all players on the astro turf.
11. The rules of the Astro Turf must be followed at all times, only coaches and players permitted on the fields. Coaches please help us to ensure this rule is followed to protect our grounds and that correct footwear is worn on the turf.
12. The referee's decision is final. Both coaches are to referee ½ game each or appoint someone else in their place unless both coaches agree to have no referee.
13. Balls provided are to be used and will be provided. At the end of your games the balls are to remain on the pitches for the next teams.
14. You are not able to score from your own half.
15. No more than 3 players in your team can be in Prem, Conference or Metro teams for Social Leagues.
16. All girls teams can play down 1 age grade