



## Summer Football Competition Rules 2024

### Venue:

Coral Sea Synthetic Field

### Address:

Coral Sea Park – Yorktown Parade, Maroubra

### General:

All Fixtures will be played in compliance with these Regulations and in accordance with FA, FNSW and ESFA By-Laws, regulations, codes and directives, and under the FIFA Laws of the Game where applicable.

ESFA in conjunction with the ESFA Referees Branch will appoint officials to matches.

ESFA, as the competition organiser reserves the right to alter or add to the competition rules through the competition, should the need arise.

### Game Details:

Competition	Number of Players (on field)	Total number of Participants (per match)	Length of Game	Length of Break	Field Size
All Age Mens	6 X 6 (incl GKs)	10 X 10	2 X 20-minute halves	2 mins	30m x 40m (Approx.)
Over 45s Mens	6 X 6 (incl GKs)	10 X 10	2 X 20-minute halves	2 mins	30m x 40m (Approx.)
All Age Womens	6 X 6 (incl GKs)	10 X 10	2 X 20-minute halves	2 mins	30m x 40m (Approx.)
Youth	6 x 6	10 x 10	2 x 15-minute halves	2 mins	30m x 40m (Approx)

**Goalkeepers:**

All Age grades/competitions and Juniors include a goalkeeper

**Minimum Number of Players Required:**

If a team has less than the minimum number of players at the commencement of the match (5 players including a goalkeeper), the referee shall not continue with the match and allow 5 minutes from the scheduled kick off time for sufficient players to arrive. If this doesn't occur, then the match is abandoned.

If there are enough players to start the game, the game time will be reduced accordingly.

**Eligible Players:**

An eligible Player is one that meets all ESFA registration requirements and made available to participate via the DRIBL competition system

**Ineligible Players:**

Ineligible Players include:

- i. unregistered Players;
- ii. suspended Players;
- iii. a Player who is required to stand down for receiving the required number of cautions; and
- iv. a Player that is deemed ineligible due to any article of these Regulations and the ESFA Disciplinary procedure

Any Team that fields an ineligible Player will automatically lose that Match on forfeit. Additionally, the Team, Team Official/s and Player may be further sanctioned in accordance with the ESFA Disciplinary Procedure.

For clarity, it is the Team's absolute responsibility to ensure that they field eligible players in any Match.

**Rules:**

The Laws Of The Game apply except as modified below.

**Player's Equipment and Kit:**

Normal conditions apply. Players must wear shin pads and they must be covered by their socks. No jewellery is to be worn. Teams to wear same kit (eg. Could be white t-shirt/black shorts). Bibs will be available should there be a kit clash. Teams must supply their **own goalkeeping gloves**.

**Interchange:**

- a) Must occur during a stoppage in play.
- b) The referee must give permission.
- c) The player must leave the field and cross the touchline in the interchange zone (halfway) or where directed by the referee.
- d) The interchange player must enter the field at the interchange zone (halfway).
- e) Players who have been dismissed from the field cannot be replaced by an interchange player.

**Offside:**

There is no offside for the duration of this competition

**Free Kicks:**

ALL free kicks during normal play will be indirect (except for penalties). The minimum distance an opposing player may be from the ball in a free kick situation is 5 metres.

**Tackles:**

Slide tackling is strictly not permitted.

**Restarts:**

a) Kick-ins – When the ball wholly crosses the sideline the game will restart with a 'kick-in', from where the ball crossed the sideline. The player taking the kick cannot play the ball a second time, until it has touched another player. Opposition players must be at least 2 metres away from the kick-in. Kick-ins are indirect, and a goal cannot be scored direct from a kick-in, the ball must touch another player prior to entering the goal.

b) Goal kicks – The goalkeeper will roll or throw the ball into play to restart the match after the ball has crossed the goal line, last played by an attacking player. The restart must take place from inside the 'goal box' and cannot be thrown over the halfway line on the full. A goal cannot be scored direct from a 'throw', the ball must touch another player prior to entering the goal.

c) Corners – A corner kick-in will be taken after the ball has crossed the goal line, outside the goals, last played by a defending player. A goal cannot be scored direct from a corner, the ball must touch another player prior to entering the goal.

**Method of scoring:**

A goal may be scored during normal play.

A goal may be scored if it was last played by a player inside the 'goal box'.

A goal may be scored if it was last played by a player outside the 'goal box'.

A goal cannot be scored direct from any of the above-mentioned Free Kicks and Restarts.

**Goal Box:**

The goal box is the area marked (or defined by markers) by a rectangular box from the goal line and extending out in front of the goals. Any free kick awarded for a foul inside the Goal Box shall be taken as an indirect free kick from where the foul was committed. The goalkeeper cannot touch the ball with their hands outside the goal box.

**Penalties:**

In a FINAL, If the game is still drawn at the end of normal time, penalties will be taken to determine the winner. Each team will be given 3 penalties to be taken alternately. If after 3 kicks each, the score is still even, further alternate kicks from the penalty mark will be taken to determine the winner, consistent with the principles described in the FIFA Laws of the Game.

**Competition Points:**

Points will be allocated as follows for all matches:

- a) Win - 3 points;
- b) Draw - 1 point each Team;
- c) Bye - 3 points;

- d) Loss - No points;
- e) Forfeit - 3 points to the Team receiving the forfeit.

#### **Competition Ladders:**

Tables will be maintained to reflect the competition results. At the conclusion of 8 rounds of matches, a series of 'Finals' will be drawn between the team based on ladder position (1v2, 3v4, 5v6).

#### **Weather Affected Fixtures:**

In all instances where rain preceding a match raises doubt as to the possibility of play taking place, the Competition Administrator (ESFA) will establish a process by which Teams are informed of the status of that day's Match. This may include the responsibility being passed to the Teams to check email, website, or social media notification. As the venue is a synthetic pitch, the likelihood of closure would only be due to lightning (as per lightning rule).

#### **Abandoned Matches:**

- a) When a Match is abandoned for any reason for which neither Team is responsible, the Match may be replayed at the discretion of the Competition Administrator (ESFA).
- b) Should a Team, its Players, Officials or Spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Team to the opposition.

#### **Disciplinary Policy:**

ESFA's Disciplinary process apply. Any player receiving a red card during a match is unable to participate in the subsequently Summer Football match played by the team. Notices will be issued for any penalties, relating to any infringements reported by the referee to ESFA.

Eastern Suburbs Football Association (ESFA) has a zero-tolerance of any form of anti-social or violent behaviour at our Summer Football Competition. Any act of anti-social behaviour or violent conduct will not be tolerated under the ESFA, and Football NSW jurisdiction in the State and anyone found to be involved in this type of behaviour will be de-registered or not welcomed at our venues or competition.

ESFA reserves the right to remove and deregister a team and or its players who breach this policy. We also reserve the right to remove any spectator from the venue who breaches this policy.

This notice also serves as a reminder that only players and coaches are allowed on the field of play during a game and spectators must always remain behind the fence.

ESFA staff and ESFARB referees will monitor team & spectator behaviour the course of the competition.