



Sydney FC Summer 6's Supported by ESFA Competition Regulations

2025

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SECTION 1: ORGANISATION AND ADMISSION

1. Scope and Application

- a) These Regulations apply to Participants in the following competition (**2025 Sydney FC Summer 6's Competition**) unless stated otherwise:
- b) Where these Regulations are silent on any particular aspect, then all Clubs, affiliated bodies, and organisations will first have regard to the Constitution, By-Laws, FFA rules and regulations and, where applicable, the rules and regulations of the Asian Football Confederation (**AFC**) and FIFA.
- c) If any part of these Regulations is void that part shall be severable and will not affect the enforceability of the remaining sections of these Regulations.
- d) The Competition Administrator will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties.

2. Reference

Where these Regulations refer to a "Club" that reference is to a team that is entered into the Competition.

3. Capitalised Terms

Any capitalised terms used in these Regulations will have the meaning given to them in Schedule 3.

4. Alteration

The Competition Administrator will have the ability to vary or expand on these Regulations and make additional rules which will be set out in Schedule 2.

5. Disciplinary Sanctions and Proceedings

All Clubs, Players, Team/Club Officials, Match Officials, Spectators or any person participating in any manner at a Competition Fixture, Match, training or event will submit exclusively to the jurisdiction of the Summer Football Disciplinary Regulations and the Football NSW Grievance and Disciplinary Regulations.

ESFA/ Sydney FC has a ZERO Tolerance stance on any form of anti-social behaviour or violent behaviour or conduct.

All players, spectators and officials are to abide by the FNSW and FFA Code of Conduct (*The Code*). *The Code* will be made available prior to the event and will be available on the day.

Any person(s) that are found guilty by a Sydney FC Official or Match Official will be subject to immediate disciplinary action appropriate to the offence. This may include referral to governing bodies within FNSW or FFA, or in the event of a breach deemed to be punishable by law enforcement, a referral may be made to the NSW Police.

ESFA/Sydney FC reserves the right to remove or disqualify any team found to be in breach of *The Code* and in breach of the ZERO Tolerance stance on anti-social and violent behaviour.

ESFA/Sydney FC also reserves the right to remove any spectator from the venue who is deemed to have breached *The Code* or the ZERO Tolerance Policy.

6. Unforeseeable Circumstance

Nothing in these Regulations will prevent Football NSW from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

7. Control of Competitions

The administrative control and conduct of the Competition is vested with the Competition Administrator endorsed by Football NSW.

SECTION 2: TECHNICAL REGULATIONS

A. Matches Played in Accordance with the Laws of the Game

All Fixtures will be played in compliance with the Regulations in force at the time and in accordance with FFA and Football NSW By-Laws, regulations, codes and directives, and under the FIFA Laws of the Game where applicable.

B. Match Format

- i. All matches are to be played 6 v 6 including goalkeeper. Note a minimum of 4 players is required to start the match.

- ii. **Duration of Match**

Games will be 40 minutes in total, consisting of 2 equal halves of 20 minutes, with a 2-minute break at half time. No additional time will be allocated.

- iii. **Footballs**

The Competition Administrator will provide the match balls. The following sizes will be used:

- Size 5

iv. Finals

The following process applies when determining the final week of finals:

- a) All play-off games will occur in the last week of the competition. All points accrued throughout the season will determine where your team is ranked/who you will verse for your final position in the competition i.e. Team 1 will verse Team 2.
- b) If two (2) or more Teams are equal on the basis of the above criteria, their place will be determined as follows:
 - i. Greater goal difference resulting from all competition Matches;
 - ii. Greater goals scored from all competition Matches;
 - iii. Greater number of points obtained in competition Matches between the Teams concerned (head-to-head); and
 - iv. Greater number of goals scored in competition Matches between the Teams concerned (head-to-head).

v. Competition Points

Points will be allocated as follows for all Matches:

- a) Win - 3 points;
- b) Draw - 1 point each Team;
- c) Bye - No points;
- d) Loss - No points; or
- e) Forfeit - 3 points to the Team receiving the forfeit.

vi. Competition Structure

The competition will run over 10 weeks commencing the week of Monday 13th October and finishing on the week of 15th December. There will be 9 weeks of group games with week 10 (last week) dedicated to finals.

Competition: Teams will be placed in their age groups. Each team will play ten games. After two weeks of the competition, teams may be regrouped for the duration of the games based on goals for, goals against as well as final scores.

*Group numbers and sizes are subject to change pending the number of team registrations.

At the conclusion of the ten games there will be a presentation for the winning teams.

vii. Clash of Colours

Resolving a clash of colours will be at the direction of the Competition Administrator/referees. Bibs will be provided in the event of a clash.

viii. Interchange

1. An interchange must occur during a stoppage in play and when authorised by the match referee.

2. The player leaving the field must exit at the interchange zone (halfway) or otherwise where directed by the referee.
3. A player entering the field must only enter from the interchange zone (halfway).
4. Players who have been dismissed from the field by the match referee cannot be replaced by an interchange player.

ix. Preferred Field Dimensions

- a) The following table details Football NSW's **preferred** pitch dimensions and goal sizes:

Category	U13 +
Field size	Length: ~50m Width: ~35m
Field markings	Markers or lines markings or combination
Penalty area	Depth: 5m Width: 12m
Goal size	Height: 2.1m Width: 2.1m
Goal type	Bownet goals (7v7)

x. Teams Removed or Withdrawn from Competitions

In the event of any Team withdrawing or being removed from the Competition, all Matches against that Team will be treated as a bye or forfeit. Resulting in 3 points being allocated to the opposing team.

xi. Restarts (goals kicks, throw-ins or kick-ins)

1. If the ball goes out over the side-line it must be passed in from where it went out by the opposing team.
2. When the ball crosses over the by-line it is a corner or goal kick. Goal kicks can be taken anywhere within the goal box while corners must be taken from the corner spot. The ball must be placed on the mark prior to kicking.

xii. Match Schedule and Kick-Off Times

Match scheduling will be flexible and rests with the Competition Administrator.

xiii. Wet Weather Affected Fixtures

In all instances where rain preceding a Match raises doubt as to the possibility of play taking place, the Competition Administrator will establish a process by which Clubs are informed of the status of that day's Matches. This may include the responsibility being passed to the teams to check a wet weather phone line, direct email or website notification.

xiv. Abandoned Matches

- I. Should a team, it's players, officials, or spectators be determined to have caused the abandonment of the match, the match will be forfeited by the team to the opposition.
- II. When a match is abandoned for any reason in which neither team are responsible, the match may be replayed at a different time at the discretion of the Summer Football Competition Coordinator.

xv. Forfeits

- a) Teams will be deemed to have forfeited a Match when:
 - i. they fail to fulfill an engagement to play a Match on the appointed date, time or venue;
or
 - ii. they refuse or fail to begin a Match within ten (10) minutes of the stipulated kick-off time;
or
 - iii. they field fewer than the required players as communicated by the Competition Administrator; or
 - iv. they field an ineligible Player; or
 - v. any other scenario within these Regulations or the Grievance and Disciplinary Regulations that stipulates a forfeit of the Match.
- b) In the event of any Team forfeiting its Match, full points allocated for the Match will be forfeited to the opposing Team (**Opposing Team**) and the goals will be recorded as three (3) goals scored by the Opposing Team and 0 goals by the Team who has forfeited, unless the Opposing Team won by more than 3 goals, in which case the result on the pitch will be upheld.

xvi. Protests

- a) Protests must be lodged and received by the Competition Administrator no later than two (2) hours after the Match was played.
- b) The Competition Administrator will only consider protests for obvious breaches of the Laws of the Game that clearly had a material effect on the outcome of the Match.
- c) No protests as to the result of a Match will be considered in relation to disciplinary decisions of the Match Officials or decisions of facts relating to play.
- d) Protests must be accompanied by a \$50 administration fee in order to be considered. The administration fee must be lodged together with the written protest.
- a) The Competition Administrator may, in its absolute discretion, refund the administration fee if the protest is upheld.
- b) A decision by the Competition Administrator in relation to a protest is final and not subject to any challenge, appeal or review.

SECTION 3: ELIGIBILITY

1. Age Eligibility

Eligibility to age grades will be determined by the age in which the player turns in 2025.

2. Eligibility and Ineligibility of Players General

- I. Eligible Players: An eligible Player is one that meets all registration requirements within these Regulations and is not ineligible according to any article of these Regulations
- II. 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 a breach of these Regulations and the Sydney FC Disciplinary Regulations.
- III. It is the Team Managers absolute responsibility to ensure that they field eligible players in any match.
- IV. Any Team that fields an ineligible Player will automatically lose that Match on forfeit.
- V. Additionally, the team/player may be further sanctioned in accordance with the Sydney FC Disciplinary Regulations.

SECTION 4: REGISTRATION

1. Player Status

- a) All Players registered to the Competition must be amateurs.
- b) Clubs are required to record the status of each Player on Dribl by having the Player self-register.
- c) Players are permitted to play for any number of teams in Summer Football competitions affiliated with Football NSW, but not for multiple teams within the one division of any Competition.

2. Process for the Registration of an Amateur

All Players must be registered via the Play Football registration system. The registration of a Player with a Club is effective from the date the individual is made active by the Club within the national online registration system.

- a) The player must self-register via the Dribl registration system and the Club accepting the Player's registration.

- b) If a Player is registering for the first time, that Player must provide the Competition Administrator with evidence of name and age.
- c) Up to ten (10) players may be entered for each team. Registered players may only participate for the team they are registered in. ***There is strictly NO 'ring-ins' allowed.***
- d) A minimum of six (6) completed player registrations are required to register a team in the competition
- e) There is strictly no player replacement permitted before OR mid-way through the competition unless authorised by the Summer Football Competition Administrator.

3. Submission of Registrations

All registrations must be submitted via Play Football.

4. Registration Periods

The Competition Administrator will communicate the Competition registration period.

5. Player Deregistration

- a) A Player may be de-registered by applying to de-register via Dribl, which will notify the Club and the Competition Administrator of the Player's intention to deregister.
- b) If a Club no longer wants a Player to play for the Club, that Club needs to apply to deregister that Player via Dribl, which will notify the Player and the Competition Administrator and Football NSW of the Club's intention to deregister the Player.
- c) The deregistration is effective:
 - i. When the other party (i.e. Club or Player as the case may be) has confirmed the notification or cancellation; or
 - ii. Players: seven (7) days from the date the Player requested the deregistration via Dribl unless a grievance has been initiated with the Competition Administrator
- d) Any disputes relating to Player deregistration will be settled in accordance with the FFA National Grievance Resolution Regulations and the Football NSW Grievance and Disciplinary Regulations.

6. Team Registration

To apply to enter the Competition, the team manager must register and submit the team. Submitting a team nomination form does not guarantee a place in the competition.

- a) A minimum of six (6) completed player registrations are required to register a team in the competition.
- b) A maximum of ten (10) player registrations is permitted per team.
- c) This is not a mixed competition.
- d) Teams must pay their individual registration fee in full as advised by the Competition Administrator prior to the first round of the competition.

- e) All team names are subject to approval at the discretion of the Summer Football Competition Administrator.

7. Maximum Player Rosters

The Competition Administrator will communicate maximum team roster if applicable.

SECTION 5: TEAM SHEETS, REPORTING AND MATCH OFFICIALS

1. Match Official Appointments

The appointment of all Match Officials will be made by the Competition Administrator in consultation with the Referee Branch or Association providing the Match Officials.

2. Match Official Powers, Duties and Obligations

- a) The Match Officials are charged with all duties, responsibilities and obligations as contained within the FIFA Laws of the Game.
- b) Unless otherwise stated, the Match Official will be the sole arbiter as to whether a game will proceed, having regard to the condition of the ground, the weather at the time of inspection, and the projected weather forecast.
- c) If the Match Official finds it necessary to stop play for whatever reason, he / she should wait a reasonable time before deciding to abandon the Match.
- d) The Match Officials may abandon, postpone or forfeit a Match in accordance with any relevant articles of these Regulations.
- e) In addition, the Match Officials are required to, immediately after the conclusion of each Match, forward to the Competition Administrator send-off reports and any incident reports.
- f) Should fixtures be affected by extreme weather, teams will be notified immediately by the relevant authorities.

3. Welfare of the Match Officials

The Competition Administrator will be responsible for the welfare of the Match Officials, from the time they arrive at the venue, until the time they depart the venue.

4. Non-attendance of Match Officials

Should an official referee not be appointed, or be appointed and not attend, it is the Competition Administrator's responsibility to determine who will officiate the Match. This may be a volunteer, employee or Club representative, or combination of any of the above throughout the Match.

5. Match Result Reporting

The Competitions Administrator will upload the scores of each match to the Competition website.

6. Expulsion and Caution Reporting

Expulsion and caution reporting is as per the Summer Football Grievance and Disciplinary Regulations.

SCHEDULE 1: ADDITIONAL RULES – COMPETITION SPECIFIC

1. Scope and Application

- a) These additional regulations expand on the Regulations presented above.
- b) These additional regulations are specific to the following Competition only:

2. Age Grades

All Age Women, All Age Men and Men's Over 45s

3. Match Format

All matches are to be played 6 v 6 including goalkeeper. Note a minimum of 4 players is required to start the match. Games may start up to 10 minutes later than above by agreement between the two managers.

4. Duration of Match

40 min (2 x 20min halves) 2min half time

5. Added Time

N/A

6. Extra Time

N/A

7. Competition System

Dribl

8. Clash of Colours

Alternate bibs will be provided in the event of a clash

9. Goalkeepers

The goalkeeper may only be changed once during any one half of a game. If the goalkeeper is injured after the second change the injured keeper must leave the field and take no further part in the half and a substitute keeper can be used. The purpose of this rule is to stop time wasting.

A goalkeeper cannot kick the ball over the halfway line.

Goalkeeper can move outside the penalty area

A goalkeeper is not permitted to drop-kick the ball into play from their hands. They must throw the ball out of their hands unless the ball is passed back from a teammate then they are permitted to use their feet to pass the ball.

10. Registration Periods

Team and player Registrations are to be made no later than the 13th of October.

11. Maximum Player Rosters

No less than 6 and no more than 10 players registered for 1 Team

12. Other Competition Specific Regulations

Note it is not a mixed competition.

- a) All players in a team must have the following equipment:
- b) All participants must be in matching, shirts, shorts & socks which fully cover the shin guards.
- c) Approved shin guards must be worn.
- d) Bibs will be provided to differentiate between the teams in the event of a clash
- e) Footwear: Players may only wear moulded or futsal boots.
- f) The referee will have discretion to require players remove dangerous objects such as jewellery, rings, studs etc.

13. Footballs

- a) Size 5

14. Scoring

- 1. Goals can be scored direct from a corner.
- 2. No goals direct from a first-time kick-in or kick off.
- 3. Free Kicks:

All free kicks awarded outside the penalty area are indirect. All opposing players must remain 5 metres from the ball until it is kicked.

- 4. A free kick awarded inside the Penalty area is a penalty kick:

A penalty kick is a direct kick and is taken on the edge of the goal box, in front of the goal posts. Apart from the goalkeeper and the kicker, all defending and attacking players must remain behind the ball and 5 metres from it until the ball is kicked and it moves.

- 5. There is no offside.
- 6. All players must be in their own half for all kick-offs.