

GRIFFITH UNIVERSITY GOLD COAST STUDENT GUILD  
SOCIAL SPORT COMPETITION  
RULES AND INFORMATION

## Mixed 6-A-Side Soccer



All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will not clarify rules or rulings during the game. All participants are also required to read and understand the **GUGC Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more. Unless otherwise stated in these rules, normal Soccer rules apply as outlined by FIFA Soccer- Laws of the game 2013/2014. All rules are open to the interpretation of the referee and their decision is final.

### 1. Team Composition & Player Requirements

- 1.1 The competition is open to GUGC students, staff, and all members of the general public above 17 years.
- 1.2 A team may have a maximum squad of twelve (12) players.
- 1.3 Six (6) players per team are allowed on the field at one time, one of which is the goal keeper. Extras may substitute onto the field when the ball is out of play.
- 1.4 In mixed competitions a maximum of five (5) males can be on the field at any time.
- 1.5 Four (4) players is the minimum number of players that a team can have without a forfeit resulting. Teams may commence games with 4 players provided the previous point (1.4) is satisfied.
- 1.6 In the event that the above rules (1.2 – 1.5) are broken a penalty will be awarded to the non-offending team at the position of the ball at the time the offence is identified.
- 1.7 All teams must adhere to the Uniform requirements set out in the Griffith Social Sport Terms and Conditions, breaches of this will result in playing points penalty imposed at the start of the match.

## **2. Finals Requirements**

- 2.1** Once a player has played three games for their nominated team they are considered qualified for that team.
- 2.2** A player must play a minimum of three games to qualify to play in the finals series.

## **3. Competition Format**

- 3.1** The competition format will be 6-a-side (5 field players plus one goal keeper) played on a half pitch field.
- 3.2** Preliminary rounds will be conducted with Semi Finals held in the penultimate week. Finals will be held in the last week.
- 3.3** Fixtures will be available online at [gugcsport.spawtz.com](http://gugcsport.spawtz.com)
- 3.2** The draw will be emailed 2 days before your game as well as the day after you play, notifying you of your next game.

## **4. Match Registration/Fees**

- 4.1** Players must sign in with staff 10 minutes before each game.
- 4.2** Match fees for the season are found on <https://gugcstudentguild.com.au/socialsport/>

## **5. Competition Points**

- 5.1** Competition Points towards the premiership ladder will be awarded as follows:
  - 3 points for an awarded forfeit
  - 3 points for a win
  - 2 points for a draw
  - 1 point for a loss
  - 2 points for a bye
  - -1 points for a forfeit
- 5.2** In the event that 2 or more teams are tied on match points at the end of the preliminary rounds, positions will be decided by the difference in total points 'for', and total points 'against'.
- 5.3** The finals format will be dependent on the number of teams and will be confirmed once the competition is underway.
- 5.4** Teams that forfeit will be awarded a negative 0-5 match point difference.

## **6. Captain's Responsibilities**

It is the captain's responsibility to:

- 6.1 Ensure that your team members have all registered prior to closing date.
- 6.2 Ensure that your team members have all signed-in 10min prior to commencement of match and are ready to take the court on time.
- 6.3 Ensure all outstanding fees are paid by the closing date.
- 6.4 Control team behaviour both on and off the court.
- 6.5 Check the draw each week for game times and inform team members

## **7. Jewellery & Nails**

- 7.1 No jewellery is to be worn. If you are unable to take a piece of jewellery off, you must tape or cover it up.

## **8. Blood & Injury Time**

- 8.1 If a player has blood on their body, they must leave the court immediately to remove or stop the bleeding and cover the affected area. Player's whether bleeding or injured have 1 minute injury time. If the player takes any longer they will need to remove themselves from the court and play will resume.

## **9. Referees**

- 9.1 The referee's decision is final. They may penalise the offending player or team with whatever is considered appropriate under the rules of the game. E.g. For dangerous play or misconduct the referee may warn the offending player, or send them from the game for a specified time.
- 9.2 The referee also has the right to warn against harassing from the sidelines - being either from players or spectators. The offending team may be penalised &/or player's or spectators can be asked to leave the centre.
- 9.3 Under no circumstances does the Student Guild tolerate the abuse of our referees. If a player or team has a problem with a referee, please speak to the social sport co-ordinator on duty. If a player continues to disregard the rules set down, they may be suspended or asked to leave the centre/field/court permanently.
- 9.4 The referee's decision is final in all matters relating to the game. At no time during a game should a player question a referee, however at a break, a player may ask for clarification of a rule.

## **10. Game Specific Rules**

### **a) Game Duration**

- 10.1** Games consist of 2 by 25 minute halves with the half time break not exceeding five (5) minutes. Teams must change ends at half time.
- 10.2** No clock stoppages will be made except under exceptional circumstances at the discretion of the Referee and Sport Convenor.
- 10.3** No time outs are allowed.
- 10.4** If a game commences late (and is not deemed a forfeit) then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is at the discretion of the Sport Convenor.
- i)** Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
  - ii)** Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the referee has signalled the game can start will incur a 0-3 forfeit loss. NB. The game may go ahead after 10 minutes; however the 0-3 loss will stand regardless of the actual score.
  - iii)** In all circumstances the game must finish at the scheduled time

#### **b) Interchange**

- 10.5** Players can re-enter the game as many times without notifying the referee but it must occur only when the ball is out of play.
- 10.6** Substitutions must take place within five (5) meters of the halfway line.
- 10.7** The exiting player/s must be completely off the field before the substitution can take place.
- 10.8** The goal keeper may also be substituted as many times as they like however, the referee must be notified and substitution of a goalie can only occur when play is stopped by the referee.
- 10.9** It is the responsibility of individual teams and team captains to ensure that they maintain the appropriate number of players on the field in accordance with Rules 1.3 – 1.5. It is NOT the responsibility of the referee to monitor this.

#### **c) Rules of Play**

- 10.10** The kick-off is indirect and the ball must be played forward.
- 10.11** At the kick-off players must be in their own half however there is NO offside in general play.
- 10.12** When the ball goes out over the sideline, a kick-in takes place. The ball must be placed stationary on the sideline and kicked in. All opposing players must be at least five (5) metres from the ball. Sideline kicks are indirect, a goal can NOT be scored directly from a sideline kick unless it touches another player
- 10.13** For a ball to be out of play or a goal scored, 'ALL' of the ball must be over 'ALL' of the line.

- 10.14** If the ball goes out of play behind the goal by the defending team, a corner kick will be taken. A player can score directly from a corner kick.
- 10.15** Players are not allowed to play at the ball whilst on the ground, except for the goalkeeper who can only do so within the goal 'D'.
- 10.16** If an attacking player is fouled in the "D" area, a penalty kick will be awarded.
- 10.17** If a defending player handles the ball in the "D" area a penalty kick will be awarded.
- 10.18** Penalty kicks will be taken from a designated spot by the referee. Penalty infringements that occur in the goal "D" are to be taken from the centre of the goal two (2) metres top of the "D". No wall can be formed for penalty kicks taken from this location.
- 10.19** ALL penalty kicks will be direct, offending team will be allowed to set up a two (2) person wall and must be five (5) metres from the where the kick is being taken. Players in the wall must remain standing at all times.
- 10.20** NO slide tackling. If a player loses their footing in order to make a tackle, and as a result ends up on the ground, a penalty shall be awarded to the other team.
- 10.21** Indirect kicks where goals cannot be scored: Sideline kick-in & the kick-off.
- 10.22** Direct kicks where goals can be scored: Corner kicks, goal kicks & penalty kicks.
- 10.23** During the game, the referee has the option of using 2 disciplinary cards – yellow and red. If a player receives a red card, that player is immediately expelled from the game. No substitute player is allowed to replace a player who is sent off in the game in which a red card is issued.
- 10.24** Referees have the right to warn, ask to leave or eject from the oval any player or spectator whom they feel is bringing the game to disrepute.

#### **d) Goal Keeper Rules**

- 10.24** If the ball has gone out of play behind the goal, the Goalkeeper must kick the ball back into play. The ball must be placed stationary and on the edge of or inside the (D).
- 10.25** Goalkeepers are NOT allowed to pick up a pass from any of their team mates (back pass), if this occurs a penalty kick will be awarded to the attacking team two (2) metres from the top of the "D".
- 10.26** Goalkeepers can play at and kick the ball from the marked goal area (D). If they have saved the ball in general play the Goalkeeper can throw, drop or punt kick the ball in accordance with rule above.
- 10.27** Goalkeepers are NOT allowed to handle the ball outside the "D", if this occurs a penalty kick will be awarded to the attacking team two (2) metres from the top of the "D".

#### **e) Penalties/Sin Bin**

- 10.30** This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority etc. will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game.
- 10.31** Rough play includes any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the referees opinion, places the safety of players at risk. In most instances the following procedure will apply for the above infringements. Note however that the referee is entitled to send off any player at any stage for any reason for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.
- i)** First Offence – Yellow Card Yellow Card to be given by the Referee. Player may stay on the field.
  - ii)** Second offence – Red Card - Automatic Red Card and dismissal from the current game and next game.
- 10.32** No substitute player is allowed to replace a player who is sent off in the game in which the dismissal occurred.
- 10.33** If a player receives a red card the week before a finals match this rule still applies, no lenience allowed.
- 10.34** If a player receives a red card during a match they are to leave the field immediately and are not allowed to play for the rest of the match, as well as the following scheduled match for their team.
- 10.35** The player awarded the red card must give their name to the referee who will record it on the scorecard and pass it onto the Sport Convenor.

#### **f) Finals**

- 10.36** If a draw results, five (5) penalties will be taken by both teams.
- 10.37** The initial (5) penalties must be taken by the players on the field when the final siren sounds.
- 10.38** If only four (4) players are on the field due to a previous send-off then a substitute player may take the 5<sup>th</sup> kick.
- 10.39** Any player who is red carded cannot participate in the shootout.
- 10.40** Only if no substitute players are present can one of the previous four (4) kickers take the 5<sup>th</sup> kick.
- 10.41** In mixed competitions two (2) of the initial five (5) penalties must be taken by female players.
- 10.42** If the results are drawn after this then each team will take a single penalty until one team has missed and the other scored. The scoring team will be deemed the winner.

**10.43** If extra penalties are needed, a player who did not take one of the initial 5 penalties must take them. No single player can take more than one penalty, unless every team member has taken a penalty already.

**10.44** Penalty kicks will be taken from a designated spot by the referee. This spot will be in the centre of the goal and two (2) metres outside the "D".

## **11. Wet Weather**

**11.1** Games will not be conducted during inclement weather.

**11.2** In the event of rain please contact the Sports Officer at the Student Guild on 5552 8724 to verify if games are still on or check the Student Guild website.