Summer 7 A Side Competition

**Competition Rules**

The competition shall be played on a half-sized field.

Duration of the games shall be of 20 minute each way with up to 5 minutes for half time.

All games will be refereed as per the rules in the Referee’s handbook except for Offside

**Team Uniform requirements**

All teams must have a team uniform which must be worn by all players, the goalkeeper’s shirt shall be different from the field players, each shirt must have a number, players must wear the numbered shirt that is on the team nomination form.

**Alcohol Prohibited Pre-match**

No Alcohol is to be consumed by any player before playing in a match, any player suspected of having alcohol or is intoxicated will not be allowed to take the field. Glass containers of any type are prohibited from the grounds. A no smoking policy is also in force.

**Junior games for Ages 9 – 11 Playout Rule**

In Junior games for Ages 9 – 11 inclusive as per Rule 6.3.2 and Rule 7.3.1 the first pass rule will apply for goal kicks and after the keeper has made a save. Goalkeepers must not kick the ball out of the hands, ball must be released with a pass from the ground or rolled along the ground

**Game Fails to Start**

 If a game fails to start on time due to teams not being ready it shall be shortened to allow the following game to start on time. A Ten-minute grace period will be allowed which when it expires it will be deemed a forfeit.

**Minimum Player numbers**

A Minimum of 5 (Five) players (on a team) are required for the match to commence.

If a team does not have five players at the scheduled start time, a period of ten minutes grace will be allowed, after this this time has elapsed the game will be forfeited. (Teams should endeavour to play a friendly by evening up numbers or using other REGISTERED players).

**Player registration Requirements**

Players must be registered using the official team nomination form, a team may register a maximum of 12 (Twelve) and a minimum of 10 (Ten) players for Seniors, for Juniors a minimum of 9 (Nine) players and a maximum of 10 (Ten) players.

Players may only be registered and play in one team. A team playing an unregistered player, and the player concerned shall be dealt with by the Summer Soccer Committee or the P.D. and J.C. and shall forfeit the match to the opposing team, and the player will be suspended for two (2) matches.

All Players are to register on via Playfootball

**Representative Player Definition**

For the purpose of Summer Soccer, a player is deemed to be a Representative Player if they participated anytime from January to September in the current year in a Shoalhaven Representative team or any team deemed by the SDFA Board to be equivalent to a Shoalhaven Representative League.

**Higher Level Player Definition**

For the purpose of Summer Soccer, a player is deemed to be a Higher-Level Player if they participated anytime from January to September in the current year in a NPL1, NPL2, NPL3 AYL, GCL, Men’s State League or any team deemed by the SDFA Board to be equivalent or higher than NPL1, NPL2, NPL3 AYL, GCL, Men’s State League.

**Junior Team Composition requirements**

For junior teams the maximum number of Higher level or Representative players in any team is FOUR (4). Of these players no more than three (3) Higher Level players or FOUR (4) Representative players are permitted. (For example, if a team has two (2) Higher Level players only two (2) Representative players are eligible. The Summer Soccer committee may vary this rule under exceptional circumstances

**Senior teams**

Senior teams are permitted a maximum of three (3) Higher level or Representative players. The Summer Soccer committee may vary this rule under exceptional circumstances.

**For online registration instructions**

 A guideline to the Playfootball registrations can be found at <http://www.shoalhavenfootball.com.au> the document is in the library.