



MOSS VALE FOOTBALL CLUB INC.

SENIOR SUMMER SOCCER COMPETITION

**COMPETITION RULES 2024-25
SEASON**

www.mvsc.org.au

PART 1: COMPETITION / GAME FORMAT

1.1 OBJECTIVES:

To facilitate the enjoyment & recreational benefits of modified soccer in a relaxed social and fun atmosphere for all members of the community.

1.2 GOVERNANCE:

- 1.2.1 These rules shall cover the Senior Summer Soccer Competition (the "Competition") conducted by the Moss Vale Football Club Inc (MVFC) with the approval of the Highlands Soccer Association (HSA).
- 1.2.2 These competition rules and regulations are subject to alteration as required, by a simple majority vote of the Competition Committee.
- 1.2.3 Any matters not included in the rules and regulations must be referred to the Competition Committee, whose decision shall be final.
- 1.2.4 Moss Vale Football Club reserves the right to:
 - (a) refuse admission of a team into the Competition
 - (b) refuse admission of a player into the Competition
- 1.2.5 Moss Vale Football Club reserves the right to:
 - (a) suspend or disqualify a team from the Competition subject to the Competition Rules
 - (b) suspend or disqualify a player from the Competition subject to the Competition Rules

1.3 COMPETITION INFORMATION

- Venue: Church Rd - Moss Vale
- Fields: Up to eight (8) to be used
- Competition Day: Males – Monday; Female – Tuesday
- Match start times: 5.45pm, 6.30pm, 7.15pm, 8.00pm, 8:45pm
- Competition dates (subject to adjustment)

Competition Rounds

- 28th / 29th October to 16th / 17th December 2024
 - 8 matches prior to the Christmas break.
- 13th / 14th January to 3rd / 4th March 2024
 - 8 matches after the Christmas break. (Including finals)

Finals

- 24th / 25th February & 3rd / 4th March 2024: 2 weeks of finals

1.4 REGISTRATION FEES

	<u>REGISTRATION FEES</u> <u>2024/25</u> Prior to 20 th October 2024	<u>REGISTRATION FEES</u> <u>2024/25</u> From 21 st October 2024
Senior 18+	\$120	\$150
Youth 15-17	\$80	\$100

- 1.4.1 A Youth is defined as a player aged not less than 15 years and not more 17 years on 31 December 2024.
- 1.4.2 Juniors Accident Support levies do not include any income protection. The full adult (senior) insurance levy must be paid if junior players require the income protection cover offered in the Accident Support Program.

1.5 TEAM AND INDIVIDUAL REGISTRATION

- 1.5.1 The number of participating teams is limited and at the discretion of the Committee.
- 1.5.2 Registration of teams is on a “first come - first in” basis for teams that have completed a Team Registration Form and all nominated players have registered and are financial in “PlayFootball”.
- 1.5.3 Teams must register a minimum of eight (8) and a maximum of eleven (11) players.
- 1.5.4 Each team must nominate a designated contact who will be the primary point of contact for all team correspondence from MVFC.
- 1.5.5 Each team applying to play in the Competition must complete and submit a [Team Registration Form](#) to summer@mvsc.org.au
- 1.5.6 Submitting a registration form is a request for a place in the Competition. It does not guarantee a place in the Competition
- 1.5.7 Each individual player applying to play in a team in the Competition must register via the “PlayFootball”. system. The registration of a player is effective from the date the individual is made active by MVFC in “PlayFootball”.
- 1.5.8 Payment by credit card is required at the time of registration on “PlayFootball”. No person will be registered, nor will they be permitted to play, until their registration fees are paid in full.
- 1.5.9 In the event that a team's or player's registration application is unsuccessful, the payment submitted at the time of application will be refunded.
- 1.5.10 Each player must produce proof of identity and date of birth upon request from MVFC.
- 1.5.11 Only players aged not less than 15 years on 31st December 2024 are eligible to play in the Competition.
- 1.5.12 The last day for registering additional players or de-registering players whom have not taken the field of play at all is Monday 4th December 2024.
- 1.5.12 Only players 40 years old or over on 31st December 2024 are eligible to play in the Over 40 Competition

1.6 COMPETITION ORGANISATION

- 1.6.1 Any team found playing or to have played an unregistered or disqualified player will be deemed to have forfeited the match. In addition they will be penalised 2 points for each unregistered or disqualified player.
- 1.6.2 Following the closing date for team nominations, the committee shall determine suitable competitions for the season. No late entries will be permitted unless they can replace a bye in the draw.
- 1.6.3 Depending on the number of teams nominating in each division, the Competition Committee shall determine the number of rounds in each competition. Full rounds need not be played.
- 1.6.4 Where possible the Competition Committee will conduct competitions to best accommodate the number of teams nominated.
- 1.6.5 In the event of the withdrawal of any teams before the conclusion of the competition, all points previously allocated in matches in which they have taken part shall be deleted and the goals for and against adjusted accordingly.
- 1.6.6 Teams that withdraw from the competition will forfeit their player registration fees. Further penalties may be imposed at the discretion of the Competition Committee.
- 1.6.7 It is the responsibility of the each team playing on each field to visually check the goal posts are secure before the match.

1.7 GRADING AND REGRADING

- 1.7.1 The grading of participating teams is at the discretion of the Committee. When grading teams the Committee will consider the teams requested grade nominated on their Team Registration Form and the nominated players average playing standard. Teams returning from previous seasons of summer soccer will also have their application reviewed against past performance.
- 1.7.2 When the committee considers that the initial grading was inappropriate it will regrade teams to ensure that the competition becomes more even and that the fairest outcome is achieved for all players for the enjoyment of the game.
- 1.7.3 A regraded team will retain its points when it enters a new Division.

1.8 FIELD OF PLAY

- 1.8.1 The field of play will be approximately one third or one half of a full size soccer field.
- 1.8.2 Only goal posts supplied by Wingecarribee Shire Council will be used. The goal posts are approximately 2 metres high x 5 metres long.
- 1.8.3 A semi-circle of approximately 6 metres will be marked around the goals indicating the goalkeeper's area.
- 1.8.4 A halfway line, side lines, and a penalty spot at 7 metres from the goal line will also be marked.

1.9 BALL

- 1.9.1 Only supplied Mid Bounce size #4.5 match balls shall be used.
- 1.9.2 A ball will be provided at the start of each game

1.10 ATTIRE

- 1.10.1 Players footwear will be sandshoes, 'grasscat' type or moulded boot footwear only; **no screw in stud type boots will be permitted.**
- 1.10.2 Shin pads are compulsory, not only for personal protection but it is a compulsory insurance requirement. It is the player's responsibility to ensure that their shin pads appropriately cover their leg shins nominally between their ankle and knee. Any player without shin pads cannot take to the field.
- 1.10.3 All players in a team must have matching shirts.
- 1.10.4 Shirts numbers, although recommended, are not essential.

1.11 DURATION OF MATCHES

- 1.11.1 The duration of the game will be 20 minutes halves.
- 1.11.2 The half time break will be approximately 2 minutes long.
- 1.11.3 Games starting after the scheduled time may be shortened so that later scheduled games are not delayed.

1.12 BORROWING PLAYERS

- 1.12.1 Players cannot be borrowed to avoid a technical forfeit per Rule 2.2.4.
- 1.12.2 Teams can borrow up to two eligible players to make a total number of six players available to play the match (i.e. no substitutes permitted when a player or players are borrowed);
- 1.12.3 Lower grade players may play up into any grade;
- 1.12.4 Division-2 teams and lower graded teams can only borrow players from the next highest graded division players above their teams' grade, or the same graded division as their own team, or any lower graded team.

- 1.12.5 Borrowed players proper given names, the name of their team and the division in which they normally play must be printed in the nominated area on the team sheet before taking the field of play or if play has commenced, as soon as the referee stops play, at their discretion, so that the entry can be made.
- 1.12.6 Where a team has borrowed a player and, after the start of the match, additional team players arrive (ie arrive late) the borrowed player must be interchanged off the field at the earliest opportunity and can then take no further part in the game (even if another player is injured, leaving the team with less than a full team).

1.13 WET WEATHER

- 1.13.1 In the event of inclement weather conditions, a decision will not be made until it is clearly evident to the Competition Committee that conditions are unsuitable for play.
- 1.13.2 Wherever possible, team contacts will be advised as soon as possible when matches are cancelled via an email or mobile phone SMS text.
- 1.13.3 If team contacts have not received notification of cancellations due to weather conditions, then **assume all games will be played as scheduled**.
- 1.13.4 In the event of matches commencing and later games from the same division being washed out, the complete round for affected divisions will be declared null and void.

1.14 COMPETITION POINTS

- 14.1 Points will be awarded and deducted as follows:

Win	3 points
Draw	1 point
Loss	0 points
Bye	0 points
Win by forfeit	3 points (& 3 goals)
Team forfeit	-3 points (& -3 goals)
Fielding unregistered player	-3 points (& -3 goals) & -2 points per player
Failure to do duty requirements	-2 points
Contravening Rule 1.12	-2 point per player
- 14.2 The ranking of the team within the competition table will be determined as follows, in order of importance:
 - 1) Points, or if that be equal then by;
 - 2) The team with highest goal difference by deducting from the total number of goals scored by each team less the number of goals scored against that team, or if that be equal then by;
 - 3) The team with highest number of goals scored; or if that be equal then by;
 - 4) The results of previous matches between the teams during the competition, whereby the team with most wins of previous matches proceeds to finals. If there are equal wins, then the team with best goal difference from all previous matches between these teams proceeds to the finals.

1.15 TEAM SHEETS

- 1.15.1 Team sheets will be printed for each match.
- 1.15.2 Before the start of play the team manager will ensure:
 - (a) All team players are listed on the sheet and have signed next to their name.

- (b) All borrowed players complete the team sheet with their name, team, division and signature in the nominated area
- 1.15.3 Completed match team sheets are available for collection from the canteen area by the Referee only, just prior to the match kick-off time.
- 1.15.4 After the match, the Referee must finalise the team sheet by ensuring the correct team scores, goal scorers and Referee signature is written on the team sheet before then returning the team sheet to the canteen staff.
- 1.15.5 It is each team manager's responsibility to check the card to ensure the result of the game has been recorded correctly before the Referee returns the completed team sheet to the canteen.
- 1.15.6 Match team sheets not filled out correctly could result in loss of points or fine.
- 1.15.7 To claim a forfeit, the opposing team must fill in the team sheet appropriately

1.16 FINALS SERIES

- 1.16.1 At the completion of the competition round(s), the four (4) highest ranked teams by points in each division will play off for the right to be Division Champions. The order of play in the semi-finals shall be:
- (Team 1 v Team 4) & (Team 2 v Team 3)
- The winner of these matches advance to the Grand Final.
- 1.16.2 The Competition Committee reserves the right introduce preliminary finals and to alter the rules for semi-finals, and grand finals.
- 1.16.3 In the event of drawn matches in all finals matches, two equal halves of five (5) minutes extra time shall be played in all divisions unless a goal is scored in extra time by way of 'Golden Goal' i.e. the team scoring the first goal in extra time wins the match.
- 1.16.4 In the event of the match resulting in a draw after the first period of extra time has been played the following shall decide the winner:
- Then another five (5) minutes will be played each way with the goalkeepers leaving the field of play and the 'Golden Goal' rule applying. If after this period the match is still drawn then;
 - Three (3) penalty kicks per team taken alternately, if still equal after this, one (1) penalty kick per team shall be taken until one team gains a lead after an equal number of kicks. No player may be replaced after the end of extra time.

1.17 REFEREES

- 1.17.1 Official referees or team duty referees (as appointed) will control each game.
- 1.17.2 A representative from the duty team must be available to referee or assist the referee for all games as appointed. The duty team manager/contact MUST organise somebody from their team to referee or assist the referee for games as appointed. Failure of a duty team to provide a referee will result in a loss of TWO (2) competition points.
- 1.17.3 Assistant referees will be used where possible for finals matches.

1.18 PRIZE MONEY

- 1.18.1 Competition winners of each division will receive a cash prize of the following: 1st Division \$TBA, 2nd Division \$TBA and 3rd Division \$TBA.
- 1.18.2 Social competition winners from each division will receive \$TBA.
- 1.18.3 Runners up for each competition division will receive a cash prize of the following: 1st Division \$TBA, 2nd Division \$TBA and 3rd Division \$TBA.

1.18.4 Runners up for each social division will receive a cash prize of \$TBA.

1.19 INJURIES

1.19.1 In the event of an injury, the player or team contact shall complete an Incident Form available from the canteen.

1.20 PROTESTS / DISPUTES

1.20.1 A protest/dispute may be lodged on any matter relating to or arising out of the competition.

1.20.2 Protests may be lodged on the competition night on which they occur.

1.20.3 All protests/disputes will be heard by the Judiciary Committee whose decision on the matter shall be final.

1.20.4 A decision will be made on the night of protest whenever possible.

1.21 JUDICIARY

1.21.1 The MVFC Senior Summer Soccer Judiciary Committee may apply any penalty or sanction upon any player, person, team or team official for any matter arising from the MVFC Senior Summer Soccer Competition.

1.21.2 The Judiciary Committee consists of a minimum of any 2 members MVFC Senior Summer Soccer Competition Committee

1.21.3 Players sent from the field must report to the canteen within ten (10) minutes of the conclusion of the match from which they were sent from the field to advise that they will be making themselves available for the Judiciary Committee meeting.

1.21.4 Players whom do not report to the canteen as required or do not attend the Judiciary Committee meeting will be deemed to have approved for the matter to be heard 'in absentia'.

1.21.5 All send-off offences for abusing or acting violently towards a referee or other official; or striking another player; or violent conduct off the ball; or retaliating shall incur a **minimum six (6)** match suspension from all matches, with the suspension to be served in the team & grade that the offence was committed.

1.21.6 All other send-off offences shall incur a minimum one (1) match suspension in accordance with FIFA rules. This one (1) match minimum suspension cannot be appealed. The suspension to be served in the team & grade that the offence was committed.

1.21.7 Players whom have a history of committing sin bin offences and/or have been sent from the field of play during any previous MVFC Senior Summer Soccer competition match can expect to receive a suspension penalty greater than the minimum suspensions stated above.

1.21.8 The HSA Judiciary Committee may uphold, rescind or impose other sanction for any matter arising from the MVFC Senior Summer Soccer Competition. 1.21.9 Disciplinary statistics per team may be published.

PART 2: RULES OF THE GAME

2.1 GENERAL

2.1.1 The rules of the game are those of FIFA except as modified by the rules outlined in this document.

2.1.2 Where conflict arises between FIFA and MVFC Senior Summer Soccer Competition Rules, the latter will take precedence.

2.1.3 Any ambiguities shall be brought to the attention of the Committee for determination. The committees ruling will be final.

2.2 MATCH START

- 2.2.1 A referee will be appointed for each game.
- 2.2.2 The referee is the sole person in charge of the game will adjudicate on all matters for the duration of the match.
- 2.2.3 There will be a maximum of six (6) players per team including the goalkeeper on the field of play at any one time.
- 2.2.4 The minimum number of players allowed to commence a match is three (3) plus the goalkeeper. If four (4) players are not present within five (5) minutes of the advised kick off time, a forfeit will result. These 4 players must be registered with the team nominated to play.
- 2.2.5 Start of play will be the same as 11-a-side winter competition rules.
- 2.2.6 Ball in and out of play will be the same as 11-a-side winter competition rules.

2.3 HALF TIME

- 2.3.1 The match will stop for half time upon the whistle of the referee
- 2.3.2 The half time break will be approximately 2 minutes long.
- 2.3.3 The match will restart upon the whistle of the referee.

2.4 FULL TIME

- 2.4.1 The match will conclude upon the whistle of the referee.

2.5 SUBSTITUTIONS (INTERCHANGES)

- 2.5.1 There will be unlimited interchange and no suspension of play whilst this takes place.
- 2.5.2 Interchange requires the player to have left the field prior to the new player entering the field of play.
- 2.5.3 Interchange for both teams must occur on the same side line, within 5 metres of where the halfway line intersects the side line.
- 2.5.4 A change of goalkeeper is allowed at any time, but only after the acknowledgment by the referee.

2.6 OFF SIDE PLAY

- 2.6.1 There will be no offside rule applied in this competition.

2.7 METHOD OF SCORING

- 2.7.1 All goals must be scored from outside the goalkeeper's area or on the line of the goalkeeper's semi-circle area; excepting deflection by the goalkeeper inside the goalkeeper's area only.
- 2.7.2 Field players or opposing goalkeeper are not allowed inside the goalkeeper's semi-circle area.

2.8 MISCONDUCT

- 2.8.1 No slide tackles or tackling / playing the ball from the ground will be permitted within 10m of another player. Generally if a players hand/arm or knee/leg is touching the ground when the player also attempts to tackle or plays/controls the ball when they could reasonably have been challenged for the ball by another player; the player doing so will be considered to have committed a foul and a free kick will be awarded against them to the opposing team.
- 2.8.2 A sin bin facility will be used for foul play or misconduct. This will solely be used and timed at the discretion of the referee.

- 2.8.3 Minor misdemeanours will accrue a two (2) minute cooling off whereas a more serious offence will incur a five (5) minute penalty. All sin bin penalties will be quantified & recorded on the team sheet.
- 2.8.4 Players whom receive three (3) sin bin penalties in a match will be automatically suspended from playing in any match until they serve a one (1) match suspension in the grade & team in which they received the three (3) sin bin penalties.
- 2.8.5 Players accruing three (3) sin bin penalties during the competition &/or finals matches will be automatically suspended from playing in any match until they serve a one (1) match suspension in the grade & team in which they received the three (3) sin bin penalties.
- 2.8.6 Players sent to the sin bin or sent-off cannot be replaced. The sin bin is located behind the player's own goal line.
- 2.8.7 The referee has authority to send a player from the field if he/she believes the offence warrants such action. The referee is required to submit a send-off report on any player sent from the field of play in which they are officiating.
- 2.8.8 The MVFC Senior Summer Soccer Judiciary Committee will hold a meeting to deal with any send-off's on the very same evening of the send-off offence. The referee's send-off report must be submitted and the player must make themselves available to the meeting at a time convenient to the MVFC Senior Summer Soccer Judiciary Committee. See Part 1.21 - Judiciary.

2.9 TIME WASTING

- 2.9.1 Deliberate time wasting will result in an indirect free kick being awarded against the offending team.
- 2.9.2 All free kicks, corner kicks and throw-ins are to be taken within five (5) seconds of placement of the ball/control of the ball. Deliberate time wasting whilst placing the ball will result in an infringement as if the ball was actually placed and 5 seconds elapsed.
- 2.9.3 If the time limit of five (5) seconds is exceeded, the match referee can award a free kick or throw-in to the opposition. In the case of time limit being exceeded for the taking of a corner kick, the opposition will be awarded a goal kick. In the case of a goalkeeper exceeding the time limit to take a goal kick, a corner kick will be awarded to the opposing team.

2.10 GOALKEEPER AND THE GOAL AREA

- 2.10.1 The goalkeepers are permitted to roam anywhere on the field but can only use their hands or arms to control the ball when inside their own 6 metre semi-circle area. All other players are prohibited from entering the marked goalkeeper area.
- 2.10.2 The ball remains 'in play' for both the goalkeeper to use their hands and field players if the ball is on the marked goalkeepers semi-circle; i.e. the ball has not wholly crossed over the marked semi-circle line.
- 2.10.3 If in the opinion of the referee any defending team player enters inside the marked semicircle area to play the ball, a penalty kick will be awarded to the attacking team - refer Rule 2.12: Penalty Kicks.
- 2.10.4 If in the opinion of the referee any attacking team player enters inside the marked semicircle area to play the ball, a goal kick will be awarded to the defending team.

- 2.10.5 In the circumstance of extra time, where both goalkeepers have left the field of play and a player(s) from the defending team enters inside the goalkeepers semi-circle area and plays the ball, then;
- 2.10.6 The offending player(s) will also be sent from the field for the remainder of the match & a penalty kick will be awarded to the attacking team - refer Rule 2.12: Penalty Kicks.
- 2.10.7 In the event of a penalty kick being taken, one of the remaining defending field players may take position as goalkeeper inside the goalkeepers marked semi-circle for the penalty kick only.

2.11 FREE KICKS

- 2.11.1 All free kicks will be indirect free kicks (except penalties per Rule 2.10: Goalkeeper and the Goal Area or penalty kicks to determine a final after extra time). Opponents cannot encroach closer than two (2) metres to the ball & player taking the free kick.

2.12 PENALTY KICKS

- 2.12.1 Penalty kicks will only be awarded in circumstances previously described in Rule 2.10: Goalkeeper and the Goal Area
- 2.12.2 A penalty spot will be marked approximately one (1) metre from the top of the goalkeeper's area. [ie seven (7) metres from the goal line].
- 2.12.3 When a penalty kick is taken, all players, apart from the goalkeeper must remain behind the ball.
- 2.12.4 The player taking the penalty kick can take a maximum of one (1) step before kicking the ball.
- 2.12.5 Opponents cannot encroach closer than two (2) metres to the ball & player taking the penalty kick.

2.13 KICK INS – No longer a throw in

- 2.13.1 Kick-ins have replaced throw-ins and have to be taken within five (5) seconds of control of the ball.
- 2.13.2 The ball must be on the line and stationary prior to being kicked in.
- 2.12.3 Kick-ins are taken with one step prior to the kick-in. This is NOT a free kick from the line
- 2.13.4 Opponents cannot encroach closer than 2 metres to the ball & player taking the kick-in.

2.14 GOAL KICKS

- 2.14.1 Goal kicks are to be taken by the goalkeeper only and can be taken anywhere within the goalkeepers semi-circle area. In the circumstance of extra time, where both goalkeepers have left the field of play and a goal kick is required to be taken, one of the remaining defending field players may take position as goalkeeper inside the goalkeepers marked semi-circle for the goal kick only.
- 2.14.2 Goal kicks out of the goalkeepers hands or off the ground or the goalkeeper throwing the ball by hand, all from within the goalkeepers semi-circle must be done so within five (5) seconds of placement or control of the ball, and must not travel further than the halfway line on the full. If the ball does travel over the half way line on the full, a free kick will be awarded to the opposing side at the halfway line where the ball passed.
- 2.14.3 Note: The "No Back Pass" rule applies in this competition; i.e. a goalkeeper cannot pick up with their hands, a ball intentionally passed back to them by their own team mate.

2.14.4 Infringement of this rule will result in a corner kick to the opposing team.

2.15 CORNER KICKS

2.15.1 Corner kicks to be taken at the goal end where the side line meets with the end of the backline. This kick is to be taken within five (5) seconds of placement of the ball.