



## Tea Tree Gully Soccer Club Summer 7's Tournament Rules and structure

### Game play rules

Players must be registered with a team prior to playing in the tournament. Players can only play for the team that they are registered with. If both teams are in agreement before play commences an unregistered player may take the field. If an unregistered player plays without authorisation from the two playing teams points and goals will be deducted from the team concerned and the opposing team will be awarded their own goals and the points for the win.

Normal rules of soccer except:

No offsides, shoot from anywhere, corners played.

Goalies can only throw the ball, they cannot leave the penalty area to act as a fullback.

All free kicks opposition players must be 5 m back from the ball.

No players inside goal area: defenders - penalty, strikers - free kick, goal keeper leaving area - penalty.

Penalties taken from edge of the arc (goal area).

- a) when starting each half, kick off will be from the half-way mark,
- b) any time a goal is scored goalkeepers to restart play by throwing the ball.

Pass backs to goalie are permitted but they cannot handle the ball.

Any infringement will be a direct free kick.

When the ball goes out of play, the opposing team kicks in from where the ball went out.

No goal kicks, goalies to throw the ball into play.

A goal cannot be scored directly from a sideline kick unless it deflects from a player. A goal can be scored directly from a corner.

Boots with moulded studs only. Touch football trainers are acceptable. Officials will check footwear before every game

Shin pads must be worn; this is not negotiable. Players will be asked to leave the field if they are found not to be wearing shin pads

**TEAM KITS** All field players in a team must wear the same coloured shirt as declared in the Team Registration Form.

Bibs will be available both for the goalkeeper if they don't have a different shirt colour and for the team if both kits clash.



Shirts do not need to be numbered.

**Abuse of referees will not be tolerated, we are all volunteers.** Referee's decision will be final in all aspects of the rules.

Points: Win - 3, Draw - 1 Loss- 0

If a team is going to forfeit, they must notify the competition supervisor at least 4 hours prior to the game, so non-forfeiting team can be notified. The forfeiting team will lose an additional 3 points if supervisor is not notified in a reasonable time.

If a complete round is not played due to poor weather, all teams will be credited with 1 point and 0-0 score.

#### Team Withdrawal

If a team withdraws from a competition, all previous games played against this team will be nullified (win, lose or draw).

#### **Foul play will not be tolerated.**

Normal rules for fouls and misconduct ie yellow/red cards will apply. These may be extended to include:

a) Loss of points

b) Stand down of players

c) Suspension of those players involved

d) Suspension of the team

E) Any player who accumulates three 3 yellow cards in the tournament will receive a 1 game suspension.

F) Any player receiving a red card cannot be substituted in the game and that player will receive an appropriate suspension as determined by the organizing Committee.

Exceptional misconduct ie abuse a referee or match official, will be notified to the organizing committee and any players concerned will stand down one playing night. All penalties served within the tournament except for exceptional misconduct.

The organizing committee will adjudicate on the night if any problems arise and reserve the right to remove players and/or teams from the competition if required.

#### **Finals series**

Final series for each league and age group will be structured once team numbers in each respective competition is known. These will be communicated by week 3 of the competition to every league competing emphasis will be placed on all teams competing maximum amount of games possible.



If teams are equal on competition points at the end of the last round, the finals placing shall be decided by the following order:

The team with the better goal difference (i.e. more goals for – less goals against) shall succeed. If teams are still equal, the team with the most goals scored. If teams are still equal, the win-loss result in the game/s between the teams. If still equal, a toss of the coin will decide the higher placed team.

If a final ends in a draw, after normal time, the result will be determined by penalty shootout. There will be no extra time played in the finals.

To be eligible to play in a Major Final a player must have played at least 3 previous games for that team or seek approval from the Tournament Manager.

### **Game length**

Junior competitions each half will be 12 minutes with a 1-minute break at half time.

Senior competitions each half will be 20 minutes with a 1-minute break at half time.

There is no time off for injury or other stoppages except at the discretion of the referee. Games will start and stop by the referee's whistle. Any lost time will be deducted from the playing time

The competition is organised by the Tea Tree Gully City Soccer Club

Results and points tables will be available on the facebook page ([www.facebook.com/ttgsoccer](http://www.facebook.com/ttgsoccer))

All further enquiries should be via email to [sevenaside@ttgsoccer.com.au](mailto:sevenaside@ttgsoccer.com.au)