

TilligerryFC Summer 6s

All competitions are social competitions.

Competition Grades, day and time:

Tuesday: U9-12, AAWomen and AAMen

Thursday: U13-15 and AAMixed

Competition rules (Reference: Laws of the Game 2015/2016 – FIFA)

1. All competitions are 6 vs 6, with maximum 10 registered players per team.
2. AAMixed must have 3 male and 3 female players on the field at all times. Either gender is allowed in goals.
3. Players can be nominated in multiple competitions. Only one individual registration applies, but they must pay team fees for both teams.
4. Players cannot be registered for two different teams in the same category (ie two AAMen teams) for the competition, including Finals. However, under exceptional circumstances, such as heavy injury tolls, Tilligerry 6AS committee can approve players to swap teams. It will be determined on a case by case basis.
5. Late registration (after competition has commenced) will only be accepted by the end of round three. All registration and fees must be paid prior to taking the field.
6. Your team must be in matching coloured shirts. The second team (away team) on the draw must wear bibs, provided by the NNSW Football, for promotion purposes.
7. Each match game will be played with the branded footballs, provided by NNSW Football, for promotion purposes.
8. Shin pads are mandatory and must be fully covered by socks at all times. No jewellery and no screw-in stud boots are allowed.
9. All matches are 20 minutes a half, with a brief half- time interval to switch sides.
10. Unlimited substitutions are allowed. All substitutions are to be made at the half way line.
11. A team must have at least 5 registered players from their respective team to play, otherwise it is an automatic 3-0 forfeit to the opposition.

12. If a team has less than 5 players, they can borrow player/s that are registered with the Tilligerry Summer 6s' to play. But the game will NOT be counted as competition game – refer to rule 11.
13. Kick offs will be taken from halfway (goals cannot be scored from kick off).
14. No offside, no slide tackle, no deliberate contact.
15. Throw ins are to be from a stationary position (no run ups)
16. All free kicks are indirect.
17. Only the goal keeper is allowed in the Goal Area. Any player who enters the goal area seeking to gain an advantage shall be penalised. A penalty kick will be awarded to the non-offending team.
18. A player who enters the goal area either accidentally or through his/her momentum will NOT be penalised, as long as that player has made a valid attempt to avoid violating this rule.
19. Goals can only be scored from outside the goal area.
20. Goalkeepers are allowed outside of the goal area.
21. Goalkeepers can pass the ball out with their feet or throw it out with their hands. Once the ball is released, he/she cannot touch the ball a second time without the ball having been played by another player.
22. Goalkeepers cannot pick up the ball if it was passed to them by a team mate.
23. Goalkeepers cannot kick the ball out of their hands.
24. Goalkeepers cannot throw the ball past half way on the full. It must land in its own half before it bounces over to the opposition half.
25. From a restart after the ball goes dead, goalkeepers or players cannot kick (from inside the D or the dead ball line) the ball past half way on the full. It must land in its own half before it bounces over to the opposition half.
26. Goalkeepers must release the ball within 10 seconds.
27. In the event of a penalty being awarded, all penalty takers can only take two steps before striking the ball.
28. Team Captains are responsible for the conduct of all players in their team.
29. Games will be refereed by allocated players from another team. The referee roster will be available once the draws are available.
30. Referee's decisions are final. All players and fans must not abuse the referees at any point.
31. Serious foul play and gross misconduct will result in yellow cards and red cards being issued.

32. The sin bin may also be used by the referees and players may be sent off for 3 minutes for any foul offences. The player in the sin bin is to remain off the field until the referee allows him/her back on. If the player returns to the field without permission, a yellow card will be issued and the 3 minute sin bin will start again. Players in the sin bin cannot be substituted.
33. The referee is to take the name of any players who receive a red card. A red card will result in being immediately sent off and suspension for the following game.
34. Players with dual nominations, who receive a red card, will only be suspended for the category he/she received a red card for. (If you received a red card during an AAMen match, the suspension will be for your next AAMen match – this includes semi-finals and grand finals).
35. There will be no postponement of any games. If teams cannot play, it will result in a 3-0 forfeit win to the opposition.
36. Match points are awarded as 3 points for a win, 1 point for a draw and zero point for a loss.
37. All disputes must be in writing and emailed to 6aside@tilligerryfc.com.au
38. All disputes shall be investigated by the 6-a-side committee to resolve the issue. If the issue remains unresolved, it will then be referred to the Tilligerry FC committee.
39. The 6-a-side committee will provide all of the information, including ladders, results, draws etc. The normal method of communication is via Tilligerry FC webpage and/or Tilligerry 6-a-side Facebook page.
40. A copy of the rules can be found in the soccer shed, on the Tilligerry FC webpage and Tilligerry 6-a-side Facebook page. All teams are expected to make themselves aware of the rules and abide by them. Ignorance of the rules is not an excuse for infringements.
41. Any player who is obviously affected by alcohol or drugs will not be permitted to take part in any match.

Finals

1. The normal competition rules apply.
2. Finals will be played at the end of the regular competitions, by the teams that qualify for the finals.
3. Finals format will be Semi-Final #1: 1st versus 4th; Semi-Final #2 2nd versus 3rd.
4. Grand Final: Winner of Semi-Final #1 versus Winner of Semi-Final #2.
5. During the finals, in the event of a draw at the end of normal time, 5 minutes each way of golden goal is to be played. At the beginning of golden goal, a coin toss is taken with the winner deciding to either kick off or run in a certain direction. Any goal scored during golden goal immediately decides the game.
6. If scores are still tied at the end of golden goal period, a penalty shootout (5 players) is to take place. All players on the field must remain on. Substitutes must not enter the field. A coin toss is taken with the winner deciding whether to kick first or not. All players apart from the goalkeeper and player taking the penalty are to stand on the halfway line. Penalties are to be taken as per competition rule #27.
7. If scores are still tied after the 5 player's penalty shootout, a sudden death penalty shootout will take place, by the players who haven't taken part in the penalty shootout up until that point, until a winner is declared.
8. If there are 6 or 8 teams in the competitions, there may be a separate finals series with 5th versus 8th; 6th versus 7th, or 5th versus 6th etc, for some fun.