



FootballSSG Playing Rules

Version 25.01.2

(Updated January 2025 – Most current version available at www.footballssg.com)

*Any items marked in red text are currently under review.
Participants should regularly check the FootballSSG web site to ensure they are
in possession of the most current version of these rules.*

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Summary of some important rules.

Under absolutely no circumstances shall a person who has not been registered in the FootballSSG competition (which includes paying all registration fees) be permitted to play. Penalties will apply for any team found to have played an unregistered person.

A match record sheet must be completed before the commencement of a match. Teams must have a minimum of four players present for the match to commence.

During matches, all players including goalkeepers must wear the complete supplied team uniform including shirt, shorts and socks. Fouls will be given to players not wearing the complete uniform.

Substitutes must be made adjacent to the halfway line on the side of the field as instructed by the referee or other officials and may be interchanged an unlimited number of times. Substitutes of field players are permitted at any time. No stoppage in play is required and the referee does not need to be advised. The player substituting off the field must leave the field of play before the player substituting on can enter the field of play. If the referee observes too many players on the field at any time, a foul/s will be called and yellow card/s issued.

Substitutes of goalkeepers is only permitted at half time, except in the case of injury or the like.

FootballSSG's small sided matches are a non-contact sport. Rough challenges will attract free kicks or worse (yellow/red cards, suspensions, etc).

- Tackling from behind a player in possession is not permitted and will result in a yellow card.
- Slide tackling is not permitted and will result in a yellow card.
- Unnecessary body contact is not permitted and continual unnecessary body contact will result in a yellow card.

Two yellow cards for a player in a match is equivalent to a red card and the player will take no further part in the match.

If a red card is given to a player, that player must immediately leave the playing area and will take no further part in the match. Failure to do so will result in additional penalties for the player. For the following five minutes, the red-carded player's team will play with one less player after which time, as instructed by the referee, one of the penalised team's substitutes may enter the field to return the team to full strength.

There is no off-side.

Free kicks outside the penalty shall be indirect. Free kicks inside the penalty area shall be penalties (direct) free kicks. All free kicks count towards a team's accumulated fouls. When the accumulated fouls reach 5 in a half, each subsequent foul results in a penalty (direct) free kick.

The ball is in play unless it completely crosses the line – spectators should stand well back from the line.

Throws-ins do not exist. When the ball exits the playing field over the sideline it shall be kicked-in from the point where it crossed the line. The kicker-in must keep a part of both feet outside the field of play while taking the kick-in. The ball must be placed on the line and must be stationary when kicked-in.

Placed goal-kicks do not exist. When the ball exits the playing field over the goal line (normally a goal kick in the full-sized game) the goalkeeper must throw the ball in to play, but the ball cannot travel over the half way line on the full (it must touch the ground or another player before going over half way). Any breach of this rule will result in an indirect free kick to be taken from the half way line. If the goalkeeper gains possession of the ball during open play there are no restrictions on what they may do.

Excluding direct penalty kicks, a goal cannot be scored, directly, from any restart of play (kick off, kick in, corner kick, goal throw in), rather play should be restarted by passing the ball to a teammate. For a goal to be scored from a restart of play, in the opinion of the referee two attacking team members must have meaningfully worked together and both had full control of the ball.

The goalkeeper can NEVER control the ball with their hands if it has been played to them by any of their team, if they do it will be deemed "hand ball" and a direct free kick (penalty) awarded to the opposition.

The goalkeeper can NEVER score a goal from within their own penalty area, goalkeepers should always attempt to pass the ball to a teammate.

1. GOVERNANCE

- 1.1. The Football**SSG** Small Sided Football Competition ("the Competition") is operated by the Round Ball Enterprises Pty Ltd trading as Football**SSG** ("Football**SSG**").
- 1.2. The Competition will be played under FIFA Laws of the Game and the Football**SSG** Playing Rules. If there is a conflict between the FIFA Laws of the Game and the Football**SSG** Playing Rules the Football**SSG** Playing Rules will take precedence over the FIFA Laws of the Game.
- 1.3. Football**SSG** reserves the right to
 - 1.3.1. refuse the registration application of a team and/or a player into the Competition and
 - 1.3.2. to cancel the registration of a player and/or a team in the Competition subject to the Football**SSG** Playing Rules.
- 1.4. Football**SSG** reserves the right to
 - 1.4.1. suspend or disqualify a team from the Competition subject to the Football**SSG** Playing Rules and
 - 1.4.2. suspend or disqualify a player from the Competition subject to the Football**SSG** Playing Rules.
- 1.5. Football**SSG** reserves the right to amend and alter the Football**SSG** Playing Rules as may be determined necessary by Football**SSG** from time to time. If any amendment is made during the Competition, Football**SSG** will advise all teams of the amendments.

2. REGISTRATION & COSTS

- 2.1. All information and forms relating to registrations are available at www.footballssg.com
- 2.2. Each individual player applying to play in the Competition must submit a player registration application form via www.footballssg.com. Full payment of the registration fees must be made at the time of submitting the application, unpaid applications will not be accepted.
- 2.3. Submitting a registration application form is a request for a place in the Competition, it does not guarantee a place in the Competition.
- 2.4. Individuals wishing to register as a team should following the instructions on the registration application form and should note:
 - 2.4.1. for any age group that plays six-a-side a minimum of eight players is required to be a complete team, Football**SSG** recommends nine players is the ideal number.
 - 2.4.2. for any age group that plays five-a-side a minimum of seven players is required to be a complete team, Football**SSG** recommends eight players is the ideal number.
 - 2.4.3. Football**SSG** recommends not more than ten players may be registered in any team and
 - 2.4.4. where a team has less than the required minimum number of players registered by a date/time nominated and communicated to them prior to the commencement of the Competition, Football**SSG** may place individual players into that team to make its player numbers viable. In the event that Football**SSG** places one or more individual players into a team to make it viable, those individuals will not be removed from the team to make way for late-registering friends of the original group of players.
- 2.5. In the event that an applicant's registration application is unsuccessful, the payment submitted at the time of application will be refunded.
- 2.6. Players registration fees are as listed on the player registration form at www.footballssg.com and include player insurances as described at www.footballssg.com/faq.html and the playing uniforms (shirts, shorts and socks) that the players retain ownership of after the Competition.
- 2.7. By applying to register for the Competition
 - 2.7.1. the applicant acknowledges and agrees to all notices and statements as presented on the registration application form they have submitted,
 - 2.7.2. the applicant agrees to abide by and be governed by the Football**SSG** Playing Rules, and
 - 2.7.3. the applicant agrees that cancellation of the player's application or registration may, at Football**SSG**'s absolute discretion, result in the forfeiture of the player's entire registration fee and at minimum 70% of the player's registration fee.
- 2.8. By applying to register for the Competition and playing in the Competition

- 2.8.1. a player irrevocably agrees to hold FootballSSG and its officers, employees and agents, harmless and releases and indemnifies and keeps released and indemnified from and against all actions, suits, claims, demands, costs, charges and expenses in respect of any loss, damage, accident or injury of whatsoever nature or kind and howsoever sustained or occasioned and whether to property or persons, and
- 2.8.2. a player irrevocably agrees that any claim for any loss, injury or damage will be a matter determined between the player and the relevant insurance company, and
- 2.8.3. a player grants FootballSSG, its officers, members and servants the right to obtain medical care for the player from any qualified person should the need arise in a case when the player (or the player's legal guardian(s)) is not immediately able or available to grant authorisation, and
- 2.8.4. in such a case as described in section 2.8.3 the player agrees to pay all medical expenses involved, including ambulance expenses if incurred.
- 2.9. Unregistered Players
 - 2.9.1. Every players must be registered. Under no circumstances will an unregistered person be permitted to play.
 - 2.9.2. Any team found playing or to have played an unregistered or disqualified person will, on the first such occasion, be:
 - 2.9.2.1. deemed to have forfeited the match and all match points will be awarded to the opposition and
 - 2.9.2.2. fined \$100 and deducted at least one half of all competition points then accrued.
 - 2.9.3. Any team found playing or to have played an unregistered or disqualified person on greater than one occasion may, at the absolute discretion of FootballSSG, be expelled from the Competition. Greater than one occasion can be either:
 - 2.9.3.1. a single unregistered person playing in multiple matches or
 - 2.9.3.2. more than one unregistered person playing in a single match.

3. TEAM AND PLAYER REQUIREMENTS AND RESTRICTIONS

- 3.1. Players are requested to attend the field with a positive attitude and the intention of having fun and helping all players (the team they're a part of as well as all other teams) to have fun.
- 3.2. Players are required to hold and conduct themselves with good sportsmanship, fairness and respect for all players, all referees and other FootballSSG officials and all other spectators.
- 3.3. Players are not permitted to direct negative, disparaging, derogatory or inflammatory gestures or words to the referee, to other FootballSSG officials or to the players or spectators associated with other teams.
- 3.4. When submitting their registration application, each player (or player's parent) agreed not only to respect other players, referees, officials and spectators, but also to act to address any disrespectful language or behaviour made by anyone associated with their team. Any poor behaviour, attitude or language displayed by a player will have repercussions for the player and, potentially, for their team.
- 3.5. Teams must have a designated manager who will be the primary point of contact for all team correspondence from FootballSSG. For children's teams (Under 6 to Under 17, inclusive), this person must be a parent or close relative of a player in the team.
- 3.6. Children's teams (Under 6 through Under 17, inclusive) must have at least two player's parents (in addition to the team manager) in attendance and standing near to the sideline adjacent to the location where substitutes are made.
- 3.7. Teams playing in any age group that plays six-a-side require a minimum of eight – refer section 2.4. Teams playing in any age group that plays five-a-side require a minimum of seven – refer section 2.4.
- 3.8. Age groups play either six-a-side or five-a-side as follows:

Under 6 Mixed competitions	Six-a-side
Under 6/7 Girl's competitions	Six-a-side
Under 7 Mixed competitions	Six-a-side
Under 8 Mixed competitions	Six-a-side
Under 8/9 Girl's competitions	Six-a-side
Under 9 Mixed competitions	Six-a-side
Under 10 Girl's competitions	Six-a-side
Under 10 Boy's competitions	Six-a-side

Under 12 Girl's competitions	Six-a-side
Under 12 Boy's competitions	Six-a-side
Under 14 Girl's competitions	Six-a-side
Under 14 Boy's competitions	Five-a-side
Under 17 Girl's competitions	Five-a-side
Under 17 Boy's competitions	Five-a-side
Under 20 Ladies' competitions	Five-a-side
Under 20 Men's competitions	Five-a-side
All Age Ladies' competitions	Five-a-side
All Age Men's competitions	Five-a-side
All Age Mixed competitions	Five-a-side
Over 35 Ladies' competitions	Six-a-side
Over 35 Men's competitions	Five-a-side

3.8.1. Six-a-side means one goalkeeper plus five outfield players.

3.8.2. Five-a-side means one goalkeeper plus four outfield players.

3.9. As appropriate and determined in part by the number of teams applying to play in a particular age group, FootballSSG will grade teams with the intent being to achieve a fair competition with teams capabilities as evenly matched as possible.

3.10. The following restrictions apply:

3.10.1. Under 6 Mixed competitions can include any combination of male and female players aged not less than 5 years and not greater than 6 years on 31st December in the year that the Competition is held.

3.10.2. Under 6/7 Girl's competitions can include any combination of only female players aged not less than 5 years and not greater than 7 years on 31st December in the year that the Competition is held.

3.10.3. Under 7 Mixed competitions can include any combination of male and female players aged not less than 5 years and not greater than 7 years on 31st December in the year that the Competition is held.

3.10.4. Under 8 Mixed competitions can include any combination of male and female players aged not less than 6 years and not greater than 8 years on 31st December in the year that the Competition is held.

3.10.5. Under 8/9 Girl's competitions can include any combination of only female players aged not less than 7 years and not greater than 9 years on 31st December in the year that the Competition is held.

3.10.6. Under 9 Mixed competitions can include any combination of male and female players aged not less than 7 years and not greater than 9 years on 31st December in the year that the Competition is held.

3.10.7. Under 10 Boy's competitions (refer section 3.6) can include only male players aged not less than 8 years and not greater than 10 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.

3.10.8. Under 10 Girl's competitions can include only female players aged not less than 8 years and not greater than 10 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.

3.10.9. Under 12 Boy's competitions (refer section 3.6) can include only male players aged not less than 10 years and not greater than 12 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.

3.10.10. Under 12 Girl's competitions can include only female players aged not less than 10 years and not greater than 12 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.

3.10.11. Under 14 Boy's competitions (refer section 3.6) can include only male players aged not less than 12 years and not greater than 14 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.

3.10.12. Under 14 Girl's competitions can include only female players aged not less than 12 years and not greater than 14 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.

3.10.13. Under 17 Boy's competitions (refer section 3.6) can include only male players aged not less than 14 years and not greater than 17 years on 31st December

- in the year that the Competition is held and can include not more than 2 representative players in a team.
- 3.10.14. Under 17 Girl's competitions can include only female players aged not less than 14 years and not greater than 17 years on 31st December in the year that the Competition is held and can include not more than 2 representative players in a team.
 - 3.10.15. Under 20 Men's competitions can include only male players aged not less than 16 years and not greater than 20 years on 31st December in the year that the Competition is held and can include not more than two representative players or MWFA (or similar) Premier League players in a team.
 - 3.10.16. Under 20 Ladies' competitions can include only female players aged not less than 16 years and not greater than 20 years on 31st December in the year that the Competition is held and can include not more than two representative players or MWFA (or similar) Premier League players in a team.
 - 3.10.17. All Age Men's competitions can include only male players aged not less than 17 years and not greater than 40 years on 31st December in the year that the Competition is held and can include not more than two representative players or MWFA (or similar) Premier League players in a team.
 - 3.10.18. All Age Ladies' competitions can include only female players aged not less than 17 years and not greater than 40 years on 31st December in the year that the Competition is held and can include not more than two representative players or MWFA (or similar) Premier League players in a team.
 - 3.10.19. All Age Mixed Competitions can include only players aged not less than 17 years and not greater than 40 years on 31st December in the year that the Competition is held, can include not more than two representative players or MWFA (or similar) Premier League players and must include at least three female players in a team. Females playing in All Age Mixed Competitions are not permitted to play in the goalkeeper position.
 - 3.10.20. Over 35 Men's Competitions can include only male players aged not less than 35 years on 1st January in the year that the Competition is held, cannot include any representative players and cannot include any MWFA (or similar) Premier League players in a team.
 - 3.10.21. Over 35 Ladies' Competitions can include only female players aged not less than 35 years on 1st January in the year that the Competition is held, cannot include any representative players and cannot include any MWFA (or similar) Premier League players in a team.
 - 3.11. Girls can seek permission from FootballSSG to be permitted to play in Boy's Under 10, Under 12, Under 14 or Under 17 competitions, which permission will be granted only once FootballSSG receives written advice from the girl's parents noting that she and they understand that she is playing in an almost exclusively boys-only competition and that she is unlikely to play with or against any other girls. Where permission is granted, it will be done so with the advice that girls who choose to play in Boy's competitions are not permitted to play in the goalkeeper position.
 - 3.12. For the purposes of section 3.5
 - 3.12.1. a representative player is a player who was last registered in a team competing in a Football NSW (or equivalent) operated state-based competition, such as Metropolitan Rep League, NSW Youth League, NSW Super Youth League, NSW Premier Youth League, Conference League, NSW Super League and NSW Premier League unless that player was last registered greater than 12 months prior to 1st January in the year that the Competition is held.
 - 3.12.2. MWFA means Manly Warringah Football Association and "or similar" means any football association that is equivalent to the MWFA (for example: Ku-Ring-Gai Districts Football Association, Eastern Suburbs Football Association and Gladesville Hornsby Football Association).
 - 3.12.3. A Premier League player is a player who was last registered in a team competing in the highest level of Open Age competition in their local football association unless that player was last registered greater than 12 months prior to 1st January in the year that the Competition is held.

4. PLAYERS' EQUIPMENT

- 4.1. FootballSSG provides each registered play a full outfield playing uniform of matching shirts, shorts and socks. Additionally, FootballSSG provides one long sleeve goalkeeper's shirt for each team. All players are required to wear the provided complete playing

- uniform (the goalkeeper shirt is to be worn on top of or in replacement of the outfield shirt) for all matches.
- 4.2. FootballSSG does not provide football boots or shin guards, nor goalkeeper gloves.
- 4.3. All outfield players (ie all players other than the goalkeeper) must wear:
 - 4.3.1. Approved shin guards and
 - 4.3.2. The supplied playing uniform including shirt, shorts and socks and
 - 4.3.3. The socks must be worn on top of and completely covering the shin guards in order to hold the shin guards properly in place.
- 4.4. All goalkeepers must wear:
 - 4.4.1. Approved shin guards and
 - 4.4.2. The supplied playing uniform including long sleeve goalkeeper's shirt, shorts and socks and
 - 4.4.3. The socks must be worn on top of and completely covering the shin guards in order to hold the shin guards properly in place.
- 4.5. All players (outfield and goalkeepers) must wear:
 - 4.5.1. Appropriate footwear – football boots are strongly recommended over runners/trainers (moulded plastic studded football boots are appropriate however screw in studded boots are not permitted).
- 4.6. An accumulated team foul (refer to section 11.3) will be given at the start of each half of play for each player who is not wearing the complete supplied playing uniform including shirt, shorts and socks.

5. BORROWING PLAYERS

- 5.1. Teams may borrow players from other teams, subject to the following restrictions:
 - 5.1.1. Borrowed players names must be written on the Match Record Sheet.
 - 5.1.2. Only registered players can be borrowed. Under absolutely no circumstances shall a person who is not registered in the Competition (which includes paying all registration fees) be permitted to play and
 - 5.1.3. The borrowed player must meet all the Team and Player Requirements and Restrictions as described in section 3, and
 - 5.1.4. The borrowed player must wear their own team's playing uniform. If there is a clash between that uniform and the colours worn by the opposition, the borrowed player should make the referee aware of the clash prior to the commencement of the match and seek the referee's permission to wear any other shirt during the match.
- 5.2. For all matches other than a Final (ie a "grand final" played in the last week of the Competition), teams may borrow a maximum of four players, noting that the maximum number of players that are permitted to play in any match is ten.
- 5.3. Where a match is a Final, teams may borrow a maximum of two players but can only borrow sufficient players to bring their total number of players for that match to be a full team without substitutes. If a team borrows players in a Final they are not permitted to have any substitutes for the entire match.
- 5.4. Where a team has borrowed a player in a Final and, after the start of the match, additional players of that team arrive to play (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 match.

6. MATCH DAYS AND TIMES

- 6.1. All matches are to be played at the venues and times as listed on FootballSSG's web site www.footballssg.com
- 6.2. Matches are of two halves of up to eighteen minutes each.
- 6.3. Timetables of matches will be provided to each team and will be available via FootballSSG's website at www.footballssg.com
- 6.4. Matches may start up to five minutes later than stated in the timetable by agreement between the two team's managers.
- 6.5. Matches must finish on time.
- 6.6. There is two minutes allocated for a half time break.
- 6.7. FootballSSG will provide an official timekeeper who shall signal by siren, horn or any other appropriate method, the start of each match, half-time, the start of the second half of the match and full-time.
- 6.8. No time will be added on for injuries etc.
- 6.9. Players should be on the field of play ready to commence the match at the time the official timekeeper signals the start of play.

- 6.10. Subject to section 6.4, a team will forfeit the match if they have less than four players at the start of the match.
- 6.11. In the case of very warm weather, the following alterations may be made:
 - 6.11.1. If, according to the Bureau of Meteorology's ("BOM"), the temperature is higher than 34 degrees, matches will not proceed.
 - 6.11.2. If, according to the BOM, the temperature is between 30 and 34 degree, matches will be played as shorter "thirds" instead of the normal "halves" as described in section 6.12.
 - 6.11.3. If, according to the BOM, the temperature is lower than 30 degrees, matches will proceed as normal.
- 6.12. In the case of playing "thirds", the following applies:
 - 6.12.1. The match will commence at the scheduled time with the Home team kicking off the first "third",
 - 6.12.2. The first "third" will play for eleven minutes after which time there will be a two minute break,
 - 6.12.3. The match will then recommence with the Away team kicking off the second "third",
 - 6.12.4. The second "third" will play for eleven minutes after which time there will be a two minute break,
 - 6.12.5. The match will then recommence with the Home team kicking off the final "third",
 - 6.12.6. The final "third" will play for eleven minutes after which time the match will be finished.

7. **MANAGER REQUIREMENTS AND RESTRICTIONS**

- 7.1. All teams must have a designated team manager before the team is permitted to play. It is up to the team to inform FootballSSG of any change of team manager. All communication from a team to FootballSSG is to be through the team manager.
- 7.2. In all age groups from Under 6 through Under 17 (inclusive), the team manager must be:
 - 7.2.1. a parent of the one of the players
or
 - 7.2.2. an adult who is a close relative of one of the players and who is aged not less than 18 years at the date of the first match of the season.
- 7.3. Team managers are requested to attend the field with a positive attitude and the intention of having fun and helping all players (the team they're a part of as well as all other teams) to have fun.
- 7.4. Team managers are required to hold and conduct themselves with good sportsmanship, fairness and respect for all players, all referees and other FootballSSG officials and all other spectators.
- 7.5. Team managers are not permitted to:
 - 7.5.1. Enter the field of play unless invited to do so by the referee or other FootballSSG officials,
 - 7.5.2. Direct negative, disparaging, derogatory or inflammatory gestures or words to the referee or other FootballSSG officials,
 - 7.5.3. Direct negative, disparaging, derogatory or inflammatory gestures or words to the players or spectators associated with other teams.
- 7.6. When submitting their registration application, each player (or player's parent) agreed not only to respect other players, referees, officials and spectators, but also to act to address any disrespectful language or behaviour made by anyone associated with their team. Team managers are associated to the team they are managing and any poor behaviour, attitude or language displayed by them will have repercussions for them and, potentially, for the player/s they are related to and/or the team they are managing.
- 7.7. Team managers will be responsible for:
 - 7.7.1. The behaviour of their team's players and spectators.
 - 7.7.2. Ensuring that Match Record Sheets are correctly completed before the match commences and signed at the conclusion of the match.
 - 7.7.3. Collecting and distributing to the team's players information pertaining to the Competition.

8. **MATCH RECORD SHEETS**

- 8.1. The details of the match (date, age group, team names and team playing colours) plus names of all players, including substitutes and borrowed players, must be written on the match record sheet prior to the start of the match.

- 8.2. The match record sheet, completed by both teams, should be handed to the referee prior to the start of the match.
- 8.3. If a player arrives after play has started and wishes to participate in the match, they must inform the referee that their name is not on the match record sheet and ask the referee for permission to play. At the referee's discretion, players may finalise the match record sheet at the conclusion of the match, if necessary.
- 8.4. Failure to correctly complete the match record sheet, a responsibility of the team managers, may result in a suspension of a player or team.

9. SPECTATOR REQUIREMENTS AND RESTRICTIONS

- 9.1. As per section 3.2, all children's team (Under 6 through Under 17, inclusive) must have at least two player's parents (in addition to the team manager) in attendance and standing near to the sideline adjacent to the location where substitutes are made.
- 9.2. Spectators are requested to attend the field with a positive attitude and the intention of having fun and helping all players (the team they're supporting as well as all other teams) to have fun.
- 9.3. Spectators are required to hold and conduct themselves with good sportsmanship, fairness and respect for all players, all referees and other FootballSSG officials and all other spectators.
- 9.4. For Under 6 through Under 9 (inclusive) age groups, one spectator is permitted to spectate from adjacent to their own team's goalkeeper in order to provide encouragement to the goalkeeper. This spectator must remain out of the field of play and at least one metre from the line and one metre from the goal.
- 9.5. For age groups Under 10 and older, spectators are not permitted to spectate from adjacent to the goals and must remain at least five metres away from the goals.
- 9.6. In all age groups, spectators are not permitted to spectate from adjacent to goal that their team is attacking and must remain at least five metres away from that goal.
- 9.7. Spectators are not permitted to:
 - 9.7.1. Enter the field of play unless invited to do so by the referee or other FootballSSG officials,
 - 9.7.2. Direct negative, disparaging, derogatory or inflammatory gestures or words to the referee or other FootballSSG officials,
 - 9.7.3. Direct negative, disparaging, derogatory or inflammatory gestures or words to players or other spectators.
- 9.8. When submitting their registration application, each player (or player's parent) agreed not only to respect other players, referees, officials and spectators, but also to act to address any disrespectful language or behaviour made by anyone associated with their team. Spectators are associated to the team they are supporting and any poor behaviour, attitude or language displayed by a spectator will have repercussions for the spectator and, potentially, for the player/s and the team they are supporting.

10. REFEREES

- 10.1. Official referees of the Competition may be appointed by FootballSSG.
- 10.2. All referee's decisions are final and cannot be changed. No protests of a referee's decision will be accepted.
- 10.3. Alternate Referees
 - 10.3.1. If there is no official referee at a match then:
 - 10.3.1.1. both teams MUST agree on an alternate referee for the entire match
OR
each team MUST provide an alternate referee for one half of the match.
 - 10.3.1.2. The alternate referee once selected may only be changed with the agreement of both teams.
 - 10.3.1.3. An alternate referee must be 14 years of age or older.
 - 10.3.1.4. If an agreed alternate referee cannot be found before the match starts the match will be abandoned and both teams will forfeit two competition points, excepting the rule at section 10.3.1.5 of FootballSSG's Playing Rules.
 - 10.3.1.5. If one team can provide an alternate referee for one half of the match and the opposing team does not provide an alternate referee for the second half the match then the team that does provide an alternate referee will be deemed to have won the match and will accrue three competition points and the team that

- does not provide an alternate referee will be deemed to have lost the match and additionally will forfeit two competition points.
- 10.3.1.6. An alternate referee has the same status as an official referee i.e. they may issue yellow and red cards.

11. FOOTBALLSSG'S INTERPRETATIONS

- 11.1. Indirect
- 11.1.1. At FootballSSG, "indirect" means until two members of the team taking the restart have meaningfully worked together to each have controlled possession of the ball, that ball is not officially in play and therefore a goal cannot be awarded.
- 11.1.2. Every restart in play is indirect, therefore from the restart kick:
- 11.1.2.1. If the ball "hits" a player from the attacking team and ricochets in to the goals ... the result is no goal and play will continue with a goalkeeper restart.
- 11.1.2.2. If a player from the defending team attempts to block or clear the ball but it ricochets in to the goals ... the result is no goal and play will continue with a corner kick.
- 11.1.2.3. If the defending goalkeeper attempts to save the ball but fumbles it and it goes in to the goals ... the result is no goal and play will continue with a corner kick.
- 11.2. Non-Contact
- 11.2.1. FootballSSG is intended to be a non-contact sport. Whilst it is invariable that there will be some contact between players in a teams-based ball sport, every player is required to approach the Competition and play every match with the intent of avoiding making contact with other players.
- 11.2.2. Intentional contact such as pushing, shoving, blocking, holding a player away from the ball, hip-and-shouldering or tackling from behind (where it's impossible not to make some contact with the player being tackled) is not permitted and will result in a free kick being awarded to the opposition. Persistent intentional contact by a team (not necessarily by the same player) will, at the referee's discretion, result in yellow or red cards.
- 11.2.3. Intentional forceful contact such as slide tackling is not permitted and will result in a free kick and, at the referee's discretion giving consideration to the age of the player, result in a yellow card. Persistent intentional forceful contact by a team (not necessarily the same player) will, at the referee's discretion, result in yellow or red cards.
- 11.3. Accumulated Team Fouls
- 11.3.1. Each time a team commits a foul or is punished with a free kick or a penalty kick, this foul counts towards their accumulated fouls.
- 11.3.2. The first five accumulated fouls committed by a team during each half are noted for record purposes.
- 11.3.3. On the sixth accumulated foul, and continuing for each subsequent accumulated foul against a team during a half, a direct free kick is awarded:
- 11.3.3.1. While in possession of the ball and while in the defensive half of the field, if a foul is committed against your team, the direct free kick shall be taken as a penalty kick as described in section 12.4
- 11.3.3.2. While in possession of the ball and while in the attacking half of the field, if a foul is committed against your team, you are able to choose either to take the direct free kick as a penalty kick as described in section 12.4 or to take the direct free kick from the location that the foul was committed. And this decision is made by the team awarded the direct free kick.
- 11.3.3.3. While the direct free kick is being taken, all players apart from the goalkeeper and the free kick taker must remain at least 5 metres behind the penalty spot as described in section 12.4.2 (5 metres behind the penalty spot, not 5 metres behind the ball) until the ball is kicked and it moves. The kicker of the ball must have made a genuine shot at goal, as determined by the referee.
- 11.4. Mercy

- 11.4.1. Irrespective of the actual number of goals scored in a match, the results that will be recorded will have not greater than a ten-goal goal difference, for example:
- 11.4.1.1. If TEAM A wins a match against TEAM C and the score was 25-0, the result will be recorded as 10-0.
- 11.4.1.2. If TEAM B wins a match against TEAM D and the score was 25-5, the result will be recorded as 15-5.
- 11.4.2. This is intended to encourage stronger, more competitive teams to show “mercy” and allow less-strong teams to score some goals as doing so actually works to the advantage of the stronger, more competitive teams (and also helps the less strong teams to feel good about their own play):
- 11.4.2.1. The Competition Table is sorted, in order, on the basis of:
- Wins (3 points), Draws (1 point), Losses (0 points)
 - Goal difference
 - Goals scored
- 11.4.2.2. The example results in 11.4.1 would therefore result in the following Competition Table
- | Team | Win | Draw | Loss | Goals+ | Goals- | GoalDiff | Points |
|------|-----|------|------|--------|--------|----------|--------|
| B | 1 | 0 | 0 | 15 | 5 | 10 | 3 |
| A | 1 | 0 | 0 | 10 | 0 | 10 | 3 |
| D | 0 | 0 | 1 | 5 | 15 | -10 | 0 |
| C | 0 | 0 | 1 | 0 | 10 | -10 | 0 |

12. GENERAL RULES OF THE COMPETITION

- 12.1. Time Out
- 12.1.1. Teams are not entitled to a time out. There shall be no time outs.
- 12.2. Offside
- 12.2.1. When the ball is in play, there is no offside. For kick-offs (start of play in each half and re-start of play after a goal has been scored) players of each team must be in their respective defensive half of the field and all players of the team not kicking-off must be at least five metres away from the ball.
- 12.3. Free Kicks
- 12.3.1. All free kicks awarded outside the penalty area are indirect, except when accumulated team fouls exceed five in a half of play as described in section 11.3.3. For indirect free kicks, all opposing players must remain 5 metres from the ball until it is kicked.
- 12.3.2. A free kick awarded inside the penalty area is a penalty kick.
- 12.4. Penalty Kicks
- 12.4.1. A penalty kick is a direct free kick which is taken
- 12.4.1.1. in competitions for ages Under 6, Under 7 and Under 8, from the edge of the penalty area directly in front of the goal posts.
- 12.4.1.2. in competitions for ages Under 9, Under 10 and Under 12, from 2 metres from the edge of the penalty area directly in front of the goals.
- 12.4.1.3. in competitions for ages Under 14 and all older age competitions, from 4 metres from the edge of the penalty area directly in front of the goals.
- 12.4.2. Apart from the goalkeeper and the kicker, all other players must remain at least 5 metres behind the penalty spot as described in section 12.4.1 (nearer to the half way line) until it is kicked and it moves. The kicker of the ball must have made a genuine shot at goal, as determined by the referee.
- 12.5. Substitutes
- 12.5.1. A team may name up to five substitutes (if playing five-a-side) or four substitutes (if playing six-a-side) as players for the team in any one match.
- 12.5.2. Only ten players per team may participate in any one match.
- 12.5.3. The names of all players, including substitutes must appear on the match record sheet. Failure to comply may lead to suspension or disqualification of the player and or the team.
- 12.5.4. Substitutions of field players are permitted at any time, no stoppage in play is required and the referee does not need to be advised or give permission.
- 12.5.5. Substitutions of goalkeepers is only permitted at half time, except in the case of injury or the like.
- 12.5.6. There is no limit to the number of times substitutions can be made.

- 12.5.7. Substitutions must be made adjacent to the halfway line on the side of the field as instructed by the referee or any other FootballSSG official.
- 12.5.8. There must never be more than the correct number of players on the field for any team at any time. If the referee or any other FootballSSG official observes too many players on the field of play, a foul/s will be called and yellow card/s issued to the players that have erroneously entered the field of play.
- 12.6. Goalkeeper
 - 12.6.1. Excepting the case of an injury to the goalkeeper, the goalkeeper can only be substituted at half time.
 - 12.6.2. The goalkeeper cannot control (touch) the ball with his hands if it has been played to them by any of their team. If the goalkeeper does control the ball with their hands a direct free kick will be awarded to the opposition team:
 - 12.6.2.1. at the place where the offence occurred if the offence occurred outside the penalty area, or
 - 12.6.2.2. as a direct penalty kick if the offence occurred inside the penalty area.
- 12.7. Goal-kicks, Corner-kicks, Kick-ins and Kick-offs
 - 12.7.1. There will not be any goal-kicks. These are replaced by goal-throw-ins. Goal-throw-ins are taken by the goalkeeper from within the penalty area within 4 seconds of the goalkeeper having taken possession of the ball.
 - 12.7.1.1. A goal cannot be scored directly from a goal-throw-in.
 - 12.7.1.2. A goal-throw-in cannot travel past the half way line without first touching a player or the ground. If a goal-throw-in travels past the half way on the full and indirect free kick will be awarded to the opposing team to be taken at any point along the half way line.
 - 12.7.1.3. When taking a goal-throw-in the goalkeeper cannot throw the ball to themselves, the ball must be played to another player. If, after a goal-throw-in has been taken, the goalkeeper touches the ball prior to it being touched by another player an indirect free kick shall be awarded at the location where the infringement occurred.
 - 12.7.2. All of section 12.7.1 refers to a goal-throw-in which is specifically referring to the dead ball situation that occurs when the ball goes out of the field of play over the goal line (but not in the goals). These restrictions do not apply when the goalkeeper takes possession of the ball in open play. When the goalkeeper takes possession of the ball in open play, there are no restrictions on what they can do with the ball except that
 - 12.7.2.1. The goalkeeper must release the ball from their hands within four seconds of having taken possession of the ball, and
 - 12.7.2.2. the goalkeeper can never score directly from within their own penalty area.
 - 12.7.3. A corner-kick will be awarded if the ball is in play and goes out of play, across the goal line (but not in to the goal), and was last touched by any player on the defending team. For corner-kicks, the ball should be placed on the goal line, not greater than 1m from the corner post. The kicker-in must keep a part of his non-kicking foot outside the field of play (either on or behind the line) while taking the corner-kick. The ball must be stationary when kicked in. A goal cannot be scored directly from a corner-kick. The corner-kick should be taken within four seconds of the kicker correctly placing the ball. Failure to take the corner-kick within four seconds may result in a turn-over of possession, to the opposition goalkeeper for a goal-throw-in to restart play.
 - 12.7.4. Throws-ins do not exist. When the ball exits the playing field over the sideline it shall be kicked-in from the point where it crossed the line. The kicker-in must keep a part of his non-kicking foot outside the field of play (either on or behind the line) while taking the kick-in. The ball must be stationary when kicked-in. A goal cannot be scored directly from a kick-in. The kick-in should be taken within four seconds of the kicker correctly placing the ball. Failure to take the kick-in within four seconds may result in a turn-over of possession, to the opposition for a kick-in to restart play.
 - 12.7.5. At the time of a kick-off (to commence a match, or restart a match after a goal has been scored or a half-time break), all players from the opposing team must remain five metres from the ball until it has moved. A goal cannot be scored directly from a kick-off. The kick-off should be taken within four seconds of the kicker correctly placing the ball. Failure to take the kick-off

- within four seconds may result in a turn-over of possession, to the opposition for a kick-off to restart play.
- 12.8. Throughout section 11.7, it is stated that a goal cannot be scored directly from various restarts of play. This shall be interpreted to include any fumble by a goalkeeper and any ricochet from any player. As per section 10.1, for a goal to be score from any restart in play, two members of the team taking the restart are required to have meaningfully worked together and each to have controlled possession of the ball.
- 12.9. Results
 12.9.1. The weekly results and team standings will be maintained and updated as soon as practicable after matches and available at www.footballssg.com
- 12.10. Competition Points
 12.10.1. Competition points are accumulated on the basis of match results:
 - Win 3
 - Draw 1
 - Loss 0
 - Forfeit – The team forfeiting the match loses 1 competition points and the opposition team receives 3 competition points and 5 goals
- 12.11. Disqualified Teams or Teams Leaving the Competition
 12.11.1. All matches involving a team that has been disqualified from or that has left the Competition will have 0 points and 0 goals recorded. This applies both to played and unplayed matches.
- 12.12. Competition Structure / Fixtures
 12.12.1. The Competition season runs for eleven matches (which includes Finals). All teams should plan to play in eleven matches.
 12.12.2. Four team competitions – each team plays each other team three times over the first nine matches – semi finals are played in the tenth match – followed by a Final and positional play-offs in the eleventh and last match of the competition.
 12.12.3. Six team competitions – each team plays each other team twice over the first ten matches – followed by a Final and positional play-offs in the eleventh and last match of the competition.
 12.12.4. Eight team competitions – each team plays each other team once over the first seven matches after which time the competition is split in to two groups of four teams based on table standings, these teams then play in a round robin series.
 12.12.4.1. The bottom four teams cannot progress to the Final and play each other over the following three round robin matches – followed by positional play-offs in the eleventh and last match of the competition.
 12.12.4.2. The top four teams, being the only teams that can progress to the Final, play each other over the following three round robin matches – followed by a Final and positional play-offs in the eleventh and last match of the competition.
- 12.13. Finals Selection
 12.13.1. At the completion of all the rounds prior to the round robins, semi-finals or finals (varies based on the number of teams in an individual competition) the results are considered in the following order:
 Points
 Goal difference
 Goals scored
 Count back of the results until one team has a points lead
 Count back of the results until one team has a goal difference lead
 Count back of the results until one team has a goals scored lead
- 12.14. Final Night
 12.14.1. Four team competitions – After nine rounds of matches teams progress to Semi Finals. The Semi Finals Night will involve two positional play-off matches (ie 1st v 4th, 2nd v 3rd) the winners of which will play the following week (the Finals Night) to determine that competition's Winners and Runners Up.
 12.14.2. Six team competitions – The Finals Night will involve a positional play-off match to determine the final standings (ie 1st v 2nd, 3rd v 4th, 5th v 6th). The Competition Winners (ie the winner of the 1st v 2nd match) and the Competition Runners Up (ie the loser of the 1st v 2nd match) will be determined on this Finals Night.

- 12.14.3. Eight team competitions – After seven rounds of matches the competition will be split in to two (positions 1st - 4th and positions 5th - 8th). These teams will play a round robin over the following three weeks. The teams finishing 1st and 2nd on the round robin table after the round robin is completed will play on the Finals Night to determine that competition's Winners and Runners Up. All other teams will have a positional play-off match to determine the final standings (ie 3rd v 4th, 5th v 6th, 7th v 8th).
- 12.14.4. Ten team competitions – After nine rounds of matches the top four placed teams progress to Semi Finals while the teams placed 5th to 10th shall play two additional matches over the following two weeks of play. The Semi Finals Night will involve two positional play-off matches (ie 1st v 4th, 2nd v 3rd) the winners of which will play the following week (the Finals Night) to determine that competition's Winners and Runners Up.
- 12.15. Drawn Matches in the Finals
 - 12.15.1. There is no provision for extra time in any matches. If result is drawn at full time in a Final, then in:
 - 12.15.1.1. Four team competitions – the home team (being the winner of the 1st v 4th Semi Final) will be that competition's Winner and the away team (being the winner of the 2nd v 3rd Semi Final) will be the Runners Up.
 - 12.15.1.2. Six team competitions – the home team (being the team placed 1st on the competition table after ten rounds of play) will be that competition's Winners and the away team (being the team placed 2nd on the competition table after ten rounds of play) will be the Runners Up.
 - 12.15.1.3. Eight team competitions – the home team (being the team placed 1st on the round robin table after three rounds of round robin play) will be that competition's Winners and the away team (being the team placed 2nd on the round robin table after three rounds of round robin play) will be the Runners Up.
 - 12.15.1.4. Ten team competitions – the home team (being the winner of the 1st v 4th Semi Final) will be that competition's Winners and the away team (being the winner of the 2nd v 3rd Semi Final) will be the Runners Up.
- 12.16. Awards for competition Winners and Runners Up
 - 12.16.1. Competition Winners and Runners Up will receive any such awards as are determined appropriate by FootballSSG, the presentation of which will occur shortly after the conclusion of the match on Finals Night.

13. COMMUNICATIONS FROM FOOTBALLSSG

- 13.1. All communications from FootballSSG to the teams and players that is determined not to be urgent will be made either via the website www.footballssg.com or via email to the email address provided by each player at the time of applying to register.
- 13.2. All communications from FootballSSG to the teams and players that is determined to be urgent/important will be made via X.com (formerly known as Twitter) and FootballSSG strongly recommends that all players should "follow" our account at www.x.com/footballssg to ensure they receive such information in a timely manner.

14. DISCIPLINARY PROCEDURES

- 14.1. As required, FootballSSG will appoint a Protests & Disciplinary Officer (the P&D) who shall adjudicate on all disciplinary matters.
- 14.2. If in the opinion of the P&D a player(s) and/or team(s) brings FootballSSG or the Competition into disrepute the player(s) and/or team(s) may have their registrations cancelled and will forfeit all registration fees.
- 14.3. Cautions and Send-Offs
 - 14.3.1. The adjudicating match referee, whether an official referee or an alternative referee has the right to issue yellow and red cards and send players from the field of play.
 - 14.3.2. If a red card is given to a player, that player must immediately leave the playing area and will take no further part in the match. Failure to do so will result in additional penalties being imposed on the player by the P&D. For the following five minutes, the red-carded player's team will play with one less player after which time, as instructed by the referee, one of the penalised team's substitutes may enter the field to return the team to full strength.

- 14.4. Defined Suspension and Disqualifications
 - 14.4.1. A player who is issued five yellow cards during the Competition will be automatically suspended and not permitted to play in the next match that the player's team plays.
 - 14.4.2. A player who is issued a red card during the Competition will be automatically suspended and not permitted to play in at least the next two matches that the player's team plays. The P&D will notify the player and their team manager of the extent of the suspension after considering the action that resulted in the red card.
 - 14.4.3. A player who plays while suspended will be deregistered and disqualified from the Competition and will forfeit all registration fees paid.
 - 14.4.4. A person who plays when not registered will be disqualified from registering for the Competition for a period as determined at the discretion of FootballSSG.
 - 14.4.5. Any team playing an suspended player will be:
 - 14.4.5.1. deemed to have forfeited the match and all match points will be awarded to the opposition, and
 - 14.4.5.2. fined \$100 and deducted at least one half of all competition points then accrued.
 - 14.4.6. A player whose name does not appear on the Match Record Sheet and who receives a yellow or red card, will receive a one week suspension in addition to any other suspension.
- 14.5. Discretionary Suspension and Disqualification
 - 14.5.1. Depending upon the type and seriousness of any reported offence, the P&D may request written information from a player and/or team that has been cited. This request will be made via email from info@footballssg.com and any information submitted must be sent via email to that address. Any written information that a player or team wishes to be considered by the P&D must be submitted in the time frame given by the P&D.
 - 14.5.2. A player or team that has been cited is suspended until P&D hands down, via email, the findings of its considerations.
- 14.6. Notice of Suspension and Disqualification
 - 14.6.1. The P&D may choose notify the Football NSW of any suspended or disqualified player, including the details of the suspension or disqualification.
 - 14.6.2. The P&D will notify a suspended player's team manager of the suspension before the team's next match.
- 14.7. Protests and Appeals
 - 14.7.1. A player or team may appeal a decision of the P&D by giving notice in writing via email to info@footballssg.com. Notice of protest must be lodged within 3 days of the decision of the P&D and must be accompanied by a non-refundable appeal fee of \$250.
 - 14.7.2. An appeal will only reconsider information that was originally supplied, new information (information that was not originally supplied) will not be considered during any appeal.
- 14.8. Carry Over of Suspensions and Disqualifications
 - 14.8.1. Suspensions and disqualifications may be reported to or carried forward to the next winter or summer competition of FootballSSG or any Football NSW affiliated competition at the discretion of the P&D and/or the convenors of any such other competition.



MATCH RECORD SHEET

Match Date	
Match Time	
Age / Division	

Home Team Name

Home Team Primary Shirt Colour

Home Team Goal Count

Home Team Accumulated Foul Count

1st Half	1	2	3	4	5
2nd Half	1	2	3	4	5

Players	Cards
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Signed for result by Manager

FINAL RESULT (referee to complete)	
Home Team Goals	
Away Team Goals	

Away Team Name

Away Team Primary Shirt Colour

Away Team Goal Count

Away Team Accumulated Foul Count

1st Half	1	2	3	4	5
2nd Half	1	2	3	4	5

Players	Cards
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Signed for result by Manager

Referee's Printed Full Name

Referee's Signature

Date

Referee's Match Notes (if applicable) should be made on reverse side of page