



# WWFC Super Summer Sixes

## Playing Rules & Regulations 2011 / 2012

### Competition Details

#### **Competition**

The WWFC Super Summer Sixes competition will involve 1, 2 or 3 rounds of games depending on the number of teams in each division. Semi-final and final draw will be notified to participants following completion of the final round

Awards may be issued to the Winning teams at the duration of the Grand Finals.

#### **Points and finals**

Win:	3 points
Draw:	1 point
Loss:	0 points
Forfeit:	3 points – 2 nil loss

Ranking will be based on points, if all equal then followed by goal difference, followed by most goals scored. Finals will be top 2 placing in competitions with 4-5 teams and top 4 placing in competitions 6-10 teams.

5 minutes of extra time will be played, then penalty shootout if drawn after full time in final series.

#### **Location**

**Event Location:** TBC

**Event Day/s:** Tuesday and or Wednesday (depending on amount of registered teams)

#### **Evening Play**

Each evening of competition will commence approximately 5:30pm for juniors and 6:30pm for seniors. Teams must start play at the scheduled kick off times notified to them. Teams playing the final games of each evening of competition are responsible for carrying one set of portable goals back to the designated storage area. Teams that do not bring their goals back to the designated storage area may be deducted 2 points.

#### **Game Fees**

Game fees will be applicable for each game played, they are scheduled as follows:

All Teams - \$30.00 per team

## **Pitch**

### **Senior teams and Juniors (U/8-Seniors)**

Size of pitch is approximately 50m x 30m. Goal area semi-circle of 6m radius.

## **Referees**

U/10 – seniors - Referees will be provided by Central Coast Football Referee's (CCFR).

U/8 – 9's – WWFC - Cadet Referee.

Verbal or physical abuse of a referee will not be tolerated. Any player abusing a referee will be sent off and suspended. That player's team may, at the competition manager's discretion, get points deducted for the behaviour. Team's spectators who verbally abuse or threaten a referee will result in a 3-point deduction for the team.

## **Footwear**

NO football boots are permitted to be worn on ANY Council owned ground – only grass sports or joggers are permitted

## **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. Socks MUST be worn over the top of the shin pads.

## **Uniform/Kit**

Teams to field players wearing same colour shirts. Bibs provided when colours of opposing teams are similar, playing short & long football sock.

## **Balls**

All balls will be supplied – the referee will bring the match ball to start the game and he will return the match ball back to the official table for the next game. Balls must be returned to referee at the end of each game.

## **Goals**

Goals are erected and pegged into ground on each field by WWFC Super Summer Sixes staff. Teams playing the last games on a field are responsible for bringing the goals back to designated storage area. WWFC Super Summer Sixes staff will disassemble goals and store in designated storage area. Failure of teams to bring back a goal may result in a 2 point deduction. This is a condition of entry.

## **Entering the playing Field**

A substitute can come onto field to replace another player and must only come on from the half way. A substitute or manager can attend to an injured player.

## **Bad Language**

Women and children are usually present, and neighbours are often out walking their dogs or in close proximity. We do not tolerate bad language used in our competitions and teams and their spectators who have continued to use excessive bad language have not been accepted back into the competition. Referees will caution players for using excessive bad language. Referees will report on any team spectators who continue to use bad language. Teams will lose points if they or their spectators use inappropriate or bad language.

## **Rubbish**

Please put all your rubbish in the bins provided, especially tape and empty drink bottles, enough said!

## **Registration Checks**

A roaming official may undertake registration checks from time to time using the original registration sheet received by WWFC Super Summer Sixes. Teams / team captains must co-operate with officials by helping with this process.

## **Unregistered Players / Players used from other teams**

Teams playing a disqualified and or an unregistered player forfeit the game and will be banned from the competition. Teams may use players from another team, only if they are short, however; teams are NOT permitted to do so in any of the finals series.

## **Forfeit**

Forfeited games result in 3 points & 2 nil win being credited to the non-forfeiting team. The forfeiting team may be fined \$60 for the forfeit (if WWFC Super Summer Sixes is not notified by 2:00pm of the day you are due to play); failure to pay will result in expulsion from the competition, without refund.

WWFC Super Summer Sixes may expel any team that forfeits 3 games without valid cause. No refunds will be paid to teams expelled or withdraw from the competition. (So if your players are unreliable, register more)!!!!

## **Expulsion / Withdrawal**

WWFC Super Summer Sixes reserves the right to expel or suspend Players or Teams involved in any sort of on or off field violence, including verbal abuse or assault of officials -without any refund.

## **Team Withdrawal**

If a team withdraws from a competition, all previous games played against this team will be nullified (win, lose or draw). No refunds will be paid to teams expelled or withdrawn from the competition.

## **Wet Weather**

If it's been raining, it is the responsibility of each player and team to check the website for updates to see if games are still on or cancelled. There is also a SMS service you can use to check if games are on if you don't have access to a computer. We have scheduled one extra week to play cancelled games because cancellations. After we have used this spare week up and it rains and the round is cancelled all teams will then receive a point. The games will not be played at another time.

## **Lightning**

In spring and summer we sometimes have thunderstorms and lightning. If lightning is too close while games are on we will stop all games and ask all players and spectators to take cover. It's happened before and will more than likely happen again. When it does we usually wait till it passes and make an assessment or recommence or suspend all remaining games for that round.

## **Registrations**

## Registration Dates

Registrations will be done as per follows:

**Place:** The Dam Hotel  
**Dates:** 13<sup>th</sup> & 14<sup>th</sup> September 2010  
**Time:** 6:30pm – 8:00pm

You will need to bring the completed Registration Form (see below) with full fees to complete the registration process. EFTPOS will be available at the time of registration.

## Registration Fees

\$45.00 per junior if **registered** with CCF 2011 winter comp  
\$65.00 per junior if **not registered** with CCF 2011 winter comp  
\$60.00 per senior if **registered** with CCF 2011 winter comp  
\$80.00 per senior if **not registered** with CCF 2011 winter comp

## Game Day Rules & Playing Rules

### Duration

#### Seniors

- Each game will start on or close to scheduled time, any delays will result in a shortened game length.
- Each game 30 minutes in duration with 15 minutes played in each half.
- 2-minute break, quick drink and back on the field teams to swap ends and recommence play immediately.

#### All Junior Teams

- Each game will start on or close to scheduled time, any delays will result in a shortened game length.
- Each game 30 minutes in duration with 15 minutes played in each half.
- 2-minute break, quick drink and back on the field; teams to swap ends and recommence play immediately

### Player Numbers

Each team will comprise of the following:

#### *Under 8 to Seniors:*

- At least 6 players and a maximum of 9.
- Teams to field 6 players including a goalkeeper for each game.
- Goalkeeper is to wear a shirt coloured different to outfield players (Bibs Acceptable).
- Teams will be permitted to commence play with not less than 4 players and bring on any late arriving players after kick off.
- Games will not be delayed for teams short of players waiting for their players to turn up.

### Goals

Goals can be scored from anywhere on the field, except on the goal area where only a goal will be

award if a player uses their head only. If a goal is scored within the goal area any other way it will be restarted by a goal kick, even if it is touched by another player attacking the result will still be a goal kick.

### **Basic Rules**

- Corners kicks award as per FIFA “Laws of the game”
- Goal kicks awards as per FIFA “Laws of the Game”
- NO slide tackle are permitted, free kick will be awarded.
- A deliberate pass back to the goalkeeper will result in a penalty kick if goal keeper picks it up.
- All penalty kicks are taken on the edge of the penalty circle, directly in front of goal.
- Goalkeepers are allowed outside the penalty box as per FIFA “Laws of the game.
- There are no offsides
- Goalkeeper kicks & throws can score directly without touching another player.
- Attacking players are allowed inside the circle to retrieve the ball and take it back outside the circle to shoot. Any shot taken from outside the penalty circle that hits a defender inside the circle then goes into the goal, will stand as a goal.
- On free kicks and kick-offs, defending players must retreat by a minimum of 6 metres.
- All other rules apply FIFA “Laws of the game

### **Substitutes**

Unlimited substitutes are permitted provided the replacement does not enter the field of play until the player being replaced has left the field. This MUST take place from halfway. The referee MUST be notified that a change is needed. Substitution is recommended when the ball goes out of play.