



SUNSHINE COAST CHURCHES SOCCER ASSN

SCCSA Newsletter & Six-a-Side Summer Competition Rules

We hope you enjoy yourselves this summer playing six-a-side non-competitive football – it's all about keeping active and having fun. This is not the World Cup – please play accordingly.

To ensure we all have a great time, please note the following;

Tuesdays – 8 October to 10 December 2024 (U9/U10 and U13/U14)

Thursdays – 10 October to 12 December 2024 (U11/12 and U15/16)

GAME FEES

Are included in player registration fee.

Failure for teams to turn up will mean a forfeit fee of \$60.00 is payable unless SCCSA advised by phone on 0467 936 208, 12 hours prior to your game.

TEAM SHEETS

A team sheet book will be provided to each team on the first night. Please **PRINT** player's names clearly on the team sheet and ensure that all the players have signed. This sheet is to be handed to your Referee before the commencement of the game.

CROSS PLAY

Registered players may play in other teams that are short of numbers - they must print their name and sign the appropriate team sheet.

PLAYERS

Only registered players are permitted to play - please do not let an unregistered person play. Without proper insurance there could be serious consequences if there is an injury. The maximum number of players allowed per team per game is ten (10).

THE DRAW:

The draw will come out once all teams have been confirmed, so it is **your** responsibility to check the website. www.sccsa.org.au.

GAMES:

The games will commence on time, so players must make sure they are ready well beforehand. No extra time can be given.

Wash Outs:

If games are cancelled it will be advertised on our Facebook page. It is at the discretion of SCCSA Executive if games will be rescheduled.

Six a side Competition Rules

All FIFA rules apply outside of the following modifications:

- Only six (6) players are on the field at any one time.
- Unlimited interchange. (During play is permitted)
- A goal can only be scored by kicking the ball from outside the semi circle.
- If a player is inside the semi circle he/she has the following options:
 1. Head the ball into the goal, or
 2. Kick or pass the ball outside the semi circle and then a goal may be scored.
- If a player kicks a goal from inside the semi-circle then a free kick is awarded to the defending team.
- The Goal Keeper may not throw, kick or by any other means, the ball over the half way line on the full. This is the same from a goal kick, penalty inside the circle or a kick out into play. (This rule is in place because of the small field sizes.)
- Should the above rule be broken a free kick to the opposite team on the half-way line close to where the ball landed is awarded.
- Offside rule - it is not good sportsmanship to place players up close to the Goal Keeper - this may result in the Referee issuing a warning.
- If a goal is scored by a player who would normally be considered to be in an offside position (very obvious) then the goal may be disallowed at the Referee's discretion.
- Red & Yellow cards will be issued for the serious incidents.
- 2 x 20 minute halves, with a 5 minute break at half time will be played.
- All Free Kicks are indirect, meaning they must touch another player before scoring a goal.
- No player is allowed to slide at the ball or tackle. If a player goes to ground trying to play the ball or slides, an indirect free kick may be given.

A completed team sheet with all players signed, is to be presented to the Referee before the game.