



EST 1952

BRISBANE CITY FOOTBALL CLUB

Summer 6s 2020

Rules of Competition & Laws of the Game

These rules apply to all grades unless specifically stated otherwise.

COMPETITION STRUCTURE

BCFC will arrange age restricted competitions for players as per the following.

Competitions may be mixed or gender specific as determined by BCFC. Final Registration numbers will dictate Competitions to be run. Age groups may be combined if deemed necessary. BCFC may allow players to play outside of their correct age group under special circumstances.

BCFC may, at its absolute discretion, regrade a team in one higher age group. The competition groups are:

- Open Men's
- Open Women's
- Over 35 Social Players born 1984 or earlier
- Under 16 Player born in the year 2004
- Under 15 Player born in the year 2005
- Under 14 Player born in the year 2006
- Under 13 Player born in the year 2007
- Under 12 Player born in the year 2008
- Under 11 Player Born in the year 2009
- Under 10 Player Born in the year 2010
- Under 9 Player Born in the year 2011
- Under 8 Player Born in the year 2012
- Under 7 Player Born in the year 2013

COMPETITION PREMIERS

Premiership

The premiership shall be determined by the team with the highest number of points in each competition group at the end of the season.

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Points

In all competition fixtures, match points will be awarded as follows:

- WIN Three (3) Points
- DRAW One (1) Point
- LOSS Nil (0) Points
- BYE (3) Points
- NO RESULT Nil (0) Points for either team
- Forfeit by team on game day (0-5 result for goal difference purposes)

Ladder positions when points are equal

If, at the end of the fixture competition, any two or more teams are equal on points, goal difference shall be the primary method of determining the Premier / higher ranking team.

Goal difference shall be calculated by subtracting the total number of goals AGAINST from the total number of goals FOR in all fixture matches:

The teams will be ranked according to superior (positive) goal difference.

In the event of goal difference being equal the following steps are taken (in order) until a superior ranked team can be determined:

1. The team having scored the most goals FOR shall be the higher or highest placed team.
2. The head to head match result.

If teams are still equal after considering all of the above considerations, both teams will be named Premiers. FIXTURES

Scheduling

BCFC will arrange the dates, times and locations of all matches. These scheduled matches will be advised weekly on BCFC website, facebook and through Team Ap

Duration

The duration of matches for each age group are outlined in the BCFC 6 a Side LOTG. No added/injury time will be played during matches.

Application for Alterations

Any application for an alteration to scheduled fixtures shall be submitted in writing to BCFC at least 9 working days prior to the scheduled fixture. Each request will be determined on its merits. Applications for alterations due to "social functions" (e.g. Weddings, christenings, confirmations or other social and religious events) may not be considered. The Club's decision in regard to the rescheduling of fixtures will be final.

Non-participation in a Fixture

Any team that fails to fulfil any of its fixture or finals obligations arranged by BCFC, may have points deducted per offence, and may be subject to further disciplinary action.

If either team is not ready to commence the fixture within 15 minutes of the scheduled kick-off time, the match may be recorded as a 5-0 win in favour of the opposing team, and the points will be awarded to the opposing team as a forfeit. Should any team claim such a forfeit they must forward a completed Official Match Sheet, signed by the appointed referee, or an BCFC official. The team deemed to have forfeited may submit a report, within three (3) working days, to BCFC should they believe the forfeit was caused by exceptional circumstances. Where BCFC finds that exceptional circumstances caused the forfeit, the match may be deemed as *postponed* and be subject to the rules of Postponed Matches.

If, for any reason, a team intends to forfeit a scheduled fixture match, the team is to provide two (2) clear working days written notice of the forfeit to the Administrator of BCFC. The match will be recorded as a 5- 0 win in favour of the opposing team, and the points will be awarded to the opposing team.

A Club that fails to provide enough notification of a forfeit may lose points. A team, which persistently forfeits matches, may, at the discretion of BCFC, be withdrawn from that competition.

Abandoned matches

Once a game commences and for any reason it is not completed it will be considered an Abandoned match. BCFC, at its absolute discretion, will direct that the match be replayed OR will determine a match result for the fixture.

If a team or their spectators are found guilty of behaviour that has led to a match being abandoned and or a referee making a valid complaint to BCFC, will result in the offending team/s:

- (a) Receiving Nil match points the said match;
- (b) Receiving a 10-0 loss recorded for goal difference purposes as a minimum penalty. BCFC at their absolute discretion, will assigning a score in excess of a 10-0 loss as it sees fit;
- (c) Where appropriate, BCFC, at their absolute discretion, will remove from the competition. No re- funds will be considered.

Team Leaders (U7 only)

No team leaders / coaches allowed on the field during play unless the referee invites one designated per- son from both sides. The referee has the sole discretion to determine whether or not a team leader for both sides would enhance the gameplay experience for players. Team leaders must at all times stay 10 away from the active player on the field and must not talk to opposing team players. In the event that the referee removes the team leader / coach from the field no replacement person is allowed for the said team. Team

leaders should refrain from instructing players when the ball is near to them (allow players to make decisions).

Withdrawal/Removal from Fixtures

If any team in the competition withdraws or is removed from fixture competitions, then the following will apply:

- (a) if the team is withdrawn or removed before the competition has started - a bye in the competition will be substituted;
- (b) if the team is withdrawn or removed after the competition has started - the recorded results for that team will be deleted and a bye in the competition will be substituted;

Postponed or Rain Affected Matches

As a rule, no matches will be replayed due to wet weather cancelation. BCFC reserves the right to cancel any round, or part thereof, should they deem that player safety or field maintenance reasons dictate this course of action. Notifications will be placed on the BCFC website, www.brisbanecityfc.com.au no later than 4.00pm on the day of scheduled games. Updates will also be posted to Facebook and Team Ap. BCFC may, at its discretion, extend the competition by multiple weeks, alternate days, or both, to facilitate cancelled games.

PLAYERS

Interchange of Players

In all competitions, unlimited interchange will be permitted, with no more than ten (10) players permitted to be listed on the Match Sheet. Only players listed on the Match Sheet are permitted to take part in the match. A player who has been interchanged may return to the field for another player. All interchanges can occur at any time in play and must take place near the halfway line.

Player Identity

Player identity may be checked by BCFC at any stage. Players who do not or cannot produce proof of identity will not be permitted to take part in the match. All challenges of identity/eligibility by opposition teams must be brought to the attention of the clubs 6 a Side administrator as soon as possible. BCFC reserves the right to investigate the eligibility of any player at any stage.

Borrowing Players

A borrowed player must be registered in the BCFC 6 a Side Competition. Team can borrow a maximum of two (2) players. Players who are borrowed must be playing in the correct age group. It is the responsibility of the team official to ensure that the borrowed player is eligible to play.

Registration of Players

ALL players participating in the BCFC 6 a Side competition must be registered with BCFC 6 a Side before taking part in any match.

Ineligible Players

Any player not registered as per BCFC 6 a Side Registration Procedures and Guidelines for the current season is considered ineligible and is not permitted to participate in any BCFC 6 a Side Competition.

Any player under suspension by BCFC is considered ineligible and is not permitted to participate in any fixture until that suspension is served. This includes automatic suspensions for yellow and red cards along with penalties determined by the BCFC Disciplinary Committee.

A player whose has not signed the BCFC 6 a Side Match Sheet prior to the commencement of any match is considered ineligible and is not permitted to participate in that match.

Penalties and Outcomes

If it is established that a player competing in any BCFC 6 a Side competition fixture was ineligible to play, then the following will apply:

- the team found guilty shall forfeit any goals scored and points gained in that match and the points and match will be awarded to the opposing team;
- the game will be recorded as a 5-0 win in favour of the opposing team, unless the result was of a greater margin in favour of the opposing team;
- BCFC may impose an additional sanction, suspend, expel or take whatever disciplinary action it deems necessary against the offending team or player.

If it is established that both clubs competing in any BCFC 6 a Side competition fixture fielded players who were ineligible to play, then the following will apply:

- the match will be deemed as a NO RESULT, whereby, no points will be awarded;
- BCFC may impose an additional sanction, suspend, expel or take whatever disciplinary action it deems necessary against the offending teams or players.

MATCH DAY

Match Sheets

On match day, both teams participating in a competition match are required to sign the BCFC Match Sheet prior to the commencement of any match.

The Match Sheet will list:

- list all match details (age group, division, date, fixture number, participating teams, and venue);
- list all players taking part in the match with first name, surname with room for a signature;
- not list more than ten players for any fixture;

The Team Manager is responsible for ensuring the names of all players are listed and signed on the sheet.

Players participating in Kindy-U11 matches are not required to sign the Match Sheet.

Procedures following a Match

Following the match, the Referee should sign off the Match Sheet after verifying the accuracy of result, game details (red cards, cautions, goal scorers and times) and players listed. The referee will forward the original copies of the completed Match Sheets to BCFC.

Results of Fixtures

The results of fixtures will be communicated to BCFC by the referee.

Match Balls

BCFC shall provide two footballs of correct size and in good order and condition for each match.

BCFC 6 a side Additional Competition Rules

Playing Strips

All playing strips must be of the same predominant colour (except for socks). Where team colours are similar, the AWAY team will be required to wear an alternate strip or bibs, (these can be supplied by BCFC). Goal- keepers shall wear any colour provided it does not clash with either team or referee.

Extreme Weather Conditions

In extreme weather conditions, BCFC reserves the right to postpone, delay or abandon any fixture.

DISCIPLINARY

Players who receive a Red Card/Dismissal in a match shall receive an automatic non-appealable suspension of 1 week. Additional suspensions may be imposed after review by the BCFC Disciplinary Committee. Players suspended will be informed via email and before their next fixture.

BCFC reserves the right to change or amend these rules at its absolute discretion.

All decisions made by BCFC in relation the 6 Aside competition are final decisions and are not reviewable / capable of appeal.

BCFC at their absolute discretion can remove teams from the 6 aside competition. BCFC will be under no obligation to refund any monies to individual team members of the expelled team should this occur

BCFC 6 a Side 2020: Laws of the Game

These Laws should be read in conjunction with the FIFA / The IFAB Laws of the game ('LOTG'). LOTG apply if not covered in the BCFC 6 a side LOTG.

Any clarification of the enclosed BCFC 6 A side rule should be sought from the BCFC 6 a Side Coordinator via email at academy@brisbanecityfc.com.au

Key differences with FIFA LOTG:

- All restarts, (Except for Penalty Kicks) are INDIRECT
 - A goal may not be directly scored from any restart including a Free Kick, a Kick Off, a Corner Kick, a Goal Kick, and a Throw-in. (If the ball goes directly into the opponents' goal from any re-start, it's a Goal Kick.)
 - Opponents must be at least 5m from the ball, in all directions, at any kicked restart (and 2m away from a Throw-In) unless the attacker elects to take the restart quickly.
 - If an attacker is fouled inside the penalty area, it's a DIRECT Penalty Kick taken 5m away from the penalty area; All players must be behind the ball.
 - There is no "Offside".
 - OPENS / 35s: Slide tackles are not allowed: tackling players must remain on their feet throughout the challenge.
 - If a player is Sent Off, their team plays short until the opponents score a goal or for 2 mins whichever comes first.
 - Field player substitutions are *on the fly* and must take place near half-way; a Player must leave the field before a Substitute enters. Goalkeeper substitutions may only be made at a break in play and with the prior permission of the Referee.
 - Match duration: 2 x 20mins;
- Ball size: U6-U10: size 3; all other matches size 4.
- No coin toss: first named team chooses which goal to attack; opponents get the first kick-off; switch for second half.
- Kindy-U11: Once a goalkeeper has secured the ball with the hands, opponents must retreat 5m from the penalty area.

Law 01 – The Field of Play

- Dimensions: 30-35m long x 25-30m wide.
- Markings: 8-12 cm wide touchlines at the sides, goal lines at the ends, and a centre mark.
- Combined Goal Area and Penalty Area: A Box with points approx. 6m from centre of goal posts.
- The Goals: Height 1.8-2.0m, Width 2.0m -5m.

- No corner arc will be marked. The corner area / arc will be defined as the intersection of goal and boundary line. When taking a corner kick the ball must be touching corner arc / line intersection.

Law 02 – The Ball

- U6-U10 Size #3
- U11 and above: Size #4

Law 03 – The Players

- Maximum number of players on the field at any one time: 6, one of whom shall be the goalkeeper
- Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper
- Minimum Number of Players to Finish Match: 3, one of whom shall be a goalkeeper
- Maximum Number of Substitutes: 3
- Field player substitutions are unlimited and, on the fly, so do not require the Referee's consent but must be done near half-way; a Player must leave the field before a Substitute enters. Goalkeeper substitutions may only be done at a break in play and with the prior permission of the Referee.
- For Mixed Senior Competitions, there must be at least two (2) female "field" players on the field at all time, not including the Goalkeeper.

Law 04 – The Players' Equipment In the event of a clash in shirt colours, the second named team is responsible to collect bibs from BCFC management and wear them.

Law 06 – The Assistant Referee: There are no Assistant Referees.

Law 07 – The Duration of the Match

- Two equal periods of 20 minutes. There is no added time for injuries or delays in play but time can be added for a penalty kick at the end of a half.
- Half-time: Maximum of 3 minutes.

Under no circumstances are referees to vary the length of matches.

Law 08 – The Start and Restart of Play

The team listed first on the official match sheet (home team) shall choose which goal to attack, the opposing (away) team shall kick off first. For all kick offs, all players must be in their own half; opponents of the team taking the kick must be at least 5m from the ball until it is in play; Time will start and finish on the official siren

Law 09 – Offside: There is no offside.

An indirect free kick is also awarded when any of the following offences is committed:

- Playing in a dangerous manner (e.g. attempting to kick a ball held by goalkeeper).
- Opens / 35's only: sliding when tackling an opponent (part of body other than feet contacts the ground during the tackle).
- Impeding an opponent without contact being made.
- Charging the goalkeeper in the penalty area.
- Goalkeeper handles the ball after it has been kicked deliberately to them by a teammate.
- Goalkeeper handles the ball after a throw-in by a teammate.
- Goalkeeper within their own penalty area handles the ball for more than 6 seconds.

Rules of Expulsion:

- The player Sent Off takes no further part in the match.
- The player sent off must leave the vicinity of the field of play.
- The team of the player sent off plays short until the opponents score a goal or for 2 mins whichever comes first. The 2-minute punishment shall be controlled by the Referee and can continue into the second half if needed.
- The substitute for a player sent off can only enter the field with the prior permission of the Referee.

Law 10 – Free Kicks

- All free kicks are indirect (note penalty kicks are different) a goal may not be directly scored.
- Opponents must be at least 5m away until the ball is in play.
- A free kick awarded to a team in or near their opponents' goal can be decided to be taken closer to their own goal line provided it is in a straight line, parallel to touch line, from where the free kick offence occurred.

Law 11 – The Penalty Kick

- Penalty Kicks are taken from a point 5m away from the penalty area.
- Opponents **must** stand behind and at least 5m from the ball.

Law 12 – The Throw-in

For under 7s to under 11s referees are to expected apply a relaxation to the throw in law by encouraging compliance via retakes (to the same team taking the throw) when it is clear they are not making a reasonable attempt. If the player refuses continually not to try to be compliant in extreme cases the referee should award a throw-in to the opposing team.

The throw-in law will be varied for under 7 and younger grades as follows:

1. No foul throws will be called;
2. At the referee's discretion the throw in can be re-taken where the player has not thrown the ball in correctly;
3. At the very least we expect that players remain behind the line for throw ins and that they make a decent attempt at correctly throwing in the ball;

Referees are encouraged to coach / demonstrate / explain to players the standard they require for games (all age groups) and at a bare minimum meet the standard described above for all miniroos grades (under 11 and below)

Law 13 – The Corner Kick: Opponents must be at least 5m away from the ball; the ball is in play when it is kicked and clearly moves.