

COOROORA UNITED SUMMER SOCCER

INFORMATION & RULES



Introduction

Cooroora United Summer Soccer is designed as an off-season social football competition played in a more relaxed format. The standard rules of Football have been modified to ensure that players of all abilities and skill levels aged from 15 years and upwards can take part.

Players should familiarise themselves with the FFA Code of Conduct and ensure that they always comply with the code.

It should be noted that the club will not tolerate any excessive force, aggression or dissent towards any players or referees. Those found to be in breach of these conditions may be asked to leave and not return to the competition.

The competition typically runs for a 14 week period from November to February with a break for the Christmas and New Year period.

Registrations

As this competition is sanctioned by Football Queensland, all players must register via Squadi to be eligible to play.

Team Requests

All players will be allocated to a team by the CUFC committee. We try to accommodate requests (i.e. playing with friends or family members) however we cannot guarantee your preference as all teams are created to be as fair as possible, with a diverse range of skill, ability, gender and age in each team.

Duty of Care Statement

“When you register to play with a Football Club, you are reminded that Football is a body contact sport. Potential, notwithstanding all safety guards, exists for a player to sustain injury. Players must therefore prepare themselves for the game by having a commitment to training and a high level of fitness. As a measure of your club and Football Queensland’s support to players and officials, they have arranged insurance cover as set out in this document, [Gow-Gates Football-QLD Individual-SOC-Brochure-2022v2.pdf \(gowgatessport.com.au\)](#) and for your benefit and risk protection. In addition to these policies all players and officials are encouraged to take out private health insurance, life insurance and ‘top up’ cover over and above that is outlined on the previous page to ensure individual needs and circumstances are met. For any advice or additional insurance cover that you may require please contact Gow-Gates”.

Summer Soccer Rules

As this competition is sanctioned by Football Queensland the standard FIFA rules apply, plus the following Summer Football variations. By taking part in the Summer Soccer competition, each player agrees to abide by the FFA Code of Conduct and the following rules.

Team Size

The number and size of the teams is dependent on the final number of players that register to take part in the competition. The aim is to have at least 14 teams of similar size and skill levels. Ideally, it will be a seven-a-side competition with 10-12 players per team.

- There must be at least 6 on to begin a match. Team sizes may be increased to up to 8 a side with the agreement of both teams.
- Teams must always have a minimum of 2 female players on the field of play. If a team only has one female player, the missing female player cannot be replaced by a male player. If a team does not have any female players, they can replace only one of the female players with a male player but must play 1 player short.
- Goal keepers are allowed. One player is to be nominated as goalkeeper and a bib is to be worn. Teams can interchange keepers via swapping the bib throughout the game.
- Roll on, roll off substitutes permitted per game. Substitutions can be made when there is a break in play, the ball is dead, or the goalkeeper has possession of the ball.

Team Player Shortage

If a team cannot field 7 players, they can seek 'fill ins' to assist filling numbers. **They can only accept 'fill ins' to make up a full team and 1 substitute. At least two team members must always be female even when a team is made up of fill-ins.**

Fill ins, if male, **CANNOT** score goals. To remove any doubt on this rule, if a 'Fill-in' takes a shot and it deflects off another player and goes into the goal a goal will **NOT** be awarded.

In the case of a team that cannot provide at least 5 players, a forfeit loss will apply to the team creating the forfeit. Arrangement for fill-in players must be made if a team cannot front a game, however the forfeit result will still stand.

Goalkeepers

- Each team will nominate a player to be the goalkeeper. The goalkeeper will be identified by a different coloured bib.
- The goalkeeper will be allowed to handle the ball within the 5-metre Goalkeeper zone.
- The goalkeeper can play outside of the goalkeeper zone but will not be allowed to use their hands.
- Goalkeepers can receive back passes from their team mates but cannot pick up the ball. If they do an indirect corner kick will be awarded to the attacking team.
- Once the goal keeper picks up the ball they may either throw the ball or place the ball on the ground to kick back into play, they cannot kick the ball out of their hands.
- Goal Kicks will be taken from anywhere in the 5m circle.

Uniforms

- **Players must wear football boots, shin pads and long socks completely covering the pads. Players not wearing shin pads will not be allowed to play.**
- Bibs will be provided, however feel free to wear your team's colours.

Match Duration

- Matches consist of 2 x 25-minute halves
- 5-minute half time interval.
- Semi Finals consist of 2 x 25 minute halves
- Grand final will consist of 2 x 30 minute halves
- In all finals, extra time golden goal rule will be applied (first to score in extra time is the winner)

Field

- ½ pitch – played across the field.
- A 'Goalkeeper Zone' will be formed in a 5-metre arc from the centre of each goal.
- The attacking team is not allowed in the goalkeeper zone. The defending team can run through the zone but cannot touch the ball with any part of their body (See goalkeeper zone below)
- Only the goalkeepers will be allowed to touch the ball inside the goalkeeper zone.

Kick Off

- Before the start of the game, the referee will toss a coin between the team captains. The team that wins the coin toss will choose which goals they will attack in the first half. The other team will take the kick off.
- The game will start by order of the referee and the ball is in play soon as it moves in any direction.
- The player who takes the initial kick cannot touch the ball a second time until it has been touched by another player.
- A goal cannot be scored directly from the kick-off.
- At the beginning of the game and each restart by kick off, players of the opposing team should be no less than 5 metres from the ball until it is in play.
- After a goal has been scored the kick-off is taken by the opposing team from the centre of the field.
- After the regulation half time break the teams will change sides and the kick will be taken by the team that did not start the game

General Play

- Low impact tackling only. **No sliding tackles** and **No Tackles from behind.**
- No off sides.
- All free kicks are indirect (i.e Players cannot shoot direct at the goal. They must pass instead).
- Goals can be scored from any outfield position (except the attacking goal keeper zone).
- Goals cannot be scored direct from kick offs, free kicks, kick ins, drop balls or goalkeeper's throw.

Scoring Goals

- A Goal is scored when the whole of the ball crosses the goal line.
- A goal will only be allowed following a free kick, corner or sideline kick once the ball has been played by another player. This does not include a direct shot at goal which deflects into the goal off another player or the goalkeeper. If the ball enters the goal from an indirect-free kick, without having first been deliberately touched by another player, it will result in a goal kick for the defending team.

Infringements

All free kicks are **INDIRECT** regardless of the infringement. If the infringement occurs in the defending half of the field it is to be taken at the location of the infringement. If the infringement occurs in the attacking half of the field the free kick is to be taken from the nearest sideline. If infringement occurs in the attacking half and is considered by the referee to be on purpose to prevent a goal scoring opportunity further action may be taken, such as a yellow card or a 5-minute sin bin for the player committing the foul.

- Opposing players are to be at least 5 metres from the ball.
- There is a 6 second time limit on Kick-ins, corner kicks and Free kicks
- The ball shall be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.
- A goal **CANNOT** be scored from a free kick without being touched by another player

A free kick will be awarded for any of the following infringements:

- Performing a Slide Tackle or a Tackle from behind.
- Playing at the ball from the ground.
- Using Excessive force.
- Performing a two footed tackle
- Kicking or attempting to kick a player of the opposing team.
- Tripping or attempting to trip a player of the opposing team.
- Charging a player of the opposing team
- Spits on or assaults an opponent.
- Obstructs, Pushes or Charges an opposition player.
- Time Wasting.

Cooling Off

If a player becomes too aggressive on the pitch, at the referee's discretion he or she may be sent from the pitch for a cooling off period of 5 minutes. The team will be penalised by playing down a player only until the cooling off period is finished. The player may take the pitch once the 5 minutes has elapsed and the referee has called the player back into play.

Dismissals

A dismissal will result in an immediate exclusion from the game and a minimum 1 game suspension.

Players sent off can take no further part in match. A substitute may be used to replace player sent off after 5 minutes or first conceded goal, whichever occurs first.

Dismissal will occur if a player is guilty of:

- Violent conduct.
- Spitting at an opponent, official or spectator.
- Foul and abusive language directed at players and officials.
- Throwing or kicking the ball at an official in an aggressive or dangerous manner or threatens to strike or attempts to strike an official.
- Deliberately stopping the ball from entering the goal with their hand with the exception of the goalkeeper.
- Persistent foul play.

There will be a **Zero tolerance** policy on fighting. Any abuse or gross misconduct directed at referees or other players will result in exclusion from the game and possible suspension of the team from the competition. Any team excluded from the competition forfeits their game and fees.

Red & Yellow Cards

A yellow card is a caution. A red card results in a sendoff and the player must leave the field of play and is penalized with an automatic 1 game suspension. The suspension length may be longer and is determined by the CUCF Committee depending on the severity of the infringement. If a player receives two yellow cards in one game this is equal to a red card.

A player may receive a yellow or a red card for the following

- Dissent towards the referee
- Abuse towards other players or spectators
- Aggressive play
- Unsporting behavior

Advantage

An advantage may be played at the referee's discretion even though a prior foul may have occurred

Goalkeeper Zone

If a defender (not the Goalkeeper) enters the Zone and incidentally touches the ball (with any part of their body) a free kick will be awarded and played the same as a corner kick. If a defender enters the Zone and touches the ball (with any part of their body) to prevent a goal the goal may be awarded.

If an attacking player enters the Goalkeeper Zone, a free kick is awarded and is to be taken from the within the Zone.

Corner Kicks

The referee will award a corner kick when the whole ball has crossed the goal line having last been played by the defending team. Opposing players must remain a minimum of 5 metres from the ball until the ball has been kicked into play.

The corner kick will be taken from the corner of the field closest to where the ball left the field of play.

A goal will only be allowed following a corner once the ball has been played by another player. This does not include a direct shot at goal which deflects into the goal off another player or the goalkeeper.

Sideline Kicks

A Sideline kick will be awarded as a means to restart play when the whole ball has crossed the sideline. The kick will be taken by a player of the opposing team to that which last touched the ball.

Procedure

- The player who is to kick in will stand behind the side line and place the ball at the same point through which the ball left the pitch.
- The ball will be in play from the moment it moves forward
- Opposing players must be 5 metres away from kick in.
- A 6 second time limit on Kick-ins.
- A goal cannot be scored directly from a side line kick, unless it has been touched by another player.
- If the player doesn't comply with these procedures, the referee will award a side line kick to the opposing team.

Referees

Each match shall be controlled by a referee, who will have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

Game Stoppages

In the case where matches need to be stopped due to serious injury, the match will be either moved to an adjacent pitch or called off at the referee's discretion with current score standing. No additional time will be added to cover for stoppages. Where the match is called due to extreme weather the summer soccer committee will determine as to whether the matches will be rescheduled.

Points

The points are allocated as follows:

WIN =3 POINTS

DRAW = 1 POINT

LOSS = 0 POINTS

FORFEIT = 3 POINTS (3-0 win to opposing team)