

The 2007 Summer Football Competition is being run for the I.A.F.A. By Andrew Byron and the Illawarra Football Supporters Football Club.

SUMMER FOOTBALL CO-ORDINATOR - Andrew Byron (Illawarra Football Supporters Football Club) Ph. 4227 2010

REGISTRAR - Serge Wadhwa (Unanderra Amateurs)

REFEREE CO-ORDINATOR - Michael Southwell (Amateur Referees)

ALL CORRESPONDANCE for SUMMER Football can be emailed to summerfootball@iafa.com.au

Team FEES for 2007

TOTAL TEAM FEES TO BE PAID UP FRONT BEFORE OCTOBER 24th is \$30 per team (Equates to \$3 per player per game) per game (14)+ Player Rego. (Subject to change) = \$420 plus 10 players Rego.

Player Registrations & Insurance (FOOTBALL NSW Rules)

\$10 per 2007 Registered I.A.F.A. Student Player (STUDENT ID must be proven)

\$15 per 2007 Non-Registered Football Player (STUDENT ID must be proven)

\$20 per 2007 Registered I.A.F.A. Player

\$25 per 2007 Non-Registered I.A.F.A. Player (But Registered on AMATEUR CONTRACT with any affiliated FOOTBALLNSW Association)

\$40 per 2007 Non-Registered Football Player

Referee Fees - \$20 Per Game (Will be taken out of the GAME FEES POOL)

IN SUMMARY

Therefore if you are a current IAFA player and you wish to play it will cost you no more as na

TEAM FEES are to cover costs of RUNNING THE COMPETITION, EQUIPMENT PURCHASES, LIGHTING FEES, GROUND HIRE & END OF SEASON PRESENTATION/BBQ. ALL PLAYER INSURANCES go direct to FOOTBAL NSW.

RULES & REGULATIONS – CHANGES to 2006 are in **BOLD**

Proposed rules for **6 a side** outdoor football competition

LEAGUE STRUCTURE

The league shall be made up of **4 Divisions** of 6 teams; each team shall play each other twice.

Therefore the league shall run for 10 weeks. The top 4 teams from each division will than play in a finals series running over two weeks. The league is scheduled to start on **5/11/07** - 3 points shall be awarded for a win and 1 point shall be awarded for a draw.

In the event of 2 or more teams finishing up with the same points, at the end of the League, team rankings are decided in order of:

i. Results between the teams when they played each other

ii. Goal Difference

iii. Goals Scored If these procedures fail to separate the teams then deciding matches shall be played, under circumstances set by the League Co-coordinator.

1) PLAYERS

All players must be registered with IAFA/**Football NSW Summer Football** Rego's. Players must be over 16 years of age. Male players only allowed for **SEASON 2007. 6 players** per side including goalkeeper (minimum number of players per team **4** including goalkeeper) Teams may “borrow” no more than one player from other teams with agreement of the opposing team. If at any time a team is more than 2 players short due to players being sent off, then the game shall be abandoned, resulting in an automatic 3-0 score line being awarded to the opposing team, providing that the opposing team is not already more than 3 goals in front. Unlimited on the fly interchange will apply for both divisions

Players limited to 10 in Team Registrations and limited to **10** players on match day i.e. **6** on field with 4 subs.

2) PLAYING EQUIPMENT/FIELD

All games will be played on the UNDER 9's pitch at Unanderra Oval. Players must refrain from wearing jewelry (watches, rings, and earrings etc.). **ALL PLAYERS MUST WEAR SHINPADS AT ALL TIMES.** Teams are required to wear matching shirts i.e. same colour and the goalkeepers shirt must be distinguishable from the rest of the out field players.

3) FOULS AND MISCONDUCT

Sliding tackles are illegal and shall be classed as dangerous play. Players could be reprimanded, cautioned or dismissed for any infringement of this rule. A free kick shall be awarded to the opposition for any infringement of this rule. Yellow cards will result in a “timed suspension” (sin bin) of 5 minutes. If a player is then issued with a second yellow card in the same game then he shall be excluded from play for the remainder of the game. There will be no ongoing suspension as a result of receiving 2 yellow cards. Players maybe shown a direct red card (i.e. not two yellow cards) and dismissed; such players will be automatically suspended for two weeks. A player who is issued a second direct red card during the season will be excluded from the remainder of the competition. Any team found to be playing a suspended player will be deemed to have forfeited with a 3-0 score.

4) BALL IN AND OUT OF PLAY AND RESTARTS

A coin will be tossed at the beginning of each match to determine who has kick off/choice of ends. You are permitted to shoot straight from kick off. The ball can be passed in any direction from kick off. After a goal has been scored, play shall be restarted by a kick off from the center spot to the opposing team. If the ball goes over the touchline, then the game will restart by a touchline “kick in”. All defending team players must be at least 3 meters from the restart position. Goalkeeper may handle the ball under all circumstances while in the goal area. There are no goal kicks – all goal area restarts (where the goalkeeper has handled the ball) will be via a “throw” pass by the goalkeeper. The throw pass must bounce at least once prior to the ball reaching the half way line. If in the event that the ball doesn't, then a restart from the junction of halfway and the sideline will be taken by the opposition.

5) FREE KICKS

All free kicks that are taken are to be indirect. Players on defending teams are required to be at least 3 meters away from the ball at free kicks.

6) PENALTY KICKS

A penalty kick shall be taken from the edge of the goalkeeper's area, level with the middle of the goal. All penalty kicks are direct. All players other than the penalty taker and the goalkeeper must be behind the ball and be a minimum of 2 meters away from the penalty spot. The goalkeeper must be on or within one step of their goal line at the time the penalty is taken.

7) OFFSIDE RULE

There is no offside rule.

8) DURATION

Each game shall consist of 2 x 25 minute halves, to result in a 50-minute game. 5 minute break at half time.

9) LATENESS PROCEDURE

If any team is longer than 10 minutes late then they shall forfeit the game. A 3 - 0 score line shall be awarded to the opposition. Any match, which then starts, will play shorter time and will play straight through i.e. no half time. The match will be classified as a friendly and no score will be recorded

10) TEAM NO SHOWS

Teams are entering in to a block booking agreement with IAFA, therefore, registered team must pay for every week regardless of no show or formal withdrawal. If for whatever reason your team cannot turn up, notification must be given 24 hours before kick off. That team will then forfeit the game 3 -0. The team will still have to pay their match fees. Any team failing to show without prior notice will lose the game 3 – 0 and have to pay a fine of \$25. A friendly game will be arranged if possible. Any team failing to show more than two times regardless of weather notification was given may be excluded at the discretion of the organiser. Any team excluded still must pay all due fees. No Team will be given a Refund.

11) PAYMENT OF FEES

Match fees are paid up front as part of your registration.

FEES are to be paid to the FOOTBALL EXPRESS counter by the TEAM MANAGER prior to season starting on October 24th. The TEAM MANAGER will be given a receipt for the payment.

12) TEAM DUTIES

It is the responsibility of the 2 teams, who are Kicking off the first Game, to collect and set up 1 net and 2 corner posts each these can be collected from the Matchday Official – Monday & Thursday Nights – Serge Wadhwa and Tuesday & Friday Nights – Andrew Byron. It is also the Teams who play the last game on each field, responsibility to remove the net and 2 corner posts each, and return them to the Matchday Official.

13) BREACH OF RULES

Teams/ players failing to adhere to the rules may be required to appear before the organiser, on a date set by the organiser, if the organiser deems it necessary .

14) In the interest of the game,

The Committee may alter or introduce new rules if it deems it necessary to be in the interests of the game.