



CAMDEN FALCON'S FC SUMMER FOOTBALL RULES

Under 8s and Above

1. Under 8s and above is 6-a-side.
2. Minimum of 4 players on the field at any time
3. Teams must adhere to dress code. A player poses the risk of not being permitted to play if the dress code is not adhered to.
 - a. Match shirt (with an individual number that coincides with team registration), socks, shorts
 - b. Moulded soccer boots, grass boots, sneakers, joggers only.
 - c. Protective shin guards are **COMPULSORY**
 - d. Players are permitted to wear sports goggles, sports glasses or sports sunglasses as long as, in the opinion of the referee, they pose no danger to the player or other players.
4. Teams are allowed to borrow registered players, in accordance with:
 - a. From teams a maximum of 2 age groups below, e.g an u12 team can borrow from and u11 or u10 team.
 - b. Teams cannot borrow from within the same competition or from older ages
 - c. Teams cannot borrow players to make subs, only for starting amount e.g an u12 team has 4 available registered players, they can borrow a maximum of 2 players.
 - d. No unregistered or ineligible fill in player permitted on the field (Penalty applied - same as a forfeit).
5. Two 20-minute halves, no half time.
6. 6 second rule on all restarts of play.
7. Goalkeepers are not allowed outside of the penalty area. No players allowed inside penalty area (i.e.: "D").
 - a. On the line is classified as in the "D" as per Laws of the game.
 - b. Defenders inside and/or Goalkeeper outside of the "D" results in penalty, to be taken from the top of the "D", with a 2-step maximum run up.
8. All restarts, with exception to penalties are treated like indirect free kicks. As per laws of the game, if an indirect free kick occurs and the ball goes directly into the opponents' goals without touching another player, a goal kick is awarded. Opponents must be retreat a minimum of 3 metres.
9. No slide tackles allowed, regardless if contact is made or not. An indirect free kick to be given.
10. Goalkeeper can't kick or throw the ball over half-way on the full at any stage. Indirect free kick on half-way line.

11. When Goalkeeper takes a kick/throw from the “D”, even during normal play, opponents must be at least 5 meters away from the ball until it is in play e.g. ball in goalkeeper’s possession & did not go out for goal kick
12. Goal Kicks to be kicked by the keeper only.
13. No offside rule.
14. Referees to apply a “Sin Bin” rule in place of yellow cards. (2 minutes served in Sin Bin).
 - a. 2 x “Sin Bins” in one game is equivalent to a red card.
 - b. NO substitutions allowed for “Sin Binned” players.
15. If a player receives a red card, an independent group will form a judiciary and issue a suspension that sees fit, modelling from FNSW guidelines. Players who wish appeal suspension must submit their appeal in writing within 48 hours and deposit \$75 into the club account.
16. ‘Mercy rule’ is available for U17s and below. Applies if the margin gets to 5 goals.
 - a. The losing team can put one extra player on the field for the duration of the game.
 - b. Note - this is not the winning team taking a player off.
 - c. The extra player can then stay on the field even if the margin gets back to less than 5.
 - d. No more than one player can be added even if margin is extended further.
17. Any score disputes must be submitted in writing no later than COB of the following Monday otherwise they will be invalid.
18. Ladder positions will be determined by points as per table below. At the conclusion of the regular season, teams who are level on points will be determined then by in order of Goal Difference, head-to-head, most wins, most goals scored

Points Per Game: Win = 3, Draw = 1, Failure to Pack Up when allocated = -1

Forfeits must be submitted in writing no later than noon of day of match.

Forfeit game - result 5-0.

Unnotified forfeit – result is 5-0 and loss of 1 point.

19. If teams commit any of the following offences:
 - a) Not having shirt numbers
 - b) Not assisting in set up/pack up when allocated
 - c) Submit late forfeits

They will incur the following punishments:

- a) 1st offence, written warning
- b) 2nd offence, 1 point loss
- c) 3rd offence, 1 point loss and forfeit match
- d) 4th offence, forfeit match and withdrawn from the competition

FINALS FORMAT

For those who make the finals, the format for the Finals night will have the top 4 teams play a semi-final game (1st v 4th and 2nd v 3rd) and the winners will then progress to the grand final later that same evening.

Please Note: Given it is finals, we will have player id cards available online on the night (at the canteen) if you think there is an unregistered player in the opposition. Any team can ask to check the opposition player id cards to verify registration, but it must be at least 5 mins before kick-off to allow enough time. Please note, checking the id cards and advising of any issues is your responsibility. The referee will not be checking player id cards. If you find there is an unregistered player in the opposition, then that player will not be able to play.

Rules for finals is the same as the regular season, with the following exceptions:

- If at the end of the game scores are still tied, then there will be one lot of 5 mins 'golden goal' extra time. First team to score in extra time wins the game ('golden goal') and do not play out the full 5 mins.
- If neither team scores in extra time, then it will be Best of 3 penalty shoot-out.
- If still tied after 3 penalties, it will become sudden death. Penalties for under 8s and above will be taken from top of the "D", with a 2-step maximum run, with the goalkeeper on the goal line.
- The 'mercy rule' allowing an extra player on the field, that was available to u17s and below and fill in players, will not be available in finals.