



Sydney Social Soccer BYLAWS (22/08/2019)

Fill-ins

Fill-ins can play one game a season before needing to be registered and must be approved by the field manager. Fill-ins can be subjectively no better than the player they are replacing. If a player is obviously much better the team will forfeit the match retrospectively. Players cannot play down a division unless registered on the team's roster as a regular player. Players cannot play two games in one division in the same round.

Goalkeepers

When the ball goes out of play for a goal clearance, the goalkeeper must use their hands to put the ball in play. The goalkeeper cannot throw the ball over the halfway line without it touching the ground or a player, in either goal clearance or general play. If this occurs the other team is awarded an indirect free-kick from the centre of the halfway line. Players can pass the ball back to the goalkeeper an unlimited amount of times, however, when intentionally passed back to the goalkeeper they cannot use their hands. If this occurs an indirect free-kick is awarded where the goalkeepers hands make initial contact with the ball.

Mixed Gender Balance

In Mixed 2 male and 2 female players must be on the field at all times, not including the goalkeeper. The goalkeeper can be either male or female and do not count towards the gender balance rule.

Kick-ins

On a kick-in players are required to place the ball on or 30cm behind the line and the ball must be stationary. Failure to do so will result in the kick-in being awarded to the other team. Players defending the kick-in must give 3 meters space, if a defending player deliberately interferes with play within the 3 metre space, an indirect free kick will be given from where they interfered, repetition of this foul may result in a yellow card.

Free kicks, corners & kickoff

Players must be 5 metres away from the ball on all free kicks and corner kicks and must be 3 metres away from the ball at the opposing team kick-off

No offsides

The offside rule is not being used under any conditions in Sydney Social Soccer.

Timer

When the full time buzzer sounds play stops immediately. If the ball is in motion (in the air or on the ground) after the buzzer sounds the period will continue until the ball is controlled by any player, the ball goes out of play, or a goal is scored.

We emphasise that there are usually no stoppages in time however, if a serious injury occurs where a player cannot be moved off the field or must be tended to, at the discretion of the referee and bench official, the clock may be stopped. In the event a serious injury causes a major delay, we reserve the right to reduce the game time to accommodate.

Team & Player fouls

There is no slide tackling permitted at Sydney Social Soccer under any circumstances. On the 6th Team Foul accumulated in a game, each foul will be a direct free kick on goal from 10 metres out of the goal line, defenders will not be permitted to have a wall. Each subsequent Team Foul will have the same penalty. There is no limit to Player Fouls in Sydney Social Soccer, however, two Yellow cards or one Red card will mean an ejection from the game. Indirect free kicks do not count towards accumulated fouls.

Uniforms, Shin Pads & Shoes

All players must wear shin pads or they will not be allowed on the field and participate in the game. Footballing shoes with plastic studs is recommended, however running shoes are permitted. Metal and jagged studs will not be permitted. All players must wear matching design and colour uniforms. Uniforms must have a number printed on the front and the back. Any jewellery on the hands, wrist and neck must be removed in order to play. Facial piercings such as nose, lip, eyebrow and ear piercings must be removed if they are not studs. Studs and spacers must either be removed or covered with tape in order to play.

Bib Allocation

In the event that both of the teams jerseys clash a coin toss will determine the team that will wear bibs. However, if a team doesn't have all players in correct uniform or is running late they will default to wearing bibs.

Game length

The game will consist of 2x16 min halves. The clock will not stop through the game.

Late Starts

A team cannot start without 4 or more players. If a team does not have 4 players, the clock will start at the scheduled game time and if the late team does not have a sufficient number of players by 10 minutes after the schedules kick off time, they will forfeit the match.

Forfeits

Your team will be deducted 1 ladder point for a Forfeit. If a team forfeits two or more games in a season their Team Nomination may not be accepted for the following season. Teams who wish to submit a forfeit for an upcoming match will incur the compulsory \$80 forfeit fee. This fee is used purely for the purpose of reimbursing the opposing team for their match fees. This change applies to all teams in all competitions.

Rain-Outs

We make a decision on if the field is safe to play on at 3pm each day. If bad weather occurs, play will be cancelled for the night. Rained out rounds will be added on to the end of the scheduled season for up to two weeks of games. If there are more than two rain-outs in a season, every subsequent match's Team Fee will be added as credit to your team for the following season.

Foul Language

Foul language is not tolerated at Sydney Social Soccer under any circumstances. Our referees have been given instructions to discourage all foul language by giving two team- wide warnings followed by a Yellow or Red card. Any foul language directed at an opponent will be and immediate Yellow or Red card depending on the severity. The bench official can also give warnings. Depending on the severity, this may put the player under review for suspension or ban.

Red Cards

When a player is issued a red card they are ejected from that game. The player is not permitted to sit on their teams bench. They must either leave the venue or sit in the spectator stands. If the player does not comply within 3 minutes of receiving the red card, their team will forfeit the match. A red card can either represent an ejection from that match with no further punishment, or a suspension from future games. When a decision has been reached on the appropriate punishment for the player, their team captain will receive an email confirmation.

Team Conduct Probation

If a team receives 6 yellow or 3 red cards in a season, they will be put on “Team Conduct Probation” for the remainder of that season. While on team conduct probation, each yellow or red card given for unsportsmanlike play or poor conduct will incur a minimum suspension of one game for that player, depending on the severity of the offence this may result in additional suspension.

Finals

Semi-Finals will be 1st vs 4th and 2nd vs 3rd (based on ladder standings at the end of the regular season). If a team is tied on ladder points at the end of regular season head-to-head will be used to determine the ranking. If head-to-head is even, overall goal difference will be used. If more than two teams are tied on ladder points, a new table is made with only the games they played against each other. To participate in the finals players must have participated in at least 40% of games throughout the regular season.

Extra Time (Finals Only)

If regulation ends in a draw, an extra time period will be played. Extra time is one period of 5 minutes with a fully running clock. If the score is still even after the extra period of play, a penalty shootout will take place.

Penalty Shootout (Finals Only)

A coin will be flipped to choose which team shoots first. The shot will be taken from the centre of the penalty area line marked on the field. The goalkeeper must stand on the goal line whilst the attacker is shooting. All players who are participating in the penalty shootout besides the current shooter, goalkeeper and opposing goalkeeper must remain at the centre of the halfway line. The goalkeeper who is not in the current shootout must remain at the corner of the field on the right side of the goals and remain there until the current phase of the shootout has ended. Each team will be given 5 shots. Best of the 5 shots will win the match. If the two teams are tied with 5 shots each, a sudden-death penalty shootout will take place where in order to win a team must have a higher number of shots scored in the same number of shots taken as the other team.