



## **Sydney Social Soccer BYLAWS (14/01/2021)**

### ***Fill-in Players***

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***

Goalkeepers are interchangeable throughout the duration of a match, and can be changed at any time under the following conditions:

- They announce to the scorebench that they are changing the goalkeeper and wait for the scorebench persons acknowledgement.
- The current goalkeeper and the player wishing to interchange are BOTH inside the goalkeeper area (with the exception that the player wishing to interchange is a substitution).
- Unless the interchange is during a break in play, the phase of play must be attacking in favour of the team wishing to interchange.

Goalkeepers are permitted to play the ball to themselves at a goal clearance or in general play by means of rolling the ball to their feet, once this happens, the ball is in play and the goalkeeper can be challenged by an opposing player.

Goalkeepers MUST be wearing a shirt to differentiate themselves from their other teammates, at their request, staff can issue them a different coloured bib that MUST be handed over to the replacement goalkeeper in the process of an interchange.

On a goal clearance, goalkeepers will have a maximum time of 5 seconds with which they can hold the ball in their hands, after which the ball must be put in play. If the ball is not put in play within the time limit, the team is penalised with an indirect free kick from the nearest point on the penalty area line to which the goalkeeper was standing at the time of the offence.

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.

On a penalty kick, all players must be behind the ball and 3 metres away from the ball until it is played.

### ***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.

### ***Slide Tackles***

There is no slide tackling permitted at Sydney Social Soccer under any circumstances.

### ***Team & Player fouls***

Players receive personal fouls. On the third personal foul the player will receive a Yellow Card. On the 5th personal foul they will receive a second Yellow Card and will be sent off. Personal fouls do not replace cautionable offences (e.g. if a player is on two fouls and receives a Yellow Card for a tackle, and has also simultaneously committed a personal foul, they will still receive a second Yellow Card).

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. 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 1<sup>st</sup> vs 4<sup>th</sup> and 2<sup>nd</sup> vs 3<sup>rd</sup> (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.

## ***Flair Goals***

This is the criteria for a goal to be included as a Flair Goal stat.

The goal is scored:

- from behind the halfway line.
- with an overhead volley.
- by dribbling past at least 3 opponents (Can include the goalkeeper).
- as a buzzer beater.
- with your back facing the goal.
- with a volley from outside the penalty area.
- with a header from outside the penalty area.