



# MT ANNAN MUSTANGS SUMMER SOCCER COMPETITION RULES

Updated 21 October 2024



## INTRODUCTION:

The Summer Soccer Competition is sanctioned by the Macarthur Football Association (MFA) and in accordance with the [Football NSW \(FNSW\) Summer Football](#) Constitution.

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ABBREVIATIONS AND DEFINITIONS

<b>Club</b>	Mt Annan (Mustangs) Football Club Inc
<b>Competition Coordinator</b>	The authorised Club representative administering the Summer Competition.
<b>Division</b>	A grouping of teams, based on the players age (year of birth), that compete against one another. For example, the under 8/9 division allows teams to form with players (boys and girls combined) who turn 8 or 9 in the competition year. All teams within this division compete to determine a winner.
<b>FNSW</b>	Football New South Wales Limited
<b>FFA</b>	Football Federation Australia
<b>Juniors</b>	Teams in the Under 8/9 Division, Under 10/11 Division, Under 12/13 Division, Under 14/15 Division, Under 16/17 Division.
<b>MFA</b>	Macarthur Football Association
<b>MG</b>	<u>Management Group</u> - formed by the committee members of the Mt Annan Mustangs Football Club Committee.
<b>Minis</b>	Teams in the Under 6/7 Division.
<b>Seniors</b>	Teams in the all-age men's teams, all-age women's teams, over 35's men's teams and mixed Seniors teams.

## PART 1: COMPETITION DIVISIONS

1. The Mt Annan Mustangs aim to host 10-week summer soccer competitions for the following age Divisions.
  - a. A mixed under 6/7 Minis competition.
  - b. A mixed under 8/9 Juniors' competition.
  - c. A mixed under 10/11 Juniors' competition.
  - d. A mixed under 12/13 Juniors' competition
  - e. A mixed under 14/15 Juniors' competition
  - f. A mixed under 16/17 Juniors' competition
  - g. An all-age men's Senior's competition
  - h. An all-age women's Senior's competition
  - i. An over 35's men's Seniors' competition
  - j. A mixed Seniors' competition.
2. Additional Divisions may be added at the discretion of the Management Group (MG).
3. Some Divisions may not progress, depending on the number of team nominations, at the sole discretion of the MG.

## PART 2: TEAM AND PLAYER REGISTRATION

### METHOD OF REGISTRATION

4. Interested players are to form teams, then nominate a team manager/coach, who then submits an Expression of Interest (EOI) on behalf of the team through the Mustangs online nomination process listed on the club's website.
5. Once teams are accepted into the competition by the Management Group (MG), players, coaches and managers must register through the [Play Football Portal](#), by selecting re-register and searching for the Mt Annan Mustangs SC.
6. Players who have previously played in a summer or winter competition can login, and new players that have never played football for a club can create a new Football Australia account. All account holders have, or are provided when creating a new account, a unique FFA number.
7. Once logged in, select the Mustangs Summer Soccer Competition and follow the steps to complete the player registration process.

### DUAL REGISTRATION

8. Dual registration permits a player to compete in one additional team (a maximum of two teams) within the Mustangs Summer Soccer competition.

#### **Mini and Junior Players**

9. Mini and Junior players are permitted to register for an additional team under the following conditions:
  - Registration is limited to one (1) additional team.
  - Can register within the same age group, with another team.

## Mt Annan Mustangs Football Club Summer Soccer Competition Rules

- Can register in a higher age group.
- Cannot register in a lower age group.
- An additional fee will be required for the second competition registration.
- The additional fee will be 50% of the set competition fee for that particular grade/age group.

### Senior Players

10. Senior players are permitted to register for an additional team under the following conditions:
  - Registration is limited to one (1) additional team.
  - A player in a Senior Ladies' team can register to a Mixed team.
  - A player in a Senior Men's team can register to a Mixed team.
  - A player in a Mixed team can register in a Senior Men's or Senior Ladies team.
  - A player in an O35's Men's team can register to a Senior Men's team or a Mixed team
  - An additional fee will be required for the second competition registration.
  - The additional fee will be 50% of the set competition fee for that particular grade/age group.
11. All dual registration requests must be made by email to [secretary@mtannanmustangs.com.au](mailto:secretary@mtannanmustangs.com.au) prior to the start of the competition.
12. Players are not to compete in other teams until written approval has been provided by the MG on the acceptance of their dual registration request.

### Borrowing of Players

13. Players are not permitted to be borrowed from other teams for regular games. Players can only compete in two different teams if they have an approved dual registration. Players can however be borrowed for friendly, non-competition games (such as to create a game in a bye round or to make enough players to field a team after a team has forfeit).

## FEES AND PRIZES

14. Player registration fees are required to be paid in full prior to the commencement of the competition.
15. The fee is set by the MG and includes all match fees and FNSW summer competition fees.
16. Seniors' competitions may play for a monetary prize pool and in order for this prize pool to proceed, a Division must comprise of a minimum of 8 teams. The confirmation of any prize pool will be notified prior to the start of the first round of the competition by the MG.
17. The [terms and conditions of the summer competition](#), that provides additional information on the determination and management of the prize pool, team nomination fees and privacy, can be obtained through the Mt Annan Mustangs Football Club Website.

## PART 3: TEAM RESPONSIBILITIES AND REQUIREMENTS

### Team Manager

18. Each team must nominate a team manager who will be responsible for:
- a. Nominating their team to play in the competition.
  - b. Ensuring all players have registered on the [Play Football Portal](#) and paid all fees prior to the commencement of the competition.
  - c. Ensuring all team members have the required playing equipment.
  - d. Ensuring fields are setup and packed down as per the field roster.
  - e. Act as a communication point between the team and the Management Group.
  - f. Certifying players on match cards.
  - g. Regulatory and disciplinary matters for their team

### Shin Pads and Enclosed Footwear

19. All players **must wear shin pads**. Failure to comply will result in exclusion from the game. Soccer boots are preferred, but enclosed sports shoes can be worn.

### Player Strips

20. Each team is responsible for obtaining their own playing strips for its players, including shirts, shorts and socks.
21. Each strip must be matching (or at least the same colour) to ensure identification of team members.
22. If playing strips of opposing teams are considered too similar in colour, a set of bibs can be used to distinguish teams which must be supplied by the team.
23. Teams are reminded that they must have a strip prior to the first match of the Summer competition – **no exemptions will be allowed**. Failure to have matching player strips will see teams forfeit games until they comply.

### Field Setup and Take Down

24. For each round of the competition, if you are a team that is playing in the **first game of the evening**, you must organise to collect the green bin from the storage area and setup the goals and nets.
25. For each round of the competition, if you are a team playing the **last match of the evening**, you must organise to take down nets and place in the green bins provided and return to the storage area.

### Match Cards

26. The home team for each round is the team that appears as the first team on each of the draw i.e. 8 v 3 – 8 is deemed the home team.

27. Managers who believe opposition teams are using ineligible players. must report this to the referee or ground official as soon as possible. The Mustangs Committee will complete spot checks to confirm all players competing in a match are registered.

## PART 4: COMPETITION ADMINISTRATION

### Competition Points

28. Points will be allocated as follows for all Matches:
- i. Win - 3 points
  - ii. Draw - 1 point each Team
  - iii. Bye - no points
  - iv. Loss - no points
  - v. Forfeit - 3 points to the Team receiving the forfeit

### Match Schedules and Kick Off Times

29. The Competition Coordinator will communicate game times and locations to team managers at least one week prior to the schedule kick off date via the clubs preferred communication channel.
30. The preferred model for the Mustangs Summer competition is:
- Games to be played at Wandarrah Reserve, Mt Annan NSW on weeknights.
  - Minis and Juniors games to be played on Wednesday evenings, with the first game of the evening to commencing no later than 6pm.
  - Seniors' games to be played on Friday evenings, with the first game of the evening commencing no later than 7pm.

31. The days and timings of games are subject to ground availability and the number of teams playing in the competition.
32. Teams may be required to play make up games to finalise the completion of the competition.

### Inclement Weather Affected Fixtures

33. Cancelled games due to field closures will **not** automatically be rescheduled. The Competition Coordinator will determine if games can be rescheduled within two weeks and team managers will be notified **only** if games are re-scheduled.
34. Where a round cannot be rescheduled, both teams will receive 1 point each.

### Forfeits

35. Teams must start play at the nominated time for their division with a **minimum of four** (4) players. Teams unable to field at least four (4) players at the commencement of the game (indicated by the referee's whistle) will forfeit the game. At the discretion of the opposing team a "friendly" game will be allowed to enable those that have turned up to participate. The result of any friendly game will not be recorded. A result of a 3-0 win will be awarded to the non-forfeiting team.
36. If at any time during the game a team is unable to continue to field the minimum number of four (4) players, the game will be forfeited, and a 3 – 0 win will be recorded to the opposing team.

## PART 5: GAME RULES

### UNDER 6/7 DIVISION (MINIS)

37. The Under 6/7 competition operates in accordance with the under [6/7's Miniroos Club Football National Playing Formats and Rules](#), with exception that no half time break is provided.

### ALL OTHER DIVISIONS (JUNIORS AND SENIORS)

38. The [FIFA Laws of the Game](#) apply, except for the following Summer Competition rules listed in Part 5.

#### Playing Format

39. The number of players is 6-a-side, including a goalkeeper, with a maximum of 4 substitutes. No more than six (6) players on the field of play at any one time.
40. The match duration is two 20-minute halves with a 1-minute change over between halves.
41. The field of play is 40m x 30m with a goal size of 3m wide by 2m high.

#### Match Balls

42. All match balls for the competition will be supplied by the Mt Annan Mustangs Football Club and during game time will be the responsibility of the referees.
- Mini Games U6/7s      Size 3 match ball
  - Junior Games U8/9    Size 3 match ball
  - Junior Games U10/11   Size 4 match ball
  - Junior Games U12/13   Size 4 match ball
  - All other competitions are to use a Size 5 match ball

#### Ball crossing the touch line

43. There is no throw in.
44. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line where it left the field of play and pass the ball into play. Opponents must be at least 3m away from the ball until it is in play. The ball must touch another player before a goal can be scored. The ball must be played in within 5 seconds once in the players control.

#### Ball crossing the goal line

45. A player from the opposing team to the player that touched the ball last before crossing the goal line will play the ball into play.
- a. If the player to last touch the ball was on the defensive team to the goal line, a corner kick is taken by the opposition from any part of the corner arc area.
  - b. If the player to last touch the ball was on the offensive team to the goal line, a goal kick is taken from any point within the **D** area by the goalkeeper.

#### Offside

46. There are no offsides.



### **Substitution**

47. Unlimited return substitution (interchange) is permitted from halfway.

### **Tackling**

48. NO SLIDE TACKLES or TACKLING FROM the ground. Players must always stay on their feet and cannot tackle or play at the ball whilst on the ground.

### **Goal Keepers Box**

49. The goalkeeper can only handle ball inside the 'D' and cannot step outside the 'D'. Stepping outside the 'D' will result in a direct free kick being awarded to the opposing team.
50. The goalkeeper can either throw or kick the ball, into play (for example for a goal kick), or within the course of play (for example, after making a save). However in doing so the goalkeeper cannot throw or kick the ball in full over the halfway line, otherwise an indirect free kick will be awarded to the opposing team from the halfway line. The ball must be played in within 5 seconds once in the goalkeepers' control.
51. The goalkeeper may receive a pass back in accordance with FIFA rules, however cannot kick the ball in full over the halfway line, otherwise an indirect free kick will be awarded to the opposing team from the halfway line. The ball must be played in, within 5 seconds once in the goalkeepers control.
52. If a defending player enters the "D" area of the goals a direct free kick will be awarded to the attacking team.
53. If an attacking player enters the "D" area of the goals than an indirect free kick will be awarded to the opposing team.

### **Scoring of Goals**

54. Goals can only be scored whilst in the oppositions half. A goal will be disallowed if the attacking team scores from within their own half. If this occurs, an indirect free kick will be awarded to the opposing team from where the original kick was taken.

### **Direction of Play**

55. The attacking team, once in the opposition's half, cannot pass the ball back into their own half otherwise an indirect free kick will be awarded.

### **Penalty Kicks**

56. If a penalty kick is awarded (direct) than the kick is taken from the centre top of the 'D'. The kicker can only take 2 steps from the ball and can take 2 steps to strike the ball. No running to strike the ball is allowed. If this occurs the direct kick is to be retaken. If the kicker fails to comply to the 2-step rule than the second attempt will be deemed a missed goal and no goal awarded, even if the goal is scored.

### **Stoppage of Game**

57. If a game is stopped before the allocated full-time (except for failure to field the minimum number of players), the current score will be considered valid, and the game considered completed so long

as 50 percent or more of the allocated match time is played. A game stopped before 50 per cent of allocated full-time will result in a nil-all score for both teams and be considered completed as a draw.

**Sin Bin**

- 58. Offences that attract a yellow card will include an automatic 2-minute sin bin. The sin binned player must leave the field of play for 2 minutes, before returning to the field of play.
- 59. No substitutions are allowed for sin binned players.

VARIATION FOR SENIORS MIXED COMPETITIONS

- 60. Seniors mixed teams must always have a minimum of two female players on the field at all times.
- 61. If there is a female goalkeeper and a penalty is awarded, only a female can take the direct kick.

PART 6: PENALTIES AND PLAYER SUSPENSIONS FOR INFRINGING THE RULES OF THE GAME

**Minor Infringements**

62. The following penalties will apply for minor infringements.

Minor Infringement	Penalty
Teams using players that are not registered as a member of their team	Forfeit of the game and a result of 5 – 0 win will be awarded to the opposing team.
Slide tackle or tackling from the ground	<b>Automatic</b> yellow card to the offending player, resulting in a sin bin and an indirect free kick awarded to the opposing team.
Breach 3m distance rule, when opposing team kicks the ball in from touch or goal line	<b>Automatic</b> yellow card to the offending player, resulting in a sin bin and kick is re-taken by the opposing team.
The attacking team, once in the opposition's half, passes the ball back into their own half	Indirect free kick from the halfway line.

**Multiple Minor or Serious Infringements**

- 63. A player will be suspended for a specified number of games after the game in which the infringement occurred.
- 64. A player dismissed from the field of play for two (2) yellow card offences in the same game: one (1) scheduled game suspension in that division of the competition will be given and the player is prohibited from participating in any other match until the one (1) match suspension is served in the division the dismissal occurred. Suspensions under this category are not appealable.
- 65. A player dismissed for a straight red card offence: minimum of one (1) scheduled game suspension in that division of the competition will be given and the player is prohibited from participating in

any other match until the one (1) or more match suspension is served in the division the dismissal occurred. Suspensions under this category are not appealable.

66. If a player is dual registered with 2 teams and is sent from the field of player, due to an infringe of the game, will be suspended from playing with the other team until the suspension has been completed. That suspended player cannot use the other team match as a means of servicing his/or her suspension.
67. Additional games suspension related to the nature of the offence may be given pending the severity of the offence.
68. Three (3) yellow cards accumulated: automatic one (1) scheduled game suspension in that division. Suspensions under this category are not appealable.
69. Six (6) yellow cards accumulated: automatic two (2) scheduled games suspension in that division. Suspensions under this category are not appealable.
70. Any teams accumulating SIX (6) or more yellow cards will have 3 points deducted from the team cumulative score.
71. Any team's accumulation THREE (3) or more red cards will have 3 points deducted from the cumulative team score.
72. Any further red cards for the team will result in another 3 points being deducted for each red card.
73. The competition coordinators have the right to dismiss from the competition, any individual player or team that consistently flouts the rules and accumulates cards or endangers other players.

#### **Fighting**

74. Any player or person deemed to be fighting by the referee shall incur a red card.
75. The Mt Annan Mustangs Football Club will request information from the referee in relation to the incident and determine an appropriate sanction.
76. The decision will be advised either orally or in writing to the team manager by the Mt Annan Football Club by COB on the Monday immediately following the game in which the offence occurred. The team manager may submit a response to the Mt Annan Football Club for consideration within one business day of being notified of the suspension. The Mt Annan Football Club will advise the team manager of their final decision within one business day of receiving the team manager's submission.
77. Where multiple players are determined to be involved in the fighting, the Mt Annan Mustangs Football Club may suspend or expel offending players, persons or teams from the current season, or for the life of the competition.

## PART 7: FINALS ROUNDS AND DETERMINATION OF COMPETITION WINNERS

### MINIS (UNDER 6/7 ONLY)

78. No competition winners are determined for Minis divisions.
79. Regular games continue for the duration of the competition.

### JUNIORS – COMPETITION WINNER

80. A competition winner is determined for every Junior division.
81. Junior winners of the summer competition will be 'first past the post'. This means the winner is the team who has accumulated the greatest number of points at the conclusion of the last game of the final round. If the leading teams are on equal points, then the winner is determined on goal difference (the difference between goals for and against). If goals for and against are equal, then teams will playoff to decide the at a time and date as determined by the MG.
82. If there are 2 groups within a division, the winners of each division group will playoff to determine the winners of that division.

### SENIORS – COMPETITION WINNER

83. A competition winner is determined for every Seniors division.
84. The preferred model for the final rounds of the Seniors competition will see the top four teams compete to determine the overall competition winner.
85. The top four teams are determined on points, and when tied on points, on goal difference (the difference between goals for and against), at the conclusion of the last regular round.
86. The semi-final round will fixture 1st place vs 4th place, and 2nd place vs 3rd place.
87. The winners of games in the semi-final round will play off in a final round to determine the competition winner. The losers in the semi-final round will play off to determine 3rd and 4th place spots.
88. If, at the conclusion of the semi-final or final, a clear winner is not decided on goals, two 5-minute periods of extra time will be played. No golden goal rule will apply. If the match is still drawn after extra time, a penalty shoot-out will apply in accordance with rule 55.
89. Where a penalty shoot-out progresses in a mixed senior's competition, both a male and female goalkeeper must be nominated to face off shooters of the same gender from the opposition.
90. If there are two groups within a division, the winners of each division group will playoff to determine the winners of that division.
91. The final rounds model is subject to change, based on the number of teams competing and the availability of fields to complete the competition.

## PART 8: REFEREES

92. If an official referee is not available to start a game, a stand-in referee will be supplied where possible. Otherwise, teams must nominate a referee-who officiates the whole match.
93. The stand-in referee will have the same authority on the field of play as an official referee and must be given the same respect by players due to an official referee.
94. Game results are recorded in the online app used to manage the tournament by the referee or club official on the referee's behalf. Disputes with the recorded score must be notified to the competition organisers within 7 days after the completion of the game.
95. Offences against referees, including stand-in referees, will not be tolerated.
96. Any Players dismissed on either second yellow or straight red caution for disrespecting a referee's decision or for any other action, word or behaviour to attempt to intimidate or bully a referee or to show contempt for role of a referee will receive a **minimum four (4) games suspension** in that division of the competition. The suspended player is prohibited from participating in any other match in any other division on the day of dismissal and until the suspension has been completed.
97. A player suspended by Mt Annan Mustangs Football Club for an offence against a referee will be banned from all Divisions – not just the Division in which he / she was playing when dismissed from the facilities.
98. A player who receives a suspension for an offence against a referee will, if convicted of a second offence, receive a **minimum two-year ban from the Mt Annan Mustangs Summer Competition**. If the same player returns after two years and receives a third ban for an offence against a referee, the Mount Annan Mustangs Football Club may ban the player from participation in the competition for life.

## PART 9: ALCOHOL

99. There is to be no consumption of alcohol on the playing ground area by any player or spectator. Those who are identified as consuming alcohol will be asked to leave the facility.
100. The sale of alcohol will be under the strict control of Mt Annan Football Club and only during Senior competitions. The club has an approved licence in accordance with the NSW Office of Liquor and Gaming (OLGR).
101. Any alcohol sold will be from the canteen area and only by a fully qualified Responsible Servicing of Alcohol (RSA) member. All consumption of alcohol will be within a designated area (that being the Amphitheatre of Wandarrah Reserve) and there will be no exception to the Rule.
102. Any player or spectator to be found in breach of the Mt Annan Mustangs Football Club alcohol policy will be asked to leave the facility. Failure to comply with the direction will result in the local police to attend the facility.

## PART 10: FOOTBALL NSW SANCTIONS

103. Football NSW has sanctioned the Summer Competition conducted by the Mt Annan Mustangs Football Club Inc.
104. Any suspensions given may result in the carry over to the next winter competition. All serious offences will be notified to Football NSW and Macathur Football Association (MFA) for further determination.

## PART 11: FURTHER INFORMATION

105. Further details and/or enquiries can be obtained from the Mt Annan Mustangs Club Secretary by calling 0408 844 059 or emailing [secretary@mtannanmustangs.com.au](mailto:secretary@mtannanmustangs.com.au)