

Kanwal Football Club 6-a-side Comp

INFORMATION DOCUMENT FOR 2011-2012 COMPETITION

The Reasons - to have fun, to keep fit and to keep ball skills going ready for next winter season.

It's imperative that each manager impresses upon their players these 3 reasons. We do not want anyone partaking in the comp because they want to win a gift voucher. Please ensure that your players show respect to the organisers, the referees and the other team players. If you knock someone over, apologise and help them up. If someone makes a mistake on the field, encourage them with positive words, don't bring them down.

The Rules

- ❖ Kanwal Football Club management reserves the right to accept or reject team and player registrations for the competition as it sees fit.
- ❖ All players must be registered and pay the full registration fee before they play in their first match.
- ❖ The age a player turns in the 2011 calendar year determines which age group they must play in.
- ❖ The age groups are as follows:

U 10's	- turning 9 or 10 in 2011	- male & female	- size 4 ball
U 12's	- turning 10, 11 or 12 in 2011	- male & female	- size 4 ball
U 14's	- turning 12, 13 or 14 in 2011	- male & female	- size 5 ball
U 16's	- turning 14, 15 or 16 in 2011	- male & female	- size 5 ball
Women's U 12's	- turning 10, 11 or 12 in 2011	- female only	- size 4 ball
Women's U 14's	- turning 12, 13 or 14 in 2011	- female only	- size 5 ball
Women's U 16's	- turning 14, 15 or 16 in 2011	- female only	- size 5 ball
Men's All Age	- at least 16 years old	- male only	- size 5 ball
Women's All Age	- at least 16 years old	- female only	- size 5 ball
Over 35's	- turning 35 or older in 2011	- male only	- size 5 ball

Note: We cannot hold a competition for an age group if there is less than four teams registered. We will know by 13th October 2011 what numbers we have, and if we can't hold a competition for an age group, you will need to see if the players can play in a different age group or we will refund the registration fees completely. We also reserve the right to change competition age groups to suit registrations.

- ❖ All teams to pay their \$30 match fee before the start of their scheduled match. Teams who do not comply will not gain points for the match and may be stopped from playing more matches.
- ❖ We need co-operation in helping to run the comp this year. Any help at any time would be appreciated.
- ❖ Teams who forfeit, must pay the fees for that forfeited match before the start of their next scheduled match, unless the Organising Committee deem otherwise.
- ❖ Only five players plus goalkeeper on the field at any one time. A team may play a match with a total of five players, any less is a forfeit. No substitutes can be used apart from the team's own registered players.

- ❖ The referee's decision during a match is final and is not to be contested. They have the right to start and end a match as they see fit. Any complaints must be lodged to the official's table on the night. The official will take all details and pass them on to the management who will in turn deal with it accordingly. Management's decision is final and no correspondence will be entered in to.
- ❖ Each team must be on the field with the minimum five players ready for kick-off at their designated time. A forfeit will be enforced if a team can not field a minimum of five players by half time. If a team cannot start a game, but has players turn up during the first half, that enables them to field a team, the following penalties will be incurred:
 - If unable to field a team after the first 5 minutes from kick off time, a one goal penalty against them will stand.
 - If unable to field a team after the first 10 minutes from kick off time, a two goal penalty against them will stand.
 - If unable to field a team after the first half ends, a two – nil forfeit against them will stand for the match.

It is suggested that if a team is unsure if they can field a side, that the match starts by the other team loaning a player to them so they can at least have a run for the 30 minutes. If they can field a team during the first half, then the ref will restart the game officially for whatever time remains, imposing the appropriate penalties.

- ❖ Please allow time for paying match fees and collecting bibs for clashing shirt colours for a team or goalkeeper. It is suggested that your team arrives 15 minutes prior to their kick-off time.
- ❖ Player interchange - the incoming player must come on from half way, and only when the ball is out of play, and with the referee's consent. No player can enter the field until another has left it.
- ❖ All matches will be 30 minutes duration (two 15 minute halves), with a minimal break at half time for drinks (no more than 2 minutes), then restart in opposite directions to the first half.
- ❖ A deliberate pass back to the goalkeeper will result in a penalty kick.
- ❖ All penalty kicks are taken on the edge of the penalty circle, directly in front of goal.
- ❖ Goalkeepers are allowed outside the penalty box as per the normal rules of soccer.
- ❖ There are no offsides.
- ❖ Goalkeeper kicks & throws can score only if the ball touches any other player before entering the opposition goal.
- ❖ Attacking players can only score from inside the penalty circle by heading the ball, and a shot from outside, that hits an attacking player inside the penalty circle then enters the goal, is no goal, unless touched by the head last. Any shot by an attacking player from within the penalty circle that passes over the by line, within the goal area, becomes a goal kick, even if it is touched by a defending player last, it will still be a goal kick. Until the ball passes over the goal line, it will be play on, even if an attacking player shoots from within the penalty circle, i.e. attacking players are allowed inside the circle to retrieve the ball and take it back outside the circle to shoot. Any shot taken from outside the penalty circle that hits a defender inside the circle, then goes into the goal, will stand as a goal.
- ❖ On free kicks and kick offs, defending players must retreat by a minimum of 6 metres (distance of goal circle).
- ❖ NO football boots are allowed - only grass sports or sandshoes (Council regulations). Shin pads & socks covering them, must be worn at all times during the game, by all players.
- ❖ All field players in a team must wear the same coloured shirt – a bib will be available for the goalkeeper if they don't have a different shirt colour, or if it clashes with the opposition colours or referee. Shirts do not need to be numbered.
- ❖ All other normal football rules apply, including of course, the referee's decision being final.
- ❖ Match points will be awarded as follows:
 - Win = 3 points, Draw = 1 point, Loss = 0 points, Forfeit = 2 - Nil Loss

- ❖ The last week of the competition is set aside for semis & grand finals. Semis: 1st plays 4th, 2nd plays 3rd. Winners of the semis play in the Grand Final.
- ❖ The competition nights will be on Mondays. Field status will be updated on game day after 3:30pm. All communication will be via the website. Postponed matches will be re-scheduled for the Thursday evening of the same week, if possible – same times and fields as the Monday’s draw. If a match cannot be re-scheduled at any time during the comp, then a one all draw will be given. This will be a last resort for a result.
- ❖ **Any player sent off for fighting will be banned from the rest of the competition.**
- ❖ **No slide tackles. Offending players will be sent off for the remainder of the match but may be replaced.**
- ❖ **Players sent off for “Abuse” or “Serious Foul Play” can not be replaced for the remainder of the match and receive an automatic one-match suspension to be served during their team’s next played match. The Organising Committee reserves the right to extend periods of suspension as it deems appropriate in each circumstance.**
- ❖ **All decisions made by the Organising Committee are final.**

Team and Player Registrations

- The team’s Manager **must** have Internet access and an email address, as all communication will be done this way. It is each player’s own responsibility to know what’s happening with their team each week, and on the day. Managers are not expected to phone or SMS players. Players are to check the Internet, just like the manager, or contact their manager themselves, including if they can’t make a game.
- A team must have a minimum of eight and a maximum of ten players to be registered. The Organising Committee will **not** be responsible for organising teams or individuals. If an individual cannot get into a team themselves, their contact details will be taken and given to any appropriate team needing new players.
- The cost per player for registration is as follows:
 - \$45 per junior who played in a CCF Winter 2011 comp
 - \$60 per junior who did NOT play in a CCF Winter 2011 comp
 - \$55 per senior who played in a CCF Winter 2011 comp
 - \$80 per senior who did NOT play in a CCF Winter 2011 comp
 - \$10 per player for dual and subsequent registrations

(NOTE: FNSW no longer uses “Student/Non-student” for registration fees, but “Junior/Senior”. A “Junior” is any player who is 18 years or younger as at 31st Dec 2011 inclusive)
- A \$30 per team match fee is payable prior to each match, irrelevant of how many players are there for that game. A team cannot enter the field until this money is paid and it is to be handed to the Table Official in a bag, and must be the correct money. No change will be available at the table.
- A player may register in as many competitions as they wish as long as they comply with the age group specifications. The 2nd and subsequent registrations will cost \$10 each.
- A player **cannot** register for two teams in the same competition, nor can they substitute for any other team in the same or different competition.
- The player registration fee includes those set by CCF & covers player insurance arranged by Football NSW. Fees are compulsory.
- New player registrations will be accepted during the competition, but need to be cleared by the Organising Committee.
- All cheques are to be made payable to "KWRFC".
- All players who have not taken part in a CCF competition this last winter must provide a photocopy of identity when registering (driver’s license, birth certificate, visa, etc).

- In submitting the on-line Registration Form, all players agree to abide by the rules of the competition as per above.
- Any registered player who pulls out of the competition prior to it starting will be refunded all but \$10 of their registration fee. Once the competition has started, no player refunds will be given, unless the Organising Committee decides otherwise.

Other Information

- ⇒ The match will be played on half a field width-ways with smaller goals.
- ⇒ The comp is organised through Kanwal Football Club, sanctioned by Football NSW, refereed by CCFRB officials.
- ⇒ Each player from the Grand Final winning sides will be issued with a gift voucher or the like to an amount to be set by the Organising Committee by Finals time. The amount will be dependant upon competition funds available.
- ⇒ We will be endeavouring to have the results and points tables updated by each Wednesday of the competition week, which will be available on the website.
- ⇒ All further enquiries should be directed to the competition co-ordinator via email: (summercomp@kanwalfootball.com.au).