



# Football Canterbury Summer 6's Competition Rules

Version  
Version 1.3 as at 27 July 2023



## Table of Contents

|  |          |
|--|----------|
| <b>Football Canterbury Summer 6's Competition Rules .....</b>                  | <b>0</b> |
| <b>Football Canterbury Summer 6s Competition Rules .....</b>                   | <b>3</b> |
| General .....  | 3        |
| <b>Section 1 - Competition .....</b>   | <b>3</b> |
| Competitions Department .....  | 3        |
| Competitions Offered .....   | 3        |
| Competition Format.....  | 3        |
| Competition Draw.....  | 4        |
| Competition Draw – Fixture Allocation Requests.....                            | 4        |
| Cancellation of Fixtures .....   | 4        |
| Competition Points .....   | 4        |
| Forfeits .....   | 4        |
| Forfeit with Notice .....  | 5        |
| Forfeit without notice.....  | 5        |
| Protests .....   | 5        |
| <b>Section 2 – Registration, Team Nominations and Player Eligibility .....</b> | <b>5</b> |
| Player Eligibility .....   | 5        |
| Team Nominations .....   | 6        |
| Late Entry .....   | 6        |
| Refund Policy .....  | 6        |
| Unregistered Players.....  | 6        |
| Ineligible Players .....   | 7        |
| <b>Section 3 Key Roles - Responsibilities .....</b>                            | <b>7</b> |
| Referees/Game Leaders .....  | 7        |
| Venue Managers .....   | 7        |
| Duties of Team Managers .....  | 7        |
| Team Captains .....  | 8        |
| <b>Disciplinary .....</b>  | <b>9</b> |
| Yellow Cards (Sin Bin) Red Cards (Stand Down) .....                            | 9        |
| Misconduct Penalties .....   | 9        |
| Player Disqualification for Misconduct .....                                   | 9        |
| Team Disqualification for Misconduct .....                                     | 9        |
| Implications for Serious Misconduct.....                                       | 9        |



|  |           |
|--|-----------|
| <b>Playing Rules .....</b>                   | <b>10</b> |
| Match Sheets .....                           | 10        |
| Ready to play .....                          | 10        |
| Attire .....                                 | 10        |
| Ball Size .....                              | 10        |
| <b>Situation.....</b>                        | <b>11</b> |
| <b>Definition .....</b>                      | <b>11</b> |
| <b>Ruling on Infringement.....</b>           | <b>11</b> |
| Players .....                                | 11        |
| Field Size.....                              | 11        |
| Goal Size .....                              | 11        |
| Match Durations.....                         | 11        |
| Half Time Break.....                         | 11        |
| Competitive Balance Rule – U/8 to U/16. .... | 11        |
| Tackles .....                                | 11        |
| Offside .....                                | 11        |
| Pass-ins .....                               | 11        |
| Interchanges .....                           | 11        |
| Free Kicks (other than a penalty kick) ..... | 12        |
| Corner Kicks .....                           | 12        |
| Goal Kicks .....                             | 12        |
| Goalkeeper.....                              | 12        |



## Football Canterbury Summer 6s Competition Rules

### General

All Fixtures will be played in compliance with the Regulations in force at the time and in accordance with the Football Canterbury By-Laws, regulations, codes and directives, and under the FIFA Laws of the Game where applicable.

The Canterbury Referees Association will appoint officials to matches.

Football Canterbury reserves the right to alter or add to the competition rules through the competition, should the need arise.

---

## Section 1 - Competition

### Competitions Department

The Competitions Department shall be empowered to deal with all modified competition matters pertaining to the relevant competition categories (subject to the authority of the Board).

### Competitions Offered

|  |                                      |
|--|--------------------------------------|
| Junior Mixed Spring/Summer Competitions: | Under 8, Under 9, Under 10, Under 11 |
| Junior Girls Spring/Summer Competitions  | Under 8, Under 9, Under 10, Under 11 |
| Youth Mixed Spring/Summer Competitions:  | Under 12, Under 13                   |
| Youth Boys Spring/Summer Competition     | Under 14, Under 15, Under 16         |
| Youth Girls Spring/Summer Competition    | Under 12, Under 14, Under 16         |
| Men's Spring/Summer Competition          | Under 18, All Age, O35, O45, O55     |
| Women's Spring/Summer Competition        | All Age, O35                         |

### Competition Format

The competition will follow a 10-team, 8-team, 6-team or 4-team format, with 10-team format being the preferred option. If there are insufficient teams to achieve at least a full 4- team competition, there will not be a competition in that age group unless 2 age groups can be merged.

A Grand Final will be played between the teams finishing 1<sup>st</sup> and 2<sup>nd</sup> on the ladder at the conclusion of the regular competition. All other teams will also have games scheduled on the final week.

There will be no extra time during the regular season. During any Finals match, if the scores are tied at the final whistle, golden goal extra time will take place. If no one scores within 5 minutes, another 5 minutes will be added on. If there is still no goal after the two halves of extra time, penalty shootouts will be conducted with 5 players on each team to take a penalty goal.



### Competition Draw

The Competitions Department will publish the draws via the Competition Management system, which can found at <https://cdsfa-summer.dribl.com>.

- a. The Competitions Department will do their best to publish the finish date of competition matches prior to the start of the season (subject to washouts).
- b. The Competitions Department will do their best to publish the first five rounds of all competition draws before the first scheduled competition match.
- c. The draw, once published, is final and only the Competitions Department can make alterations.
- d. The Competitions Department may make changes to any published fixture at any time.

### Competition Draw – Fixture Allocation Requests

- a. Teams may request a change in date and/or time of a fixture after the draw is published. The request must be made in writing by the Club on behalf of the team. Competitions Department may permit the change, at its discretion if the opposition team agrees.
- b. Fixture allocation requests must be received no later than ten (10) days before the relevant fixture.
- c. If both teams cannot agree to the proposed change of fixture, then the match will go ahead at the time and place indicated in the published draw.

### Cancellation of Fixtures

Weather conditions may impact fixtures. Due to the constricted time frame in which the spring/summer competition operates, if there are any cancelling of games, there will be no rescheduling of games, and games will count as a draw. Some games may be rescheduled only if time and space permits and is solely at the discretion of the competition department.

### Competition Points

Points will be allocated as follows for all Premiership Matches

Win- Three (3) points

Draw- One (1) Point

Loss- Zero (0) points

### Forfeits

- a. Where a team forfeits a match in Summer Football, the opposition shall be awarded a 5 - 0 win.
- b. Where both teams forfeit a match, neither team shall be awarded any goals or competition points.



### Forfeit with Notice

- a. Teams must notify the Association of all forfeits no later than twenty-four (24) hours prior to the match.
- b. Teams forfeiting later than twenty-four (24) hours before the match will incur the cost of the match official's fee.

### Forfeit without notice

Teams failing to attend a match at the scheduled time with enough players will incur a fee of fifty (50) dollars, and also be liable for the cost of the match official fee. A forfeit will also be awarded to the opposition team. Failure to pay this forfeit fee within 7 days may result in the loss of competition points for any game played after the forfeit fee's due date. This is at the discretion of FC management.

### Protests

- a. A team seeking to lodge a protest in relation to the outcome of a fixture must do so via their Club.
- b. The protest regarding the fixture must be lodged by 5 pm following day after the fixture has been played with the Football Canterbury Competitions Department. (We should enter and email address for the lodgment of a protest)
- c. The protest must be in writing and outline the grounds of the protest and the remedy being requested.
- d. The written protest must be accompanied by the protest fee (Cheque or EFT to the Association's Bank Account). The protest fee is set annually by the Directors.
- e. If the protest is upheld, the protest fee will be refunded to the applicant Club and a fee identical to the appeal fee will be paid by the losing club or team if the losing club or team is found to be at fault.
- f. The processing for dealing with the protest will be as provided for in section 1.15 of the Rules of Association dated February 2021.

---

## Section 2 – Registration, Team Nominations and Player Eligibility

### Player Eligibility

The following criteria define player eligibility:

- a. Players must register via the Football Canterbury Dribl Player Registration system
- b. Players under a Football Canterbury suspension are not eligible to play until they have served their suspension.
- c. Football Canterbury has discretion to accept or reject any player's registration in the Summer competition after considering the disciplinary record of the respective player in any other competition.
- d. Persons of any gender may play in Junior Mixed football. Only female players may play in Girls and Women's football.
- e. All players must meet the age criteria of the competition in which they are playing.
- f. No junior player shall play in an age group more than two (2) years higher than they are qualified for, unless they have been granted dispensation by the Competitions Department



- g. Junior Mixed and Junior Girls' players may play in a higher age group (or competition) than that in which they are registered if they meet the age requirements.
- h. Players in Over-Age competitions must be turning the relevant age in the current calendar year.
- i. Players in Over-Age competitions can play down age groups e.g. players in the O45s can be borrowed to play in the O35s and All Age competitions.
- j. Players in Over-Age competitions can play up age groups if they meet age requirements e.g. a player in an All Age team may be borrowed by an O35s team if that player is turning 35 years or older in the current calendar year.
- k. Players cannot play for more than one team in the same age group/division.

### Team Nominations

The Competitions Department shall publish a closing date for the entry of teams into its competitions.

- a. Entries to Summer Football may be submitted by Football Canterbury -affiliated clubs.
- b. All teams must enter via the Football Canterbury Dribl player registration system.
- c. Each team entry must include the name and contact details of the team manager.
- d. The Competitions Department will not schedule any matches for teams until they have complied with this clause.
- e. Team officials in teams from Under 8 to Under 18, or any All Age team that may from time to time include players under the age of eighteen (18), must provide the Competitions Department with his/her WWC number at the time of registration. The Competitions Department will not schedule any matches for teams until they have complied with this clause.
- f. Following the closing date for entries, the Competitions Department shall arrange suitable competitions for each age group offered, provided there are enough entries.
- g. Each team must register a minimum of six (6) players and may register a maximum of ten (10) players.

### Late Entry

- a. The Competition Department may accept late entries if it leads to the elimination of a bye in a relevant competition.

### Refund Policy

- a. If a team withdraws after the draw is published and before the competition starts, the Competitions Department shall issue a sanction equivalent to 25% of the relevant team fee. The remainder of the team fee shall be refunded.
- b. If a team withdraws after the competition has started, no registration fee will be refunded.
- c. By submitting the registration on the Football Canterbury Dribl Registration System, the individual agrees to CDSFA's Refund Policy. Upon a deregistration request, no refunds will be issued; however, exceptional cases may be reviewed by the Football Canterbury Competition Department, i.e. long-term injuries etc.

### Unregistered Players

All players taking the field must be registered through the Football Canterbury Dribl Registration System.

- a. Any team found to have any unregistered players take the field will be deemed to have forfeited the match.



- b. Any team found with any suspended players taking the field will have forfeited the match.
- c. A team with less than four players will be forfeited.
- d. The unregistered player and club will be sanctioned in accordance with the Football Canterbury disciplinary process.

### Ineligible Players

- a. Any team that has played an ineligible player in a competition match will be deducted three (3) points, and their opponents will be awarded a forfeit.
- b. Any team that has played an ineligible player in a final or semi-final will be disqualified, and their opponents will be awarded a forfeit.

---

## Section 3 Key Roles - Responsibilities

### Referees/Game Leaders

- a. The CRA appoint Referees to all matches where possible.
- b. Where the CRA cannot provide a Referee to a match in the competition, the Ground Controller will appoint a neutral person to referee the match.
- c. Where neither a CRA Referee nor an appointed neutral referee is in attendance, the team managers must agree on a person to referee the match.
- d. The appointed Referee is charged with the duties, responsibilities and obligations within the rules applying for the conduct of the fixture.

### Venue Managers

The Competitions Department will require the appointment of at least one Venue Manager to each Spring/Summer Football venue as well as one Field Controller to every full field at the venue.

- a. The Venue Manager is responsible for coordinating the set up and take down of all fields at the venue.
- b. Venue Manager shall set up a table in a prominent position.
- c. The Venue Manager shall be the contact point for matchday arrangements and inquiries by team managers. This includes issues of player eligibility.
- d. The Venue Manager is to be notified by the CRA Referee of players who receive red cards. This is to be done after a Referees "Shift".
- e. The Venue Manager shall organise a referee if the CRA-appointed Referee has not attended the match.
- f. The Field Controller must wear an orange vest.
- g. The Venue Manager can be also a Field Controller.

Venue Managers and Field Controllers have the discretion to cite any player, team official or spectator for breaches of the "Codes of Conduct". These may include instances of violent and/or abusive behaviour before, during or after a match.

### Duties of Team Managers

Team managers have an essential role in ensuring matches run to time and procedures for game day are followed.





Team managers shall perform the following duties on match days:

- a. Introduce themselves to the Referee and assist the Referee as requested.
- b. Complete the match card before the match using the online platform Dribl and verify the score after the match.
- c. Conduct an ID check with the opposition manager before the match.
- d. Ensure all players are wearing the correct attire.
- e. Ensure players sent from the field (red carded) leave the vicinity of the playing field.
- f. Ensure alcohol is not present in the vicinity of the playing field.
- g. Responsible for the conduct of the players on the field and in the technical area.

### Team Captains

Team Captains, together with Team Managers, are responsible for the conduct of all players in their team.

Referees, Officials or Players are not to be abused at any point.

Unacceptable conduct includes but is not limited to;

- the use of foul/abusive/offensive language,
- fighting,
- violent behaviour,
- serious foul play,
- threatening behaviour,
- playing under the influence of illegal substances or alcohol,
- entering the pitch when not involved in the game and;
- being abusive to volunteers and ground officials.

Spectators must not abuse other players and referees.

All players, team officials and spectators are bound by Football Canterbury & FA Codes of Conduct when participating in the Football Canterbury Summer Sixes. Serious indiscretions could impact upon your eligibility to play winter football.



## Disciplinary

### Yellow Cards (Sin Bin) Red Cards (Stand Down)

If a yellow card is issued during a game, for any cautionable offence, it will constitute a three (3) minute sin bin where the player must leave the field immediately until the sin bin is over. The players' team cannot replace the sin-binned player. The Referee will make the call when the player is ready to re-enter the field.

In the case of a red card or two yellow cards, a player will be stood down from the rest of the game until further notice (see discipline below). The players' team cannot replace a stood down player.

### Misconduct Penalties

In cases of stood down and suspended players, the Football Canterbury "Disciplinary & Judiciary Regulations" take jurisdiction, and appropriate penalties according to those regulations shall apply.

### Player Disqualification for Misconduct

Any player disqualified from the competition for any reason will forfeit all registration fees.

### Team Disqualification for Misconduct

All players of any Team disqualified from the competition will be deregistered from the competition and forfeit all registration fees.

### Implications for Serious Misconduct

All players, team officials and spectators are bound by Football Canterbury & FA Codes of Conduct when participating in the Football Canterbury Summer Sixes. Serious indiscretions could impact a player or team officials eligibility to register for autumn/winter football.



## Playing Rules

All rules and regulations of the Laws of the Game will apply unless otherwise directed below

### Match Sheets

Electronic Match Sheets, as are used in the autumn/winter competition, apply for the spring/summer competition.

### Ready to play

A team consists of 6 nominated players, one of which must be the goalkeeper.

A team must have a minimum of 4 nominated players to start a match, 1 of which must be the goalkeeper.

Teams should arrive at least 15 minutes prior to the scheduled kick off time.

A team that cannot field the minimum number of nominated players at kick off will incur a 3-goal penalty.

Games will be cut short for late starts. (All games will finish at the scheduled end time).

If the team cannot field the minimum number of players once the grace period of 5 minutes has elapsed then the game is forfeited to the opposition.

### Attire

All teams should wear the registered playing strip of their club if possible or alternatively must all have the same playing strip if not wearing the club strip. The goalkeeper must wear a distinguishing shirt from the other players. Shin pads must be worn by all players. Boots with molded soles/studs or joggers only to be worn on the pitch. No screw in studs or blades are to be worn.

No jewellery is to be worn.

### Ball Size

A Football Canterbury supplied size four (4) mid bounce ball is to be used in all matches.



| Situation                               | Definition   | Ruling on Infringement  |
|---|--|---|
| Players                                 | <p>1. Minimum of four (4), Maximum six (6) on the field. (See competitive balance rule for U/8 to U/16 re maximum players on the field)</p> <p>2. Maximum ten (10) players allowed on each team including substitutions.</p>   | <i>Forfeit</i>  |
| Field Size                              | Approx. 30m x 40m  |   |
| Goal Size                               | 3m (wide) x 2m (high)  |   |
| Match Durations                         | <p>Under 8-16 : two 15 minute halves</p> <p>U18 and older : two 20 minute halves</p>   |   |
| Half Time Break                         | <p>Under 8-16 : 3 minute break</p> <p>U18 and older : 3 minute break</p>   |   |
| Competitive Balance Rule – U/8 to U/16. | <p>If a JUNIOR TEAM (U8 to U16) is trailing by 6 goals, they are permitted to add a 7th player for the remainder of the game or <i>until the scores are even</i>.</p> <p>In U12's competition and age groups below, players must retreat back into their own half whenever opposition has a goal kick.</p> |   |
| Tackles                                 | No slide tackles   | <i>Free Kick</i>  |
| Offside                                 | No offside   |   |
| Pass-ins                                | Pass-ins replace throw-ins. Pass-ins must be a standing start to pass the ball into play (no run up). A goal cannot be scored direct from a pass-in; the ball must touch another player prior to entering the goal. Opposition players must be a minimum 5 metres from the ball.                           | <i>Turnover - Pass in to the opposition</i>   |
| Interchanges                            | Unlimited interchanges: rolling subs. Substitutes must stay in interchange zone until replacement leaves the field.  | <i>Free Kick if too many players on the field</i>   |
| Penalty Kicks                           | Penalty Kicks are taken 5 metres from the goal line. Only the Goalkeeper may stand in front of the kicker but must remain on the goal line until the kick is taken. All other players (except the goalkeepr and the kicker) must be 10 metres from the goal line.  | <i>FIFA rules apply to how the kick must be taken, the positioning and actions of the goalkeeper and encroachment by other players.</i> |



|  |  |  |
|--|--|--|
| Free Kicks (other than a penalty kick) | All Free Kicks are indirect. Opposition players must be a minimum 5 metres from the ball.  | <i>Free Kick to opposite team</i>  |
| Corner Kicks                           | A corner kick-in will be taken after the ball has crossed the goal line, outside the goals, last played by a defending player. A goal cannot be scored direct from a corner; the ball must touch another player prior to entering the goal. Opposition players must be a minimum 5 metres from the ball.   |  |
| Goal Kicks                             | A goal kick will be taken after the ball has crossed the goal line, outside the goals, last played by an attacking player. A goal cannot be scored direct from a goal kick; the ball must touch another player prior to entering the goal.   |  |
| Goalkeeper                             | <ol style="list-style-type: none"> <li>1. Goalkeeper cannot pick up the ball or touch the ball with their hands on a back pass.</li> <li>2. The Goalkeeper must ensure a ball released from their control or returned into play, in any form, touches a player or the ground before crossing halfway.</li> <li>3. In U12's competition and age groups below, players must retreat back at least 10 (ten) metres from the goalline whenever opposition has a goal kick, and cant proceed forward till the second touch of the ball.</li> <li>4. The Goal Keeper Zone is defined as anywhere from the goal line, extending 5 metres into the field of play and from one sideline to the other. The Goal Keeper Zone is to be marked out with disntinctive coloured cones on each of the side lines.</li> <li>5. The goalkeeper is allowed to handle the ball anywhere in the Goal Keeper Zone. When releasing the ball after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.</li> </ol> <p>The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.</p> | <i>Any breaches by the Goal Keeper result in a Free Kick from half way to the opposition team.</i> |