



GOLD COAST OVER35 SOCCER ASSOCIATION INC

COMPETITION RULES

(Modified for tournaments)

1.0 Rules

- 1.1 The Soccer FIFA Rules shall apply except when superseded by any of the following rules.
- 1.2 All players participating in the Gold Coast Over 35 Soccer Association Inc. Tournament are required to sign an acknowledgement that they are individually and personally responsible for provision of personal accident insurance to relieve the club of any responsibility whatsoever should the player become injured, unable to work or incapacitated while participating in activities organised by the Gold Coast Over 35's Soccer Club Inc.

2.0 Team Composition

- 2.1 Each team can nominate 20 registered players for any game. There is no limitation on the number of players registered for each team other than that outlined in (c) below.
- 2.2 If a team has less than eight (8) original team members on the park and ready to play at the start of the game, it will forfeit the game. If the game is still played, it is regarded as a friendly.
- 2.3 Players can be substituted at will. Any player can come on and off repeatedly with permission of the Referee.
- 2.4 Each team must nominate a Captain before the match begins.
- 2.5 All players must reach at least the age of 35/45 years in the year of competition. In the higher age group the goal keeper can be one age group below
- 2.6 A member of the Team may register for a second team however not in the same age group. This is known as "Dual Player".
- 2.7 One team has to be nominated as the player's original team. The team leader from the original team can refuse to release the player if both teams play at the same time.

3.0 Officials

- 3.1 All officials should possess a good understanding of the rules.
- 3.2 A pool of Referees and linesmen is to be established by the Co-ordinator. All referees must be officially registered with the club before refereeing any games to be eligible for payment. A voluntary referees accepted by both teams will be unpaid.
- 3.3 Fees for the Referees shall be borne by the Club.
- 3.4 Each team must provide at least one (1) official for the night if a linesman (assistant referee) is not available. The referee or both teams can insist on using a linesman (assistant referee).
- 3.5 Linesmen (assisting referees) appointed by the referee coordinator will be paid. All assisting linesmen described in 3.4 above are appointed on a voluntary basis only.
- 3.6 An official is deemed to be the same as a referee. Any abuse or disrespect toward the official will be considered the same as abuse of a referee and the same penalties will apply.

4.0 Judiciary

- 4.1 Team officials are responsible for the conduct of their players and must withdraw any player who is unwilling to play in the intended spirit: *fun and friendship*
- 4.2 The Referee will have sole discretion as to disciplinary action against rough or ungentlemanly conduct on the field.
- 4.3 A sin-bin situation is to be implemented at the Referee's discretion. This is a ten minute period off the field which will not be considered to be a yellow card, and no yellow card will be shown.
- 4.4 If a yellow card is shown to a player, the player must leave the field for ten minutes and the referee must record the offence.
- 4.5 Two (2) yellow cards in a game will be considered the equivalent of a red card as in FIFA rules. A team may replace a player who has been sent off for a sin-bin or yellow card offence.

- 4.6 If a player is given a red card (sent off) the player shall receive a minimum suspension of one competition game for his own team and will not be eligible to play for any other team. A forfeited game or games cancelled by rain are not to be counted as a missed game. Should a team play a suspended player it will forfeit the game. The judiciary committee can impose a longer suspension if the referee found it warranted a report with the red card.
- 4.7 Any player who has been sent off for the second time (red card) during any competition is automatically suspended for the remainder of the tournament. Any suspended player has the right of appeal to the Judiciary Committee.

5.0 Offences

- 5.1 No slide tackles are permitted.
 - 5.1.1 First Offence - 10 minutes off field, yellow or red card.
 - 5.1.2 Second Offence - Send Off- Referee to note name on team sheet.
- 5.2 Aggressive play is not tolerated. Same penalty as 5.1 above.
- 5.3 Dissent and foul language is not tolerated. Same penalty as (a) above.
- 5.4 Any player(s) involved in fighting will be sent off immediately.(red card)
- 5.5 Any team playing an incorrect “spare player”, suspended, unregistered or underage player will forfeit the game.
- 5.6 A player incorrectly using the “spare players” board/book will be suspended from the “Spare players” board/book and one (1) game for his own team. This includes a player playing for another team without using the “spare players” board/book.
- 5.7 Two (2) yellow cards in the competition shall equate to one (1) red card. Two (2) red cards (4 yellow) during tournament is an automatic suspension for the remainder of that tournament as under subsection 4.7.
- 5.8 Any player receiving a red card shall receive a minimum suspension one competition game for his own team and will not be eligible to play for any other team, a forfeited game or games put off by rain are not to be counted as a missed game.

6.0 Venues

- 6.1 The Management Committee will determine details of the competitions regarding number of teams, length of games, point scores, trophies, etc. as the situation demands.
- 6.2 The Management Committee will issue complete draws of all competitions to each team delegate who shall ensure that individual team members are aware of the draw. The Management Committee shall also post the draws on club noticeboards and website.
- 6.3 It shall be the responsibility of each player to check with his team’s nominated representative as to changes of venues or date & times.
- 6.4 In case of both teams having the same colours: Home team changes – first team named.

7.0 Team Sheets/Spare Players

- 7.1 Every team must complete a team sheet. Names and numbers to be printed on the team sheet.
- 7.2 If a team is short of players it must first use spare players listed on the "spare players" board/book, with first name on the board/book selected as first choice.
 - 7.3 A team requesting a “spare player’s book” player has the option to refuse a player if that player’s team is in another age group
 - 7.4 If the team does not accept the next suitable player, no others can be selected.
 - 7.5 Goalkeepers can be arranged before game but must still register on the board/book.
 - 7.6 Players taken from the board/book must be given a minimum 30 minutes playing time on the field.
 - 7.7 Any team not complying with this will forfeit the game.
 - 7.8 Players not selected by the “spare player’s book” will be suspended from the “Spare players” board/book and one (1) game for his own team.
 - 7.9 Teams can take a maximum of three (3) players from the “Spare Players” board/book. An injured “Spare Player” can be replaced.
 - 7.10 Team Managers have the right to request verification as to the identity of any player on the opposition team sheet.

- 7.11 All players' names that are expected to play in that game must be on the team sheet prior to kick-off; including those players expected to arrive late.
- 7.12 The assisting players and their regular team must be shown on the team sheet.
- 7.13 Teams who do not present fully filled in team sheets at the end of their game will be penalised one point; whether they win, lose or draw.
- 7.14 Board/book players have the option to decline playing for another age group team without losing their place on the board/book.

7.15 No-Team players

- 7.16 A no-team player is a player who can only once (1) be taken first off the "spare player's book" in that day. The second time in the same day the player will be in the "spare player's book" as any other team member.

7.17 Spare Player's Book players

- 7.18 "Spare player's Book" players are solely to assist teams to be able to have a full squad on the field.
 - 7.19 Players who requested to be available in the "spare player's book" are players who are assisting the club. The club is not obligated to insure the player has a full game.
 - 7.20 "Spare player's book" players are expected to be available to assist the club to be linesman (assistant referee) if needed. These spare players will make themselves available as linesmen (assistant referee) until they are required on the field. Their replacement is the next spare player in the book. Any "spare player's book" player not prepared to assist the club will be removed from the "spare player's book". "Spare player's book" players continuing to refuse to assist the club will not be accepted on the "spare player's book".
 - 7.21 "Spare player's book" players have the option to decline playing for a higher division team without losing their place on the "spare player's book".
 - 7.22 A team requesting a "spare player's book" player has the option to refuse a player if that player's team is in another age group.
 - 7.23 Goalkeepers can be pre-arranged but still have to be listed in the "spare player's book".
 - 7.24 Players taken from the "spare player's book" are entitled to a minimum of 30 minutes playing time on the field.
 - 7.25 Any player fielding for a team without using the above rules regards "spare player's book" will automatically be suspended from the "spare player's book" and one (1) game for his own team, a forfeited game or a game putt off by rain is not counted as a missed game. The team will forfeit the game.
- 7.26 Assist Player**
- 7.27 Teams who have not had eleven (11) players signed up can request for an "Assist Player". An assist player is a person from another team who is available to assist the team every game. The registrar or committee determines whether a player can be an assist player.
 - 7.28 The player has to be a reliable person who is be able to play all games in the tournament.
 - 7.29 The player will only assist the team till the team has eleven (11) players registered.
 - 7.30 The last player signed up as assist player will drop of first.
 - 7.31 A team using "Assist Players" can still use "Spare Book Players".

8.0 Special Rulings

- 8.1 Any player who is banned by the Soccer Federation will not be eligible to play in the tournament
- 8.2 Any game being cancelled by the management committee will be recorded as a scoreless draw with both teams 2 points given.
- 8.3 The golden goal (sudden death) will decide the winner of games in elimination matches which end in a draw after the end of ordinary time (60 minutes). If there are no goals after both extra time periods (2 x 10 min), a penalty shootout decides the game (best out of 3 from each side).