



Southern Cross Football Centre 5-a-side competitions

Terms and Conditions

1. Governance

- 1.1. 5-a-side football at the Southern Cross Football Centre (SCFC) is offered as a registered business name of the Southern Cross University (SCU).
- 1.2. Players wishing to participate in 5-a-side tournaments offered at the SCFC must first complete all requirements set out in section 2 registration below to register with the SCFC as a player in that competition.

SCFC management reserve the right to:

- 1.2.1. refuse the registration application of a player and / or team into the competition
- 1.2.2. cancel the registration of a player and / or team into the competition
- 1.2.3. suspend or disqualify a player/s and/or team from the competition
- 1.2.4. amend or alter the rules relevant to any competition under its control as may be determined necessary by event organisers from time to time. SCFC Management will advise all teams of any changes at least 24 hours prior to the rules and regulations being adopted.

2. Registration

- 2.1. All forms, documents and information will be available from SCFC Management or via the website for SCFC.
- 2.2. Each team applying to play in the competition must complete an on line SCFC team registration application form.
- 2.3. Each individual player applying to play in the competition must complete their on line player registration form confirming their details.
- 2.4. The application form (s) must be submitted with full payment by the due dates. No person will be registered, nor permitted to play until the players registration is paid in full.
- 2.5. Submitting a team registration application is a request for a place within the competition. It does not guarantee a place in the competition.
- 2.6. In the event that a team's application is unsuccessful, any payments made will be refunded in full.
- 2.7. By applying to register for an SCFC competition a player irrevocably agrees:
 - 2.7.1. to abide by and be governed by the applicable Rules and Regulations of the competition as specified;
 - 2.7.2. to abide by the Southern Cross Football Centre Conditions of Entry while at the venue as either a player or spectator;
 - 2.7.3. to hold SCFC management, officials and volunteers, harmless and releases and indemnifies and keeps released and indemnified from and against all actions, suits, claims, demands, costs, charges and expenses in respect of any loss, damage, accident or injury of whatsoever



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- nature or kind and howsoever sustained or occasioned and whether to property or persons and;
- 2.7.4. that the cancellation of a player and or team registration may occur at SCFC Management's discretion and in that case result in the forfeiture of the teams/ players registration fee.
 - 2.7.5. that any claim of loss, injury or damage will be a matter determined between a player and the relevant insurance company;
 - 2.7.6. to grant SCFC Management, officials and volunteers the right to obtain medical care for the player the need arise in a case when the player (or players legal guardian(s) is not immediately able or unavailable to grant authorization, and;
 - 2.8. that in such a case described as in 2.7.5, to pay for all medical expenses involved, including ambulance expenses if incurred.
 - 2.9. The maximum number of players allowed to become registered per team is 10. The minimum number of players allowed to become registered is 5.
 - 2.10. Under no circumstances will an unregistered player be allowed to play. Any unregistered player found playing in the competition will result in the player being suspended to play in the competition for a minimum of 10 matches. The team playing the unregistered player will lose all competition points for that season. In the event a second unregistered player is found to have played after the initial indiscretion, the team will be unregistered from the competition without approval.
 - 2.11. Under no circumstances may a player transfer to another team during the competition.
 - 2.12. Players are able to 'fill in' for another team (max. 2 players) provided the players filling in are not playing in a division/age lower than the one they are registered in at the start of the competition.
 - 2.13. A team can only borrow players to bring their playing numbers up to four (4) players in total for the match and
 - 2.14. Where a team has borrowed a player and, after the start of the match, additional team players arrive (i.e. arrive late), the borrowed player must be interchanged off the field at the earliest opportunity and can then take no further part in the game (even if another player is injured, leaving the team with less than a full team).
 - 2.15. Failure to have at least three (3) registered players of that team playing in the match will constitute a forfeit. The match may be played if other players are willing to play although the official result will be a forfeit (i.e. 5-0)
- 1.1. A player cannot be replaced during the competition without approval.

2. Insurance

- 2.1. The SCFC is registered with the NSW Government Sporting Injuries Insurance Scheme. By applying to register for an SCFC competition a player irrevocably warrants that they agree to participate at their own risk with full understanding:
 - 2.1.1. of the risks involved;
 - 2.1.2. of the limited nature of the cover provided under the NSW Governments Sporting Injuries Insurance Scheme; and
 - 2.1.3. that it is recommended that before competing each player consider their individual insurance needs and to take out their own personal health insurance if they believe additional cover is required.



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3. Late Registrations

- 3.1. New players can register into the competition up to Round 4 only if the team has had a vacant position since the beginning of the competition.
- 3.2. Late registrations come with a \$30 application fee payable at the same time as the application is submitted.
- 3.3. Each new registration player must complete the player registration application and be submitted no later than 24 hours prior to the next round.
- 3.4. A player must not play or enter the field of play until all fees are paid and the completed player registration application form is accepted by SCFC Management.

4. Referees

- 4.1. Official referees of the Competition are appointed by SCFC.
- 4.2. All referee's decisions are final and cannot be changed. No protests of a referee's decision will be accepted.
- 4.3. Alternate Referees
 - 4.3.1. If there is no official referee at a match then:
 - 4.3.1.1. both teams **MUST** agree on an alternate referee for the entire match; **OR** each team **MUST** provide an alternate referee for one half of the match.
 - 4.3.1.2. The alternate referee once selected may only be changed with the agreement of both teams.
 - 4.3.1.3. An alternate referee must be 14 years of age or older.
 - 4.3.1.4. If an agreed alternate referee cannot be found before the match starts the match will be abandoned and both teams will forfeit two competition points, excepting rule 4.3.1.5 of SCFC Playing Rules.
 - 4.3.1.5. If one team can provide an alternate referee for one half of the match and the opposing team does not provide an alternate referee for half the match then the team that does provide an alternate referee will be deemed to have won the match and will accrue three competition points and the team that does not provide an alternate referee will be deemed to have lost the match and additionally will forfeit two competition points.
 - 4.3.1.6. An alternate referee has the same status as an official referee i.e. they may issue yellow and red cards.



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5. Field and equipment

- 5.1. Field Dimensions will be in line with English FA Guidelines and approximately the size of normal Futsal pitches. Field markings include a halfway line, a halfway circle and a goal area semi-circle.
- 5.2. The goal posts are approximately 2m high x 3m wide
- 5.3. A size 4 football is to be used.

6. Teams

- 6.1. Teams must have a designated manager who will be the primary point of contact for all team correspondence from SCFC Management. It is up to the team to inform SCFC Management if a new manager is chosen for the team.
- 6.2. Team managers will also be held responsible for:
 - 6.2.1 The behaviour of the team and their followers
 - 6.2.2 Ensuring that team sheets are correctly completed before the match commences
 - 6.2.3 Collecting bibs (if required) before the commencement of a match
- 6.3. The maximum number of players on the field from each team at any one time is five (5). The minimum number of players on the field from each team at any one time is three (3) except for extra time in finals (if applicable) when using the drop off system. If a team cannot field three players at any time during the game it will be deemed as a forfeit.
- 6.4. Mixed teams MUST have at least 2 female players on the field at ALL TIMES. Should a female player become injured, not continue and not be able to be substituted then the team MUST lose 1 male player and complete the match with 4 players only. Should both female players become injured, not continue and not be able to be substituted then the team MUST lose 2 male players and complete the match with 3 players only.
- 6.5. A maximum of 10 players are allowed to play per round.
- 6.6. Age restrictions.
 - 6.6.1. Men's competition players must be born before 1 January 2003 (turning 15 this year).
 - 6.6.2. Ladies competition players must be born before 1 January 2004 (turning 14 this year).
 - 6.6.3. Mixed competition players must be born as per the Men's & Ladies dates in 6.5.1 & 6.5.2.
 - 6.6.4. Over 40's competition players must be born before 1 January 1978 (turning 40 this year).
 - 6.6.5. Junior Competition players must be no older than the age division that their team is registered in at the date of the start of the competition. Under age players will be considered on request subject to parental consent.

7. Team Strip & equipment

- 7.1. Strip colours must be nominated prior to beginning of competition on the teams nomination form. (SCFC Management has the right to request a change to the strip colour if another team has already nominated the same strip).
- 7.2. All players must wear same coloured shirt. Players are to have their shirts numbered as per the team sheet or their number from the team sheet needs to be identifiable on the player. Teams



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have until Round 2 to have correct strip. Failure to not have correct strip or numbers by Round 2 will result in game being forfeited.

- 7.3. All players to wear shin pads and football boots to be eligible to play. Sport shoes are not acceptable and **NO METAL STUDS**.
- 7.4. The goalkeeper must wear a shirt that distinguishes themselves from other players and officials.
- 7.5. All jewellery must be removed prior to play.
- 7.6. In the event of a strip clash the team listed on the right of the draw must wear an alternative strip. Team bibs are available from the referees or canteen. Bibs must be returned as soon as possible after the game is completed.

8. Competition

- 8.1. Games will consist of 2 x 25 minute halves for Seniors and 2 x 20 minute halves for Juniors with only a short break at halftime
- 8.2. Teams will receive 3 points for a win, 1 points for a draw, 0 point for a loss and 0 points for a forfeit. In the event of a forfeit the opposition team receives 5 goals.
- 8.3. All results will be maintained and updated as soon as practicable after matches.
- 8.4. Teams will abide by the rules of football set down by FIFA. Exceptions as listed.
 - 8.4.1. NO OFFSIDE.
 - 8.4.2. The use of a size 4 ball on a smaller field with smaller goal posts with nets.
 - 8.4.3. A one step rule for taking free kicks.
 - 8.4.4. No slide tackles.
 - 8.4.5. The goal keeper cannot throw, kick off the ground or kick the ball out of his/her hands from inside the penalty area over the halfway line on the full. An indirect free kick will be awarded on the halfway line at the place the ball crosses over on the full.
 - 8.4.6. All decisions of the referee regarding the game are final. No protests of a referee decision will be accepted.
 - 8.4.7. At the referees discretion a player can be given a time out penalty (yellow card) and in that case that player must stand behind his/her team's goal. Substitutes are unable to replace a yellow carded player. (Time out penalties will last for 5 minutes). A yellow card can be shown for the following offences:
 - 8.4.7.1. Guilty of unsporting behaviour including foul play, time wasting and the use of offensive, insulting or abusive language.
 - 8.4.7.2. Persistently infringing on the laws of the game.
 - 8.4.7.3. Players can also be sent from the field as per FIFA rules (Red Card). Substitutes are unable to replace a red carded player. A red card can be shown for the following offences:
 - 8.4.7.4. Guilty of serious foul play or violent conduct
 - 8.4.7.5. Use of offensive, racist, insulting or abusive language
 - 8.4.7.6. Two yellow cards during a match
 - 8.5. A red card carries a minimum one match ban.
 - 8.6. All matches involving a team that has been disqualified from or that has left the competition will have zero (0) points and zero (0) goals recorded. This applies both to played and unplayed matches.



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- 8.7. Match Cards will be available for completion in the administration room 30 minutes prior to the start of play. Managers are responsible for ensuring that player information is completed and correct on the match card prior to the referee collecting for the commencement of each match. Failure to have the match card completed prior to schedule start of play then the offending team will have 2 goals awarded against them.
- 8.8. In the event of wet weather games should proceed as normal. In the unlikely event of matches being cancelled matches/rounds may be postponed until the following Wednesday if that day is available. If the rescheduled games/round is also washed out the games/round will result in a whole round cancellation.
- 8.9. In the event of lightening being a cause for a stop in play then for all senior games it is the responsibility of the referee to stop the game and Junior games will be in consultation with referees and SCFC staff.
- 8.10. Resumption of play will only commence once declared safe either by the referee or facility staff. 15 minutes will be the time allowed for a stoppage or delay in starting a round after that period the round will be postponed and rescheduled for the following week as per clause 8.7.
- 8.11. Interchange is allowed at any time throughout the game so long as the referee is notified and the outgoing player is off the field before the new player goes on.
- 8.12. The goalkeeper can only be substituted at half time except in the case of injury to the goalkeeper.
- 8.13. Teams are responsible for knowing time and field in which to play. SCFC Management will publish all information on SCFC website and Facebook pages at least Monday before each round.
- 8.14. Games will be ready to start playing on the hour. If a team cannot take the field due to lack of players or not having a completed match card to the referee prior to the start off play, a three goal penalty applies for a team taking the field late. A forfeit will be called if a team cannot field 3 players or present a completed match card to the referee after 10 minutes.

9. Playing Area

The playing area is the area containing all playing fields and bounded by the fence.

- 9.1. Only players, team managers, one other person nominated by each team and SCFC officials are permitted to enter the playing area.
- 9.2. Any unauthorised person entering the playing area will be removed forthwith and the team associated with that unauthorised person may, at the absolute discretion of the SCFC
 - 9.2.1. have competition points deducted
 - 9.2.2. be disqualified from the competition



10. Disciplinary Procedures

- 10.1. 5-a-side at SCFC is primarily a social activity. The intention of these procedures is to support a safe, enjoyable environment for participation by players, match officials, staff and spectators. Any individual or team that by word or action acts in a way contrary to those principles risk their continued involvement in SCFC competitions or events.
- 10.2. Any player/spectator/ team official behaviour during match play deemed sufficiently serious to be included on the match card will be reviewed by SCFC Management to decide if further action is required.
- 10.3. Similarly behaviour contrary to the competition terms and conditions, match rules, FFA Code of Conduct, The conditions of entry to SCFC, or the principle of these procedures can also be referred by match officials, SCFC Staff or other players and/or spectators to SCFC Management for review; Minimum penalties on advice of indiscretions are:
 - 10.3.1. Abusive language – Minimum One Match Ban
 - 10.3.2. Violent conduct – Minimum One Match Ban
 - 10.3.3. Abusing match officials – Minimum One Match Ban
 - 10.3.4. Fighting – Minimum 10 Match Ban.
- 10.4. For multiple offences, repeat offenders or where on review of the report SCFC Management believe further action may be warranted, Management will appoint a Disciplinary Committee (up to 3 people) who shall adjudicate on all disciplinary matters.
- 10.5. If in the opinion of the Disciplinary Committee a player and/or team brings SCFC Management, SCFC, and/or the competition into disrepute by acting in a way that puts other players, spectators matches officials in danger of injury, or otherwise contrary to the competition terms and conditions, match rules, FFA Code of Conduct, or the conditions of entry to SCFC a further penalty may be imposed up to and including the player and or team having their registration cancelled
- 10.6. Where registrations are cancelled for disciplinary reasons no refund of fees will be made.
- 10.7. For non-players offences outlined above may result in offenders being asked to leave the premises and/or being asked not to return.