

# MVSC 7-A-SIDE COMPETITION

## 1. COMPETITION ORGANISATION

### 1.1. MATCH POINTS

1.1.1. Match points will be allocated as follows. 3 points for a win, 1 point for a draw, 0 points for a loss.

1.1.2. Any forfeited game will be counted as a 2-0 loss to the forfeiting team.

### 1.2. MATCH BALLS

1.2.1. Match balls will be supplied by the competition host club (Modbury Vista).

1.2.2. Under 7, 9 & 11 Competitions will use a size 3 ball.

1.2.3. Under 13 & 15 will use a size 4 ball.

1.2.4. Senior's will use a size 5 ball.

1.2.5. There shall be 2 match balls per pitch.

### 1.3. PLAYING FIELD

1.3.1. The size of the pitch will be no greater than 1 quarter of a full-sized pitch

### 1.4. GOALS & GOAL AREA

1.4.1. The Goals to be used in the competition are 2m high X 3m wide.

1.4.2. The Goal Area will be a Semi Circle or "D" of a 6m radius from the goal. This will serve as a penalty area. Only the Goalkeeper is allowed inside the penalty area.

### 1.5. TEAM KITS

1.5.1. All field players in a team must wear the same-coloured shirt as declared in the Team Registration Form.

1.5.2. Bibs will be available both for the goalkeeper if they don't have a different shirt colour and for the team if both kits clash.

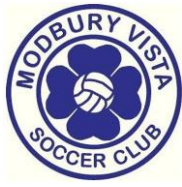
1.5.3. Shirts do not need to be numbered.

### 1.6. HOT WEATHER POLICY

1.6.1. Modbury Vista 7-a-side will adhere to the FFSA Hot Weather Policy.

1.6.2. All matches will be cancelled if the temperature at the ground at the time of the game is greater than 34°C.

1.6.3. On matchdays in which the forecast Friday temperature for Adelaide is 30°C or above, but below 34°C, a drinks break may take place in the middle of each half, at the discretion of the referee.



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## 2. MATCH ORGANISATION

### 2.1. KICK OFF TIMES

- 2.1.1. All matches will commence at the scheduled kick-off time.
- 2.1.2. Each team must be on the field with a minimum five players ready for kick-off at their designated time.
- 2.1.3. Kick-off times and the end of a half will be signalled by the referee, and the game shall commence immediately.

### 2.2. FORFEITS

- 2.2.1. If a team, 10 minutes after the scheduled kick-off time, cannot field a minimum of five players, a forfeit will be enforced.
- 2.2.2. If a team cannot start a game on time, but is able to within the first 10 minutes, a one goal penalty against them will stand, and the game shall continue.
- 2.2.3. Any forfeited games that have not been advised to the Organising Committee at least 24 hrs prior to the game commencing will incur a \$45 fine to offending team.

### 2.3. EXPULSION

- 2.3.1. If a team forfeits three times without reasonable explanation, the Organising Committee reserve the right to expel them from the competition.

### 2.4. MATCH DURATION

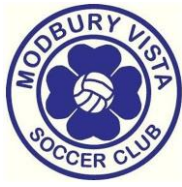
- 2.4.1. Under 7, 9 & 11 matches will consist of two 15-minute halves with a 2-minute half time break
- 2.4.2. Under 13, 15 and Senior matches will consist of two 20-minute halves with a 3-minute half time break

### 2.5. NUMBER OF PLAYERS

- 2.5.1. Only seven players including goalkeeper on the field at any one time.
- 2.5.2. A team may play a match with a total of five players including goalkeeper, any less is a forfeit.
- 2.5.3. Age group eligibility is as per the 2020 Winter Season.

### 2.6. SUBSTITUTIONS

- 2.6.1. Teams may make unlimited substitutions, interchange is permitted.
- 2.6.2. Teams must obtain the Referees permission to enact a substitution.
- 2.6.3. The oncoming player cannot enter the field of play until the outgoing player has completely left the field of play.



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## 3. PLAYERS

### 3.1. FOOTWEAR

3.1.1. Must be either Football Boots with moulded studs or trainers (including indoor football shoes).

3.1.2. No Screw - In or Metal Studs will be allowed. Players with these kinds of footwear will not be permitted to play, until their footwear is compliant.

### 3.2. SHIN PADS

3.2.1. The wearing of shin pads is compulsory.

3.2.2. Players without shin pads are not permitted to play. There are no exceptions to this rule.

### 3.3. RESPECT FOR REFEREES

3.3.1. Any player, coach or spectator who verbally or physically abuses a referee will be banned from the competition.

3.3.2. We reserve the right to expel the player's entire team from the competition, in cases of a severe or repeated violation.

3.3.3. Please behave and respect the officials who are giving up their time so that you can have fun!

### 3.4. FOUL PLAY

3.4.1. Any player sent off for "Abusive, Insulting or Offensive Language" or "Serious Foul Play" cannot be replaced for the remainder of the match and will receive an automatic one-match suspension to be served during their team's next scheduled match.

3.4.2. Any player sent off for "Violent Conduct" will be banned for the rest of the competition season.

3.4.3. The Organising Committee reserves the right to extend periods of suspension as it deems appropriate in each circumstance.

## 4. LAWS OF THE GAME

### 4.1. THE GOALKEEPER

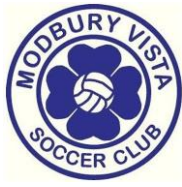
4.1.1. The goalkeeper can pick the ball up anywhere inside the "D" penalty area.

4.1.2. The goalkeeper is allowed to leave the penalty area, but can't handle the ball once outside.

4.1.3. Distribution may be made only by throwing/rolling or playing from the ground (Kicks directly out of the hands and one-bounce drop-kicks are not permitted).

4.1.4. Once the ball is placed on the ground, other players are permitted to play it.

4.1.5. A goalkeeper change may only be made during a stoppage in play, and the Referee must be notified accordingly.



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### 4.2. GOAL KICKS

- 4.2.1. Goal kicks must be taken by the goalkeeper from inside the "D" area.
- 4.2.2. The ball must be kicked from the ground, not thrown

### 4.3. BACK PASSES

- 4.3.1. The regular back pass rule applies - i.e., the goalkeeper may not pick the ball up from an intentional pass from a teammate's feet.

### 4.4. KICK-INS

- 4.4.1. When the ball goes over the sideline play restarts with a kick-in (i.e., no throw-ins).
- 4.4.2. Kick-ins must take place from the sideline where the ball left the field of play.
- 4.4.3. Kick-ins are treated as indirect free kicks.
- 4.4.4. If the ball crosses the goal line for a corner kick, it is taken in the usual manner from the marked quadrant.

### 4.5. TACKLING

- 4.5.1. Players must remain on their feet to make a tackle.
- 4.5.2. Slide tackles or those made on one knee will be penalised with a free kick.

### 4.6. FREE KICKS

- 4.6.1. All Free kicks, other than penalties, will be indirect, meaning the ball must be touched twice before a goal is scored.
- 4.6.2. Opposing players must be a minimum of 5m away from the ball.
- 4.6.3. Any kick-off will also be indirect.

### 4.7. PENALTIES

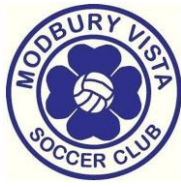
- 4.7.1. Penalties are awarded for any fouls (including back-passes) inside the "D" penalty area.
- 4.7.2. Penalties kicks will be taken from the edge of the penalty area.
- 4.7.3. The player taking the penalty must be identified by the referee prior to the taking of the kick.
- 4.7.4. All other players are not permitted into the penalty area until the kick has been taken.

### 4.8. OFFSIDE

- 4.8.1. There will be NO offside rule.

### 4.9. NORMAL SOCCER RULES

- 4.9.1. In any other circumstance, the laws of the game as stipulated by FIFA shall apply.



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### 5. TEAM REGISTRATIONS

#### 5.1. COMMUNICATION

5.1.1. The Team's Co-ordinator **must** provide an email address, as all communication will be conducted in this way.

5.1.2. Emergency communication (i.e., forfeits and cancellations) can also be made via SMS to 0419180083 and include all relevant details.

#### 5.2. REGISTERED PLAYERS

5.2.1. A team must have a minimum of seven and a maximum of ten players to be registered. No individual registrations will be taken in 2021.

5.2.2. If a team wishes to add an extra player after they have submitted their original form, they can do so via email, including all relevant personal information of the player as would have been required on the original form.

5.2.3. If a player is filling in temporarily, their details must be disclosed to the registration desk on the night, prior to their game.

#### 5.3. REGISTRATION FEES

5.3.1. Payment of \$365.00 per team must be made no later than 8<sup>th</sup> October 2021.

5.3.2. Teams will not be permitted to commence a game until the entire payment has been received

5.3.3. In the event that a game is not able to commence on time, the offending team will be subject to the forfeit provisions in Part 2.2. of these rules.

#### 5.4. AGREEMENT

5.4.1. In completing the Team Registration Form, Team Co-ordinators agree to uphold and abide by the rules of the competition as per above.

5.4.2. As football/soccer is a contact sport, there are inherent risks involved in these activities. All participants must be aware that they play games within the competition at their own risk.

### 6. ADMINISTRATION

6.1. The competition is organised by the Modbury Vista Soccer Club

6.2. Results and points tables will be available on the club or Facebook page ([www.facebook.com/modburyvista](http://www.facebook.com/modburyvista))

6.3. All further enquiries should be made email ([7aside@mvsc.com.au](mailto:7aside@mvsc.com.au))