

## SOCIAL 7'S FOOTBALL COMP

COMPETITION NIGHT	COMPETITION	COST
<b>Wednesday</b>	<b>Men's</b>	<b>\$750.00</b>
<b>Friday</b>	<b>Juniors</b>	<b>\$550.00</b>
<b>Friday</b>	<b>Women's</b>	<b>\$750.00</b>
<b>Wednesday</b>	<b>Masters</b>	<b>\$750.00</b>

Please ensure ALL sections of the form are thoroughly completed.

Competition:	Preferred times:		
Team Name:			
Jersey Colour:	Alternate Colour:		
Primary Team Contact/Captain:	Signature:		
	Phone:	Email:	
Alternate Team Contact:	Signature:		
	Phone:	Email:	

**All players must be registered on PlayFootball, instructions for player registration will be provided on acceptance of team registration form.**

By completing the following section below, players acknowledge and agree to the conditions of entry and to abide to the competition rules.

Team registration is only accepted upon payment of a \$100 Deposit. Football SA will not accept part payments from players, the registration must be paid in one lump sum in full, all payments are required before first game.

Please turn over for terms and conditions.

## Terms and Conditions

This entry form must be accompanied by the competition entry fee, or it will not be accepted. Payment can be made by EFTPOS, cash or cheque. Please make cheques payable to FOOTBALL SA (personal cheques are allowed). All deposits are non refundable.

The above competition does provide insurance cover (death & disability / public liability/personal injury) for all players.

Football SA Inc or any of its members will not be liable for any personal injuries sustained at the venue (West Beach Parks Football Centre).

It is in the interests of each team manager/contact to ensure the accuracy of the contents of the entry form, signatures will be required on match cards. Any anomalies detected will lead to matches being declared by the offending team as a forfeited win to their opponents.

**Please note that this is a social competition and should be played in the spirit of the game**

## Competition Rules

1. A **maximum of 7** players per team must be on the field at **any given time**.
2. A team that has **less than five** players will be required to forfeit the game.
3. Games will be for a period of 2 x 20 (2 x 15 for Juniors) minute halves with a **minimum** of 3 minutes half time break.
4. Players must be listed on "Play Football". A team may only field a player registered with another team after declaring their intention with the competition co-ordinator, **prior to kick-off**. The tournament coordinator will then consult with the opposing team before making the decision whether to allow the player to play (**co-ordinators decision is final**). Teams failing to obtain permission to field a player from another team will risk forfeiting the match.
5. A team sheet must be completed and handed to the competition coordinator at least **10 minutes prior** to the scheduled kick-off time.
6. Teams must **be ready to kick-off** the game **at the designated kick-off time**. If a team is not present at the scheduled kick-off time, a forfeit may be awarded and a win given to the opposing team.
7. All players must wear shin pads and have **numbers on their playing strips**.
8. Absolutely **no** slide tackles allowed.
9. All players must wear the **same colour playing shirt** as designated on the team registration form.
10. Corners and throw-ins are to be taken as **per normal football rules**.
11. **The offside rule will not apply**.
12. Goalkeepers must wear a **different colour playing shirt** from that of the team.
13. **Goalkeeper is not allowed out of the goal area, with or without possession of the ball.**
14. When continuing play or gathering the ball after a goal kick, the **goalkeeper must throw the ball into play**. The Goalkeeper is not allowed to kick or drop-kick the ball directly from their hands, if done so, this will result in an indirect free kick 2m outside of the penalty box.
15. When in their hands the Goal Keeper has **6 seconds** to dispose of the ball.
16. No outfield player is allowed **inside the goal area**. If a defender steps into the circle, an **indirect free kick** 2 meters from the goal area **will be awarded**. In the event that a forward steps into the goal area, it will be the goalkeeper's ball.

17. The Goalkeeper **cannot throw the ball** past the halfway line **without it bouncing** or **a player touching the ball**. This will result in an indirect free kick on the halfway line.
18. The Goalkeeper can not receive a ball from a back pass played twice from the same player in consecutive plays. This will result in an indirect free kick awarded to the attacking team 2 metres from the goal area.
19. All free kicks awarded, will be **indirect** and the opposing player or wall must be a **minimum of 2 metres away**.
20. Interchange will be used in all games. The coach can make a substitution while the ball is in play, **however the player being interchanged must leave the field of play, prior to the replacement player coming on to the field**.
21. Points will be **awarded accordingly** – Win 3 points, Draw 1 point, Loss 0 points.
22. If a player receives two yellow cards or a red card the player will be **dismissed from the field of play** for the remainder of the game.
23. **Any player receiving two yellow cards or a red card in the same game, will face 1 game automatic suspension.**
24. **The referee's decision in all cases will be final** and absolutely no decisions made on the field by the referee will be discussed with the competition co-ordinator. **Failure to adhere to this will result in the offending team being thrown out of the competition with no refund provided.**
25. **The Competition Coordinator has the discretion to impose a greater penalty than a one match suspension for a red card if it is deemed that the player's conduct warranted a greater penalty.**
26. **Any decision made by the Competition Coordinator is final.** The Competition Coordinator reserves the right to impose a forfeit on a team or remove a team from the competition if it is deemed that the team has behaved in an inappropriate manner.
27. If a game is forfeited, the **game will be awarded** as a 3-0 score line to the opposing team.
28. A **forfeit fine of \$30.00** may be imposed and it will be at the discretion of the Competition Co-ordinator as to whether further penalties are imposed, including continuation in the competition. The **fine will need to be paid prior to the next match.**
29. **No jewellery** is to be worn.
30. If games are **cancelled** due to bad weather a text message will be sent to team contacts by 5:00pm that day.
31. In absence of a specific rule in this rule list, **the equivalent FIFA ruling will be applied.**

**Signing below declares that you have read and accept the above important notes. Teams cannot enter the competition without signing below.**

I ....., FROM THE TEAM .....,

HAVE READ THE ABOVE RULES AND CONDITIONS OF THIS COMPETITION. ON BEHALF OF MY TEAM I DECLARE THAT ALL MEMBERS OF MY TEAM WILL ADHERE TO THESE RULES OUTLINED ABOVE. I REALISE FAILURE TO ADHERE TO THESE RULES WILL LEAD TO MY TEAM BEING REMOVED FROM THIS COMPETITION AND SUBSEQUENT FORFEITURE OF OUR TEAM BOND.

SIGNED TEAM CONTACT/MANAGER.....

co-ordinators use only

Received:..... Paid:.....