



SOUTH COAST
SEVENS

TOURNAMENT RULES AND REGULATIONS

Football NSW Summer Soccer Rules and Regulations
unless stated otherwise in this document

Governance

1.1 South Coast Sevens reserves the right to:

- a. Refuse the registration application of a player and / or team into the competition.
- b. Cancel the registration of a player and / or team in the competition.
- c. Suspend or disqualify a player and / or team from the competition.
- d. Amend or alter the South Coast Sevens (SC7s) Rules and Regulations as may be determined as necessary by the SC7's Committee from time to time. SC7s 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 is available from the South Coast Sevens Facebook page and website <https://www.southcoastsevens.com.au>.

2.2 Each team applying to play in the competition must complete a Team Nomination Form and individual player registration.

2.3 Individual players applying to play in the competition must sign their team registration form confirming their details on the first day of the tournament. Team Manager's are responsible for ensuring that these signed team registration forms

are handed to the South Coast Sevens Tournament Director no later than thirty (30) mins before the first game.

2.4 Registration forms must be submitted with all players having made full payment. No person will be registered or permitted to play until the team has seven (7) players registered and a team list has been provided to the South Coast Sevens Registrar.

2.5 Submission of a team registration form with payment is a request for a place within the competition. It does not guarantee a place in the competition should teams exceed the tournament capacity.

2.6 In the event that a team's application is unsuccessful, the payment at the time of application will be refunded in full.

2.7 By applying to register to be a player in the competition, a player irrevocably agrees:

- a. To abide by and be governed by the South Coast Sevens Rules and Regulations.
- b. To hold SC7's committee, officials and volunteers 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 nature or kind and howsoever sustained or occasioned and whether to property or persons.

- c. That the cancellation of a player and or team registration after the commencement of the competition is at South Coast Sevens discretion and will result in the forfeiture of the teams registration fees.
- d. That any claim of loss, injury or damage will be a matter determined between a player and the relevant insurance company.
- e. To grant SC7's committee, officials, volunteers the right to obtain medical care for the player or spectator from any qualified person should the need arise in a case when the player or spectator's (or player's, spectator's legal guardian(s) is not immediately able or available to grant authorisation.
- f. That in such a case described in sub paragraph 2.7.e. pay for all medical expenses involved including ambulance expenses if incurred.

2.8 The maximum number of registered players allowed per team is ten (10). The minimum number of registered players per team is seven (7).

2.9 Under no circumstances will an unregistered player be allowed to play.

2.9.1 Any unregistered player found playing in the competition will result in the player being suspended to play in the competition for the remainder of that particular tournament.

2.9.2 The team playing the unregistered player will lose all competition points accrued thus far in the tournament. The team will be able to continue to

compete in the competition however will not be eligible for any prize money or trophies should they be successful winners in any competition.

2.9.3 In the event of a second unregistered player being found to have played after the initial indiscretion, the team will be unregistered from the competition and have all competition fees forfeited.

2.10 Under no circumstances may a player transfer to another team during the competition without the express written approval of the Tournament Director. The only circumstance where this is likely to be approved is if the gaining team cannot field a full starting team (7 players) due to injury or suspension.

2.11 A player cannot be replaced after the commencement of the competition. If a player cannot play after the commencement of the competition, the registration for that player lapses and cannot be substituted for another person.

3. Late Registration

3.1 Dependant on availability, late registration until 1800 on the day prior to competition starting will be accepted direct to the Tournament Director. A late registration fee of \$50.00 in addition to the normal registration fee is payable at the same time of the late registration.

4. Teams

4.1 Teams must have a designated Team Manager who will be the primary point of contact for all team correspondence from SC7s.

4.2 The maximum number of players on the field from each team at any one time is seven (7).

4.3 A maximum of ten (10) players can be named on the team registration sheet.

4.4 The minimum number of players on the field from each team at any one time is five (5), except for extra time in finals when using the drop off system.

4.5 If a team cannot field five (5) players at any time during the game it will be deemed as a forfeit.

5. Age Restrictions

5.1 All men team players must be turning 16 (sixteen) years of age in the tournament calendar year to compete.

5.2 All women team players must be turning 16 (sixteen) years of age in the tournament calendar year to compete.

6. Team Strips

6.1 Strip colours must be nominated prior to the commencement of the competition on the Team Registration Sheet and sent to registration@southcoastsevens.com.au

6.2 All players must wear the same coloured shirt with the number clearly shown on either the back or front of the shirt. The adhesion of numbers on shirts via electric or masking tape should be avoided.

6.3 All players are to wear shin pads and football boots to be eligible to play. Grass runners are acceptable footwear. Sports shoes are not acceptable.

6.4 The goalkeeper must wear a shirt that distinguishes themselves from other players and officials.

6.5 All jewellery must be removed prior to play.

6.6 In the event of a strip clash the team listed on the right of the draw must wear an alternative strip or different coloured bibs. Team bibs are available from the Canteen. The Team Manager is responsible for returning the bids as soon as practicable after the game to the Canteen.

7. Competition

7.1 The South Coast Sevens Committee will endeavour to place and email the draw for competition on the Saturday on the South Coast Sevens webpage and Facebook page by 1900 on the evening prior to the first day of competition. This timing will be subject to receipt of late registrations.

7.2 Games will consist of 2 x 12 minute halves with a straight swap at half time.

7.3 Teams will be graded from results on the Saturday for the Sunday knockout competition. The Sunday competition will consist of a Cup competition and Plate competition. The draw for the Sunday competition will be revealed by 2100 Saturday night.

7.4 Teams will receive 3 points for a win, 1 point for a draw and no points for a loss or forfeit. In the event of a forfeit the opposing team will receive a 3-0 nil win.

7.5 Teams will abide by the FIFA rules of football with the following exceptions:

- a. There is NO offside.
- b. Players have to be 10 yards for taking of free kicks.
- c. No slide tackles are permitted at any time.
- d. Goalkeepers are allowed outside the goal circle however are not permitted to handle the ball.
- e. All decisions of the referee regarding the game are final.
- f. At the referees discretion a player can be given a time out penalty (Blue card) and must stand behind the team's goal. Substitutes are unable to replace a Blue carded player. Time out penalties will last either 2 or 5 minutes depending on the severity of the offence. A yellow card can be shown for any of the following offences:
 - i. Guilty of unsporting behaviour including foul play, time wasting and the use of offensive, insulting, racist or abusive language

- ii. Persistently infringing on the laws of the game including a slide tackle from behind or persistent slide tackles after a warning
 - iii. Time wasting

- g. 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 can be shown for the following offences:
 - i. Guilty of serious foul play.
 - ii. Guilty of violent conduct including fighting.
 - iii. Use of offensive, insulting, racist or abusive language.
 - iv. Receipt of two yellow cards in a match.

- h. A red card carries an automatic one-match ban.

7.6 Should the SC7s Committee deem that conditions are too dangerous to play, all matches will be postponed to be played later in that day or rescheduled for an earlier commencement on the following day. If play cannot be played on either day, all teams will have their team registration monies refunded in full. Wet weather updates will be provided on the South Coast Sevens Facebook page.

7.7 Goal difference will be used to decide the higher placed teams should teams be on equal points after the final round on the Saturday. If team points and goal difference are equal, the team with most goals scored; wins; then draws will proceed. If all remains the same, the team whose registration was accepted by South Coast Sevens first will be deemed the higher placed team.

7.8 Unlimited interchange is permitted at any time throughout the game as long as the interchange takes places on the halfway line, the outgoing player is clear of the field before the new player enters the field and the referee is notified of the interchange.

7.9 Team Managers are solely responsible for understanding the time and field location for each game and not reading the draw correctly is not grounds for appeal to a forfeited game.

7.10 Teams must be ready to play at the stated game commencement time. If a team cannot take the field at the allocated time due to either a lack of players (min 5 players) a one-goal penalty applies for each minute that the team is not ready to commence. After 5 minutes the game is forfeited with the opposing team recording a 5-0 win.

8. Finals

8.1 In the event of a score draw on the Sunday (Day Two), the first goal scored is the winner. Should no goal be scored in the game, the first corner awarded is the winner.

8.2 Should a Grand Final game end in a scoreless draw on the Sunday at full time, the game will be decided in extra time by golden goal. A drop off system will be enforced after the first period of extra time is complete (5 minutes) where a player from each team will leave the field after each 2-minute period. Players cannot be substituted during this time.

9. Disciplinary Procedures

9.1 The SC7's Committee will appoint a 3 person Disciplinary Committee who shall adjudicate on all disciplinary matters.

9.2 Any player indiscretion deemed appropriate will be noted by the referee and a player indiscretion form will be submitted to the Tournament Director.

9.3 If in the opinion of the Disciplinary Committee a player and/or team brings the SC7's competition into disrepute, the player or team may have their registration cancelled and will forfeit all registration fees. Players can appeal the decision however the appeal must be writing and be submitted along with a \$200.00 fee that is non-refundable regardless of the result of the appeal.

9.4 The minimum penalties on presentation of player indiscretion for:

- a. Abusive language – minimum one match ban irrespective of whether the player in question received a red card during the game,
- b. Fighting – minimum 5 match ban.