



# **Tarragindi Tigers Football Club 7-a-side 2025**

## **Rules of Competition**

In this competition the emphasis is on enjoyment, a social atmosphere and skill development / maintenance. While competitiveness is not discouraged, it should be remembered that novice players need some encouragement and the "win at all costs" philosophy is not appropriate. All rules are open to the interpretation of the Referee, and their decision is final.



**Season Dates:**

The season will run from Monday, October 6<sup>th</sup> until Thursday, November 27<sup>th</sup> , 2023

**Ladders:**

Ladders for each competition will be updated and published at the end of the week. Overall winners for each division will be the team with the highest points. In the event of equal points, the team with the highest goal difference will be deemed the winner. If goal difference is equal, the team with the highest number of scored goals will be deemed the winner.

**Points:**

Win – 3 points, Loss – 0 points, Draw – 1 point, Forfeit – 3 points.

**Cancellation of Games:**

Weather conditions will be monitored and considered from 4:00 onwards on game days. In the event fields are closed, and matches cancelled, notification will be via three methods:

1. Home page of the TTFC website – Fields will be CLOSED (top, right hand corner)
2. Social media
3. Email directly to managers to pass on to teams

If none of these notifications are received, games will play, as scheduled, until such time as TTFC officials deem play unsafe.

Should a night be cancelled part way through the night, all games in affected divisions will have 0-0 draws recorded for equity in game numbers.

Games lost to wet weather will be rescheduled to one of the mandated catch-up nights. If catch-up nights do not cover lost games, it will be deemed acceptable to lose 2 games. In the unlikely event of a third or subsequent game being lost to weather, TTFC may offer a partial refund.

TTFC officials reserve the right to cancel any fixtures due to weather or unsafe conditions as they deem necessary.



## **Clarification of Common Misinterpretations**

Hand-ball – the ball touching the hand of a player will not necessarily constitute a free-kick. The Referee will call a handball if a player intentionally contacts the ball by a hand or arm (not shoulder or chest). Usually this is by moving the hand or arm towards the ball, but it could also be holding the arm stationary in position where contact would advantage the player's team.

Free Kicks – if a free kick is called, the team awarded the kick can take this kick straight away without the need for a whistle from the Referee, unless the Referee asks the kicking team to wait. The Referee will do this if they need to caution or discuss an issue with a player or move defensive players back the minimum distance of 5 metres. Players should assume that all free kicks are direct free kicks, unless the Referee holds one hand straight up above their head to signal an indirect free kick.

Dangerous Play – a Referee can award an indirect free kick against a player at any time if in the opinion of the Referee the player performs a dangerous act even if contact is not made with any other player. Examples of dangerous play include raising your foot above waist height to kick a ball and raising your studs at a player to challenge for the ball.

## **Responsibility of Players**

Players must be registered through Tarragindi Tigers' website AND Squadi and must be paid in full before being eligible to play. A team may borrow players from the same, or lower divisions, however that player must be registered and paid in full.

All players are responsible for reading and understanding the rules contained herein. Players and their associated spectators are not permitted to be under the influence of alcohol (or other banned substances), during the games.

If there are any rules that are not clear, please discuss these with the Referee prior to the commencement of the game or at half time. Because of time constraints the Referees will not discuss rules or rulings during the game.

Should any player be found to consistently damage equipment, venue apparatus or other associated materials, despite warnings, they shall be suspended from the competition and be required to pay for damages incurred.



## **Responsibility of Officials**

### **Referee:**

The Referee is directly responsible for the game and ensuring the described rules are adhered to. They are responsible for the timing and conduct of the games. They have a duty to be respectful and considerate to teams, act in an unbiased manner and ensure the game remains social and enjoyable for everyone involved.

### **Convenor:**

The convenor is responsible for the management of all the games, teams, venue, equipment and administration. Please contact the volunteers in the canteen should First Aid treatment be required.

### **Conduct of Players/spectators:**

Players, through their registration, agree to abide by both Football Queensland's and TTFC's codes of conduct. If players are found to be in breach of the code of conduct or display behaviour that leads to either a match being abandoned, or a referee making a formal and valid complaint, such incidences will lead to the offending team losing points for the match and having a 0-3 win recorded against them.

At their discretion, TTFC may remove offending players from the competition, with no refund. Any player who receives a Red Card will be given a 1match suspension. They will be informed of the decision by email. Further suspension may be imposed if, at referee's discretion, the TTFC 7-a-side committee reviews the offence.

It is the responsibility of the team captain to ensure team spectators conduct themselves in a way that is respectful and considerate to opposing teams, the officials and any other person concerned. Poor conduct by a team supporter may result in points loss to the team, as well as banishment from the venue, should they be deemed dangerous or offensive to players or officials.

### **Decision review & Complaints Handling:**

Complaints or requests for review are to be made in writing to the 7-a-side Co-ordinator. Decisions and complaints will be investigated by a panel off TTFC personnel with complainant being advised of the outcome in writing.



## Football Club

### Fixtures:

Draws will be published prior to the commencement of the season. Alteration requests must be received by the 7-a-side Co-ordinator two weeks (10 working days) before the scheduled match. Requests will be considered on an individual basis, with reasonable grounds, however the Club's decision regarding fixture reschedules will be final.

It is the responsibility of the team captain and individual team members to read the draw and ensure players register and arrive at the correct field in time for kick-off. All correspondence will be forwarded via e-mail to the team contacts and will be available through the website.

### Games:

Teams should arrive 10 minutes prior to the commencement of their match to allow for smooth transition of games. Games times will be determined by a hooter. If a team is not ready when the hooter sounds, no extra time will be added. If either team is not ready for play within 10 minutes of the scheduled kick off time, the opposition will be awarded a 3-0 win in their favour. Players may use the remaining game time for a "friendly" match using available player and referees. In all circumstances the game must finish at the scheduled time.

If playing conditions become unsafe (for players, spectators or officials) games may be abandoned, at the referees' discretion. TTFC will determine a result for the fixture. There will be no injury time played. If a forfeit is necessary by a team, notification must be sent to the 7-a-side Co-ordinator within 2 days of the fixture. The fixture will be awarded to the opposition as a 3-0 win, with the opposition receiving 3 points and 3 goals. If no notification is received, or a team fails to turn up to their match, results will be recorded as 5-0 to the opposition, with 3 points and 5 goals being awarded.

### Number of Players & Substitutions:

A team can register a maximum of 10 players. These players must be fully registered and paid before playing. Teams found to be playing ineligible players may face forfeiture of the match, plus lost match points. Individual players may face suspension from the competition. No refund will be applied in this instance. Payment will include affiliation fee plus pro-rata match fee. Teams will not be allowed to exceed maximum numbers. A team is allowed a maximum of seven (7) registered/eligible players (including a goalkeeper) on the field. Five (5) (3 for 5 A Side) registered/eligible players are the minimum number of players that a team can have without a forfeit resulting.

Teams are allowed unlimited substitutions, which may only be made once the ball is out of play, however, to avoid wasting time, the Referee will not necessarily stop play from restarting. The substitute player must enter the field from the same location as the substituted player exits.



### **Required Uniform and Jewellery:**

ALL players must wear shin guards (covered by long socks).

Teams will be provided with TTFC shirts which must be worn at every match. No players will be permitted to take the field without the correct jersey.

Shin pads must be worn....no shin pads, no play.

No player can take the field with bare feet or whilst wearing jewellery of any kind. All watches, necklaces, earrings, bracelets, or rings **MUST** be removed prior to the game.

The Referee will ask any player breaking this rule to remove the piece of jewellery. Players must wear covered footwear and are not permitted to wear any type of screw-in studs, work boots or hiking boots. The Referee, prior to the commencement of the game, shall inspect players footwear to ensure that they are appropriate. If they are deemed not to be appropriate, the player will not be able to take the field without the appropriate footwear.

### **Game Length:**

Games will consist of two halves with five minute half-time and five minutes between games.

30 minutes: U5-9 G & U5-7 B

40 minutes: U8-17 B & U10-17 G

50 minutes: Seniors

If a game commences late then it still must finish at the scheduled time. If such a circumstance arises, the halves may be shortened. This is up to the discretion of the Referee.

### **Mercy Rule:**

Whilst the effort is made to ensure a social competition, there will always be stronger and weaker teams in a competition. To maintain enjoyment for all teams, the following player additions will be allowed:

If score reaches a 3-goal difference, opposition may add one extra player

If score reaches a 5-goal difference, opposition may add two extra players

Maximum goal difference to be recorded will be 7.

### **Start & Restart of Play:**

To either start play, or restart play (after a goal) a kick-off is used. Note that a goal cannot be scored directly from a kick-off. The ball must be placed on the half-way line and the ball is in play when it is kicked and moves forward. The kicking player may not touch the ball again until it has been touched by another player.



### **The Playing and Goal Areas:**

Attacking players are NOT permitted to touch the ball when it is in the goal box 'D' and no offside rule is in play.

### **Goal Kicks:**

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. A player of the defending team must place the ball on the ground inside the Goal Box 'D' marked out on the field and then kick it to a teammate. The player cannot "kick it to themselves" nor have a team-mate pass the ball back to the keeper to pick up.

If the player taking the goal kick touches the ball a second time before another player, the goal kick is retaken. If this rule is broken again, an indirect free kick shall be awarded to the attacking team from where the player touched the ball a second time. A goal can be scored directly from a goal-kick. However, when a goal kick is taken and the ball crosses the halfway line without being touched by any player or bouncing before it crosses the halfway line an indirect free kick is awarded to the other team. The free kick is taken from the halfway line.

### **Corner Kicks:**

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored. A player of the attacking team must place the ball on the ground in the corner of the field which the Referee indicates, where the goal line and the sideline intersect (the corner of the field), and then kick it to another player. This player cannot 'kick it to themselves'. If the player taking the corner kick touches the ball a second time before another player, the corner is then retaken. If this rule is broken again, an indirect free kick shall be awarded to the defending team from where the player touched the ball a second time. A goal can be scored directly from a corner kick.

### **Kick-in:**

A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the line. A goal cannot be scored directly from a kick-in. The player taking the kick-in must kick it to another player before they can touch the ball again.

If they touch the ball again before another player, the kick in is retaken. If this rule is broken again, an indirect kick shall be awarded to the opposing team to be taken from where the infringement occurred.



### **Goals:**

A goal is scored when the whole of the ball passes over the goal line in the goal. Goals can be scored from anywhere on the field (except from inside the Goal Box 'D' by an attacker). A goal cannot be scored directly from kickoff or directly from a kick-in, without another player touching it first. A goal can be scored directly from a corner kick.

### **The Goalkeeper:**

A goalkeeper is not permitted to hold the ball in their hands for more than 5 seconds or an indirect free kick to the opposition team will be awarded. A goalkeeper is not permitted to touch the ball with their hand inside his own Goal Box 'D' in the following circumstances:

If they handle the ball again after it has been released from his/her possession and has not touched any other player. The goalkeeper is in control of the ball by touching it with any part of his/her hands or arms except if the ball rebounds accidentally from him/her, e.g. after he/she has made a save. Possession of the ball includes the goalkeeper deliberately parrying the ball. If they touch the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate. If they touch the ball with his/her hands after they receive it directly from a kick-in taken by a team-mate.

Otherwise, an indirect free kick to the opposition team will be awarded

The goalkeeper can throw or kick the ball after securing the ball. However, the ball cannot cross the halfway line without being touched by any player or bouncing before it crosses the halfway line after being thrown or kicked from within the Goal Box 'D'. An indirect free kick is awarded to the other team. The free kick is taken from the halfway line.

When a goal kick is taken and the ball crosses the halfway line without being touched by any player or bouncing before it crosses the halfway line an indirect free kick is awarded to the other team. The free kick is taken from the halfway line.

When substitutions occur, the player coming onto the field may assume any position on the field including the goalkeeper position. If an outfield player or substitute assumes the goalkeeper position, then the player who was goalkeeper must either immediately remove themselves from the field (if they are the player being substituted off) or immediately assume another position on the field (if another outfield player is being substituted off). Changing the goalkeeper may only be done when the ball is out of play, and the Referee must be notified of this change.



### **Restart of Play:**

Players must be five metres (5m) from the ball for all restart of play (free kicks, kick-offs, goal kicks, kick-ins & corner kicks etc).

For a direct penalty the ball is placed six metres (6m) from the goal line. A goal may be scored directly from a penalty kick. All players must be at least 5m from the penalty spot and behind the ball.

### **Slide Tackles:**

Due to safety concerns, NO slide tackles will be tolerated. If a player loses their footing to make a tackle and as a result ends up with even part of their body on the ground, a direct free kick shall be awarded to the other team. A warning may be given to the offending player upon their first offence if adjudged inadvertently. If they commit the same offence again, the Referee will issue a Yellow Card. If, in the opinion of the Referee, a player intentionally makes a slide tackle a Yellow Card may be issued. If the player commits a slide tackle after already receiving the Yellow Card, they may be issued 2nd Yellow Card and then a Red Card and immediately sent from the field without a replacement.

### **The Sin Bin:**

This competition is social. Any rough play, abusive language, back-chat or challenge to the Referees' authority by word or action will not be tolerated. Rough play includes but is not limited to any form of aggressive slide tackle, tackling a player from behind, shoulder charging and any other act or omission that, in the Referee's opinion, places the safety of players at risk.

In most instances the following process will apply for the above infringements; however, the Referee is perfectly entitled to send off any player at any stage, for any reason, for any period if they feel it necessary to do so for player safety or their ability to effectively control the game:

### **First Offence:**

Yellow Card will be given by the Referee for the 1st offence. Time of 5 minutes in the sin bin for the infringement may be granted, should the Referee feel it is sufficiently dangerous to warrant its award. The Referee will signal this by issuing a Blue Card (or by showing a Yellow Card and signalling 5 with an open hand). No substitute player is allowed to replace a player who is sin binned.

### **Second or excessive offence:**

The player is sent off for the remainder of the game. Should the Referee feel the incident is sufficiently violent, anti-social or dangerous, the player can be issued a red card, without a first offence infringement. At the discretion of the Referee and Ground Officials, the player may be asked to leave the venue. Suspended players will receive a one-week ban. No substitute is allowed to replace a player who is sent off.



### **Caution able Offences:**

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- Unsporting behaviour
- Dissent by word or action
- Persistent infringement of the Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
  - Entering or re-entering the field of play without the referee's permission
  - Deliberately leaving the field of play without the referee's permission

### **Send Off Offences:**

A player, substitute or substituted player is sent off if they commit any of the following seven offences:

- Serious foul play.
- Violent conduct.
- spitting at an opponent or any other person.
- Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
- Denying an obvious goals coring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- Using offensive, insulting or abusive language and/or gestures.
- Receiving a second caution in the same match.

Any player who received a Red Card within a match will automatically be suspended for a minimum of 1 match.

Any player who accumulates 3 Yellow Cards within the tournament will automatically be suspended for 1 match.

Poor conduct either on or off the field will be determined by the officials and action will be taken based upon the offence. This can include additional suspensions to a player, removal of a player from the competition, or removal of team from the competition, should they be deemed dangerous or offensive to players or officials.

The 7aside Management Committee's decisions are final.



### **Scorecards and Points:**

The Referees will keep score. Three points will be awarded for a win, zero points for a loss and one point for a draw. Teams who lose by forfeit will receive zero points and their opposition will receive three points. The result shall be recorded as 3-0.

Please note that the competition administrator reserves the right to ask a team to leave the competition, without refund, should they forfeit more than 2 games and do not provide a valid reason. In this instance, what is deemed "valid" shall be at the sole discretion of the competition administrator(s).

### **Injury:**

A player may call for a stoppage due to an injury or illness, although the decision to stop play shall be at the sole discretion of the Referee. If a player is injured, it is their or their teammate's responsibility to immediately inform the Referee. The Referee may stop the game at any time. For a minor injury, the Referee should send the injured player or a bystander to the Ground Official for first aid treatment, if required.

If a player has a minor injury or blood on their clothing or their person, they have a maximum of 2 minutes to be treated and/or remove all signs of blood on field, or they will have to be substituted with another player. After 2 minutes have elapsed, the Referee should immediately restart the game. Time for injury will not be added on. The Referee can stop a game for any period to deal with an emergency.

For a medical emergency, the Referee is to remain with the injured player and send somebody else to inform the Ground Official of the emergency. Time for medical emergencies will not be added on. Should a medical emergency result in less than half the game being played, then all efforts will be made to reschedule the game.

All head injuries will be treated under the TTFC Concussion Policy.

During time for injury, all players must remain on the field unless involved in a substitution. Any player with blood on their person or clothing will be asked to leave the field until the wound is clean and has stopped bleeding, and no blood remains on clothing or the player. If necessary, the ball and field shall be cleaned before play resumes.



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### **Balls**

Size 5 is to be used for U14 and Up. Size 4 is to be used for U10 – U13 Size 3 is to be used for U5 – U9.

### **Alcohol**

TTFC is a licensed venue. Alcohol can be purchased from the canteen. No teams or spectators are to bring alcohol to the games. Any teams found to be in breach of this will lose match points and may be removed from the competition. It is the team manager's responsibility to ensure team spectators and supporters uphold the rules.

TTFC reserves the right to amend 7-a-side rules at its absolute discretion. All decisions made by the committee are final and may not be appealed. TTFC faces no obligation to refund fees due to suspension or inability to play due to social/financial/religious obligations.

**Any queries/questions contact:**

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