



Twilight Soccer Game Rules and Regulation 2017

1. Please remember this is a **FUN & SOCIAL** competition. Please be mindful that there is varying skill levels in all divisions and everyone should play accordingly.
2. **FIGHTING WILL NOT BE TOLERATED ANY TEAM'S INVOLVED WILL BE SUSPENDED OR REMOVED FROM THE COMPETITION (BOTH TEAMS INVOLVED) – PLEASE REFER TO THE CODE OF CONDUCT**
3. All FIFA Rules apply.
4. The Semi-Circle in the Goal area is a Goal-Keeper ONLY Zone
NO other players shall be allowed in this area during the game.
A player in the semi-circle will result in the following;
 - a. A Defender in the zone will result in a corner kick.
 - b. An Attacking Player in the zone will result in a Free-Kick taken by the GOAL-KEEPER only.
5. All Goal Kicks must be taken by the Goal-Keeper.
6. A Goal-Keeper is able to use his or her hands inside the Goal Box ONLY.
7. A Game shall consist of Seven Players per side including the Goal-Keeper, any number of substitutions.
8. The referee must be notified in the event of a substitution.
9. A Game shall consist of two halves of 18 minutes, with a short 4 minute break at Half Time.
10. A Player receiving a Yellow Card will be sent off the pitch for 10 Minutes. In this instance another player may take their place on the field.
11. In the event of a Player receiving a second Yellow Card, they will be issued with a Red Card. In this instance, another Player is **NOT** able to take their place on the pitch and that team must play the rest of the game with one less player.
12. All Red Card's result in a minimum of 1 Week suspension from the team and division that the red card was received in. This can be increased if deemed worthy by the organisers.
13. Three points will be awarded for a Win and One point for a Draw.
14. There are **NO** off-sides.



15. A player must play a minimum of 5 games to qualify to play in the finals.

16. All players must be listed on the Team Sheet. If a new player is playing in your team as a fill in please advise the SDFC Coordinator.

Code of Conduct:

Each person in participating in the competition must abide by the Code of Conduct, a copy of which is attached with the team registration form and is also available on the SDFC noticeboard.

Uniforms:

Shin pads are compulsory for players and goalkeepers.

Players must wear tops of a uniform colour and the keeper should preferably be in a different color to their team and the opposition.

Players are not permitted to play in jeans and must wear footwear which is deemed to be appropriate by the referee.

Players may request, an exemption from the uniform policy, e.g. on the grounds of medical or religious requirements.

Bibs:

Bibs are available in the club rooms in the event that two teams are playing in similar colors.

It is still expected that each team plays in uniform.

Team Contact:

An adult Team Contact must be nominated. This person is the point of contact with the club should any issues arise with the team. Communication may be in person, via email or over the phone. They will be responsible for organising registration payment. The Team Contact must ensure that all team members have read and understand the rules and regulations before the start of their first match.

Team Registration:

The cost of registration is \$425 and must be paid before the 10th October 2017.

Player Registration:

All players must be registered on the team sheet before commencing a game. You may add additional players to your team at any time. Players must play a minimum of 5 games to qualify to play in the finals.

First Aid:

Teams are responsible for their own first aid. Basic first aid supplies (like ice) are available from the club rooms.



Jewellery:

No jewellery is permitted with the exception of Medic Alert bracelets, these should be covered by a sweat band or bandage. Players may elect to use sports tape or band-aids to cover a non-removable piercing (eyebrow, belly button, etc) instead of removing it.

Blood rule:

During the match, should a player bleed, they must inform the official and leave the pitch immediately and will not be able to continue to play until:

- all bleeding is stopped
- the wound is securely covered
- blood is removed from person
- clothing with blood on it has been replaced

Sanctions:

If a player uses disrespectful or abusive language or gestures towards a referee or an opposition player, a yellow or red card may be given, depending on the nature of the attack. Cards may also be issued if aggressive contact is made off the ball between players from opposite teams.

Yellow cards may be given to players for incidents such as time wasting, dangerous play, language and un-sportsmanlike play.

Referees or members of staff may call the match "abandoned" if:

1. Players or spectators from either team refuse to leave the pitch when requested to do so.
2. The game is being played in an unacceptably rough or unsportsmanlike manner by both teams.

Hot Weather Policy:

In the interest of the safety and wellbeing of players the following rules will be put into place in cases of extreme heat.

The game will be shortened into four 8 minute quarters, with a 2minute break between quarters and a 4 minute break at half time.

In case of extreme temperatures games may be postponed or cancelled.

Additional water is available at the bar free of charge, but it is the teams responsibility to bring their own water bottles.

Wet Weather Policy:

In the interest of the safety and wellbeing of players as well as the pitch conditions, games may be postponed or cancelled.

