

# **SOCIAL SPORT HANDBOOK**

**6-A-SIDE SOCCER**



# RULES AND REGULATIONS

## PRE-GAME

- Team registrations must be paid in full before the first round of competition. Teams with outstanding fees will forfeit match points until the fees are paid. (Unless alternate arrangements have been made.
- All team members must wear shirts of the same/similar colour.
- It is recommended that all players wear shin guards.
- In the case of a team needing to forfeit please notify ANU Sport via reception or through [britt.tully@anu-sport.com.au](mailto:britt.tully@anu-sport.com.au).
- Matches shall be between two (2) sides of six (6) players one (1) being the goalkeeper. There must be one (1) female identifying player on the field at all times.
- If a team cannot field a female identifying player that team must forfeit the game unless the opponent agrees to play. The opponent may request that the opposition play with five (5) players.
- A player can only be used from another team if the borrowing team has less than six (6) players. Teams not able to field five (5) of their own players will forfeit match points. A friendly game may still be played but the outcome will have no bearing on the competition.

## COMPETITION POINTS

The point scoring system is as follows:

- Win 4 points
- Draw 2 point
- Loss 0 points
- Forfeit 0 points plus 5 goals against

## GAME PLAY

- Games are self-refereed, 45 minutes in duration – 2 x 20-minute halves with a 5-minute half time.
- All games will begin promptly at ten (10) minutes past the hour.
- Which team kicks off at the commencement of a match is determined by the teams themselves, for e.g. Coin toss, mutual agreement, scissor-paper-rock etc.
- A goal can be scored directly from the kick off.

- No extra time is played. In the case of semi finals and finals, if the scores are level at full time, extra time is played. This will be golden goal format, played for five (5) minutes or until the first goal is scored. The team who scores 1st in extra time will be the winner. If the scores are still level after these five (5) extra minutes, the match will be decided by penalty kicks-best of 3. The team who is one (1) goal in front on even kicks will be the winner.
- A team can interchange players when the ball is out of play and after a goal has been scored- the interchange must be in the defensive half. There is no limit to the amount of times a player may leave or re-enter the play.
- There will be NO offside; a player may stand anywhere on the field.
- Back passes are permitted- but the keeper may not pick up the ball with their hands.
- The goalkeeper must release the ball within six (6) seconds of receiving it.

## INFRINGEMENTS OR FOULS

- For all free kicks, opposing players must be at least four (4) meters from the ball.
- Slide tackling is NOT permitted. A direct free kick will be awarded against any player that uses this type of tackle. A slide tackle inside the goal keeper's area will result in a direct free kick from the penalty spot
- A free kick\* will be awarded if a player kicks, trips, charges, strikes or holds an opponent or intentionally handles the ball. A penalty kick will be awarded if any of these offences occurs inside the goal circle. \*Please note as it is a social league, there will be no direct/indirect difference in free kicks.

# GAME DAY INFORMATION

## PROCEDURES

- At 10 minutes past the hour teams to get to their field and prepare for their game to commence.
- Games are to begin at 10 minutes past the hour. An air horn or whistle will signal the beginning of games.
- If teams are running late the clock will continue to run. After 5 minutes of game time the game is forfeited 5-0.
- Halves are 20 minutes long, with a 5 min break for halftime.
- The air horn/whistle will signal a minute before the game, commencement of the game, halftime, the beginning of the second half and full time.
- At the end of the games, score sheets/scores, and balls will need to be handed back to ANU Sport staff.
- Each team delegate is to keep score of their own game.
- At the end of the game, both team delegates must provide the final score to ANU Sport staff.
- Scores will be posted online at the conclusion of the round.

## DRAW

- The draw will consist of 40-minute games and the field in which you will play on.
- Games will be either at 12.10pm or 1.10pm.
- The draw will consist of a round robin competition followed by a grand final.
- If there are any issues with time slots, please inform ANU Sport before the start of the competition.

## TOILETS AND CHANGEROOMS

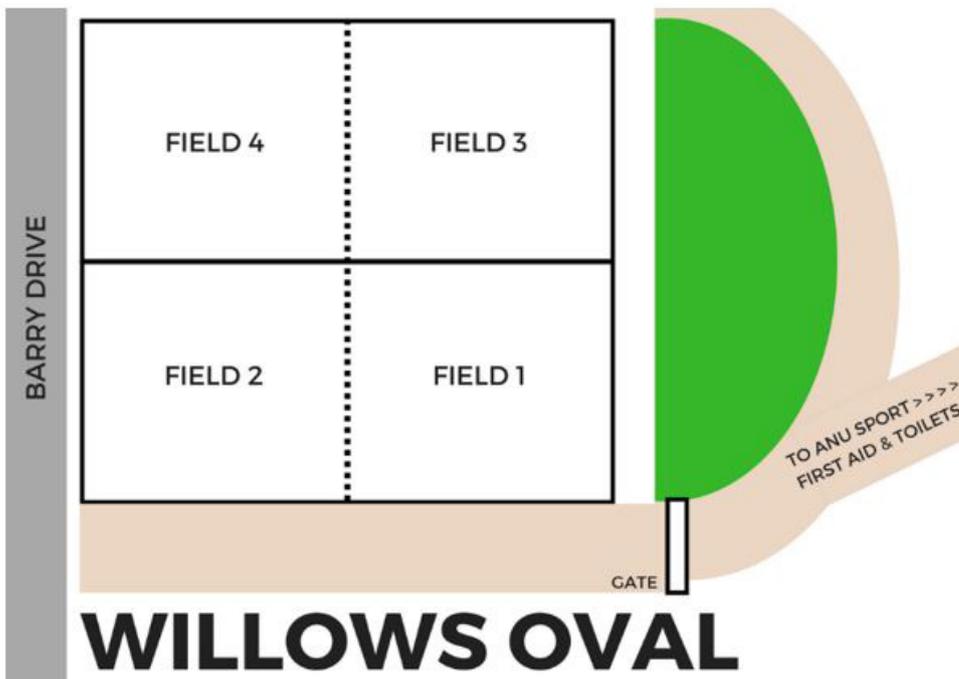
- Toilets are located within ANU Sport.  
There are female and male identifying toilets and a disabled toilet located in the new hall and building 19.

# PARKING

- Parking on-site is pay parking – you can pay with coins or credit card or via the CellOpark App. Parking is hard to find on campus (the red squares are parking) so it is suggested to car-share and arrive early to find a park.



# FIELD LAYOUT



# CODE OF CONDUCT

All players and spectators must adhere to the following guidelines when participating in the ANU Sport Social Sport competitions. Penalties will apply for any breach of the Code of Conduct.

- Abide by the rules of the match and competition.
- Behave in a positive manner at all times and do not direct physical or verbal abuse to officials, spectators or other players at any time.
- Encourage and support honest effort, skilled performance and improvement.
- Respect your opponents if you need to forfeit- do it as early as possible.
- Show respect for opponents and their skills.
- Respect any official's decision as final.
- Condemn the use of violence in any form.
- Leave the area tidy after each match.

ANU Sport is committed to creating a welcoming and safe space for all participants of social sport.

- ANU Sport supports and promotes the inclusion of transgender and gender diverse people to participate in social sport.
- Participation in social sport is based on a persons affirmed gender identity and not the gender they were assigned at birth.

**ANU SPORT STAFF HOLD THE RIGHT TO REMOVE PLAYERS / TEAMS FROM ANY MATCH OR COMPETITION IF FOUND IN BREACH OF THE CODE OF CONDUCT.**

# FAQs

## FIXTURES, LADDERS AND RESULTS

All fixtures ladders and results will be emailed out weekly. An online copy will also be available after the first week of games via Fusesport.

## GAMEDAY PROCEDURES

Teams should arrive at the venue 15 minutes prior to their game time.

## LUNCHTIME COMPETITION DURATION

6-a-side soccer- 20-minute halves with a 5-minute halftime.

## WET WEATHER

If a competition is called off due to wet weather, the team manager will be notified before 11am on the same day.

## FIRST AID

In the event of any injury- there will be an ANU Sport staff member monitoring the competition who can assist- or head to ANU Sport reception.

- Ice is located at ANU Sport reception
- Any injury that causes someone to come off the court or require ice will require an incident report to be filled out.
- When playing an ANU Sport social sport a person is covered under ANU Sport's insurance policy.

## COMPETITION CONTACTS

### BRITT TULLY

Student Engagement Officer

[Britt.tully@anu-sport.com.au](mailto:Britt.tully@anu-sport.com.au)  
0423 497 143

### ANU Sport Reception

[sport@anu-sport.com.au](mailto:sport@anu-sport.com.au)  
02 6125 2273