Churches Football Association Sydney Inc.

SIX A SIDE COMPETITION

PLAYERS

Each team is allowed to use nine (9) registered players. The players are to be nominated at least thirty (30) minutes before the team's first game, by filling in the six aside match sheet for the day. Teams are to be at the field at least fifteen (15) minutes prior to each game.

The nine players nominated at the commencement of the first game are the only players who can participate with the team throughout the competition. No player may be entered in or may play in more than one team.

Substitutes are allowed during a match via unlimited interchange. Interchange may occur at any time at the halfway line ensuring that the substituted player has exited the field prior to his replacements entry. The game will not stop for interchanges.

RULES

Except as specifically provided in the Six-a-Side competition rules, the general competition rules of the Association will apply to all Six-a-Side matches.

The game shall be played up to ten (10) minutes each way and be completed to allow the following game to commence on time. No time is allowed for injured players. Teams will toss for choice of ends, commence at once and turn around at half time with no interval.

Club colours will be used, and where colours clash, teams shall arrange to change so not in any way to delay the game. The Laws of the Game will be observed excepting that there is no off-side in six-a-side football.

The winner shall be the team that scores the most goals. If goals are equal, the team that scores the most corners will be the winner. Corner kicks will be taken at all times. If goals and corners are equal, the team that scores the most behinds will win. A behind will not be counted if the ball goes directly over the goal line from a throw-in. In this case, the game will be recommenced by the opposing team taking a goal kick (which will not be counted in the score).

Goals, corners and behinds will apply in ALL matches, including final matches.

Drawn games will play five (5) minutes each way extra time. Teams will toss again for choice of ends and the game will recommence without an interval.

During the period of extra time the scorer of the first goal will be declared the winner and the game will conclude at such time.

If no goals are scored, then the team receiving the most corners during this extra time shall be declared the winner.

If corners are equal or no corners are awarded, then the team "scoring" the most goal kicks during this extra time shall be declared the winner.

If corners and goal kicks are equal a further and final five (5) minutes only will be played Play for this period will be started with a drop ball at the centre of the field. During the final period of extra time the team scoring the first score of any kind being goal, corner or goal kick shall be declared the winner and the game concluded at such time.

PROTESTS

Any protest arising must be submitted within fifteen minutes of the completion of the match that gave rise to the protest.