

INGLEBURN EAGLES SOCCER CLUB INC

REGULATIONS AND BY LAWS



1. SOCCER COMPETITION RULES

- 1.1 All rules pertaining to the actual competition shall be laid down by Macarthur Football Association Inc

2. CLUB COMPETITION RULES

- 2.1 Registrations: All registrations shall be completed by the last registration day. Late registrations shall not be accepted unless vacancies exist.
- 2.2. All players must be registered in their youngest correct age division according to their date of birth. Players will be permitted to play in an older age division subject to executive committee approval. Once registrations are completed, as defined by the executive committee, additional late registrations will be placed in the youngest applicable age division, where vacancies exist. Should no vacancies exist, players may play up one age division if vacancies exist, for that current year only.
- 2.3. There shall be a minimum of three registration days. Registrations shall be provisional pending placement of players according to the grading procedures. Should vacancies not exist, or a team not be formed, as determined by the Executive Committee and Registrar, then players shall be refunded registration fees and registration cancelled with the last registration being cancelled first, and so on until the maximum number of team players is reached. However, this rule shall not apply to players who registered on the first registration day or prior to the second registration day - these players shall be placed in a team determined by the Executive Committee and Grading Panel.
- 2.4 Registrations shall only be accepted from players who turn 5 years of age or older, within that current playing season.
- 2.5 **INJURIES**
All injuries must be reported to the Duty Officer by the Manager or Coach of the team on the day they occur. Managers or Coaches are to take the necessary steps to inform the Club Secretary direct on the day, who shall in turn enter the details into the Injury Register.
- 2.6 **DISCIPLINARY ACTION**
If a player, coach or any other member should present a behavioural problem, no action shall be taken unless ratified by the Executive Committee. The correct procedure shall be to notify the Secretary and confirm in writing the persons name, the nature of the problem, and in the case of a player, a recommendation by the coach as to the type of action to be taken. The matter shall then be handled by the Executive Committee prior to the next match. Should the Committee deem action is necessary, then all parties involved shall be called before the Committee.
- In the event of Executive Committee being involved in the dispute, automatic stand down shall apply, and persons from the Management Committee shall be elected.
- 2.7. **EXECUTIVE AND PRESIDENT WARNINGS**

Executive and President Warnings can be issued verbally or in writing to players, spectators and parents whose actions breach the players, parents, or spectators Code of Conduct and Behaviour. The warnings can include time periods for the warnings, standing down players or preventing parents or spectators in attending Ingleburn RSL Soccer Football Club matches for

continuous sports rage incidents, including abusing other players, coaches, managers, match officials or ground officials.

2.8. SPONSORS AND FUND RAISING

- 2.8.1. Under no circumstances shall the collection of individual team raffles or other similar fund raising activities be permitted without the ratification of the Executive Committee.
- 2.8.2. No fund raising shall be allowed by individual teams for the purpose of trophies to players, coaches or managers.
- 2.8.3. If a sponsor wants to nominate a specific team or teams, the nomination requires ratification of the Executive Committee.

3.. AWARDS

- 3.1. Participation awards shall be made to all players if so decided at a general meeting during the season
- 3.2. Pennants shall be awarded only to Club Champions, Brendan O'Rourke winners, and Tom Furey award winners.
- 3.3 No trophies or equivalent shall be awarded by the Club without the approval of the Executive Committee.

4. LONG SERVICE AWARDS

A suitable memento as determined by the Executive Committee shall be awarded for each 5 continuous and fully completed years of service. The award for Ten (10) years of completed service shall be a reverse colour Club Jacket. Special circumstances preventing a player from completing any one season of service shall be considered by the Executive Committee in their sole discretion.

Players chosen from our club to play Representative Soccer for Association., who do not play for any other club whilst playing Representative Soccer, and immediately they no longer gain Representative Selection return to the Club and complete the next concurrent season, shall be deemed as having no break of service and shall retain any previous years of service given.

It shall be the Responsibility of the player to notify the club on re-registration, if they qualify under these circumstances. i.e. If 5 years of service completed then the next year back will be their 6th year.

5. CLUB JACKETS

Club jackets shall only be awarded to Club Champions and Division Minor Premiers, and then only if the management committee shall consider the financial position of the Club to be adequate for this purpose. Division Minor Premiers shall be defined in the By-Laws of the Macarthur Football Association.

6. CLUB CHAMPIONS

One Junior and One Senior Team will be determined as the respective Junior and Senior Club Champions. The following system shall be used to determine Club Champions. That team winning its competition shall be Club Champions. (ie: Highest points). In the case of several teams winning their competition with unequal games played, points divided by actual games

played will determine the Club Champions. In the case of equality of position and points, the goal difference shall be divided by the number of actual competition games played.

The team with the highest result shall be declared Club Champions.

7. BRENAN O'ROURKE TROPHY

This award shall go to the most improved team in the club. The basis on which it shall be awarded is the difference between competition points reached at the end of the first round subtracted from total competition points attained for the season, but adjusted between teams who played unequal number of games. If more than one team shall be equal on this basis, then the trophy shall be awarded according to the method used to determine club champions. This trophy shall not be awarded to the club champion team.

8. TOM FUREY MEMORIAL TROPHY

This award shall go to the team with the best scoring average in their respective competitions, according to the method used to decide club champions, providing they are not Brendan O'Rourke winners or Club Champions.

9 . PRESIDENTS AWARDS – CLUB PERSON OF THE YEAR

Presidents Award decided by the President and the Club Secretary is awarded to the Club Person of the Year based on the following criteria, actively involved in Ground Duties (Set Up/Canteen duty etc) when their team is on duty, attends meetings, goes above and beyond their role in the club as a committee person, coach, manager, player etc.

10 MARK BEKS ENCOURAGEMENT AWARD

In 2010 the Committee introduced this encouragement award selected by the executive for a junior team. The award is to honour the contribution of Mark Beks (who sadly passed away prior to the commencement of the 2010 season) to our club as a coach, parent and supporter. Mark was a very successful coach of AA5 in both 2008 and 2009 and his team went through in 2010 undefeated to win both the Minor Premiership, Premiership and Senior Club Champions.

11 PLAYING UP IN SENIOR TEAMS

If a senior team shall be short of players, it shall have the right to temporarily bring up a player from a lower division/age group provided that:

- i. Coaches and managers of involved teams shall be notified of senior team's intention within 24 hours of time of play.
- ii. The player wants to do so.
- iii. In the event of junior players, the parents give their consent.
- iv. It does not interfere with the players usual team commitments.
- v. It would not make the player ineligible to play for his usual team as defined in the By-Laws of the Macarthur Football Association.
- vi. Any junior player requested to play in, either a Mens All Age Team including Colts (Under 21s) and or Ladies All Age Team, must be ratified by the Executive Committee based on the ability and skill of the junior and their physical capabilities to play in an All Age Team.

12 COACHES AND MANAGERS

- 12.1 Nominations shall be made by completing an application form available through the Club Secretary.
- 12.2 The nominations shall be determined by the Executive Committee and notified to the successful coach or manager prior to the first grading day. No nomination shall necessarily be accepted for consideration.

13 GAMES ALLOCATION

All players in a team shall be allocated an equal number of games between them where possible. Any dispute shall be forwarded to the Executive Committee.

14 GRADING

- 14.1 All coaches shall fill in appraisal forms relating to their team's players level of ability, as assessed at the end of each season, and hand it to the Secretary before the close of the playing season.
- 14.2 The Coaching Co-Ordinator and the grading panel shall observe the Under 9's and junior teams in preparation for the following seasons grading, oversee team gradings and trial games, and mediate between parties in the case of any disagreements resulting from grading.
- 14.3 The grading panel shall consist of up to five (5) coaches, with one being the coach relevant for the age and division, preferably with Level 1 or above coaching certificate, & the Coaching Co-Ordinator.

15. SMALL SIDED GAMES

- 15.1 . The Club shall endeavour to place players in the Under 6, 7, and 8 age groups, into Small Sided (non - competitive) Teams under the guidance of SSG Co-ordinator and the Grading Panel using the following criteria:-
- i. Teams from last season stay together wherever possible, and where all concerned parties agree.
 - ii. Relatives or friends wishing to play in the same team may do so where possible.
 - iii. Players living in close proximity may be grouped together for convenience of transporting the younger children to training and games.
- 15.2 . This placement of players into SSG Teams, shall take place on one of the Club's Grading Days, and where possible, team membership shall be finalised within three (3) weeks of the Grading Day, depending on player availability.

15.3 U/11 TO ALL AGE GRADING

- 15.3.1 All players from U/11 to All Age, shall be given the opportunity to be graded into teams under the guidance of the Grading Panel using the following criteria:-
- a) Grading Panel will select and grade teams according to the player's ability. First Preference of players goes to Division 1, then Division 2, etc, subject to 24.9.4.1 (viii).
 - b) A previously registered player's past performance and appraisal forms from the last

season shall be taken into consideration with the aim of fielding the team best equipped to represent the Club in the division being graded.

- c). All players shall be given the opportunity to play in inter and intra club trials, to show the grading panel their level of skills.
- d). Intra club grading trials shall be organised by the Grading Panel and the Executive Committee.
- e). Where possible, there shall be several Grading Days, to allow ample time for the Grading Panel to make fair and just selections in the grading of teams.
- f). Once the Grading Panel have the final selections, all players, parents and guardians shall be informed into which team the players have been placed.
- g). All involved parties shall have the right to appeal in writing to the Club Secretary, on any matter concerning grading, up to and within 7 days of the final team selections. The appeal will be forwarded to the Appeal Tribunal headed up by one executive member, Coaching Co-Ordinator and one independent experienced coach.
- h). All junior teams should have a maximum of 13 players. The amount of players may be increased at the discretion of the Executive Committee.

N.B. Division 1 shall be defined as the highest division of that age group.

16. TEAM ELIGIBILITY

No team shall be registered with Macarthur Football Association Incorporated in the name of this Club, unless formed and run in accordance with these by laws.

17. SMALL SIDED GAME RULES

17.1 RULES UNDER 6 - 7

(Effective from 1 January 2011)

The field of play

30 metres x 20 metres

Markings

Markers or painted line markings.

Goal size

Minimum 1.50 metres wide x 0.90 metres high

Maximum 2.00 metres wide x 1.00 metres high

Goal type

It is preferable that pop up style or portable goals are used where possible however, the use of poles and markers as the goals particularly in the Under 6 to 9 age groups is also suitable.

Penalty area

No penalty area

The ball

Size 3

The number of players

4 v 4 – no goalkeeper

Maximum of two substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Goalkeeper

No Goalkeeper

The game leader, coaches and managers should continually discourage children from permanently standing in front of the goal.

Duration of the game

2 x 15 minutes (Half time break 5 minutes)

This may be flexible depending on the implementation format.

Game Leader

The main role of the game leader is to keep the game moving fluently, limit stoppages and assist players with all match restarts.

Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. The game leader can be a club official, parent, older child / player or beginning referee and should always be enthusiastic and approachable. Most importantly - Remember the children are learning the game – be flexible and patient.

Start of play & Re-start after a goal

Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the game leader.

Ball crossing the touch line

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball crossing the goal line

There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

Point's tables and finals

To ensure that Optus Small-Sided Football is played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

Under 6 & 7 FFA advises that the keeping of point's tables and playing of finals must not be done.

27.2 RULES UNDER 8 – 9

(Effective from 1 January 2011)

The field of play

Maximum 50m x 40m / Minimum 40m x 30m

¼ full size pitch – when converting a full size pitch into Optus Small Sided Football fields

Markings

Markers or painted line markings.

Goal size

Minimum 2.50 metres wide x 2.00 metres high

Maximum 3.00 metres wide x 2.00 metres high

Note: For the Under 8 and 9 age groups, it is recommended that clubs that wish to and have the capacity to do so use 3m x 2m goals. Should a club not be able to do this in the first instance, the 5m x 2m goal is most acceptable for use on fields for the Under 8 and 9 age groups as well as the Under 10 and 11 age groups.

Penalty area

Rectangular – 5m depth x 12m width

The penalty area can be marked through use of marked lines, flat or soft markers or cones.

The ball

Size 3

The number of players

7 v 7 – inc. goalkeeper

Maximum of three substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6

seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

Duration of the game

2 x 20 minutes (Half time break 5 minutes)

Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

Start of play and re-start after a goal

Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.

Ball crossing the touch line

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Note: In the Under 8 – 11 age groups, team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark

Start of play and re-start after a goal

Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.

Ball crossing the touch line

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick: A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area: Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Note: In the Under 8 – 11 age groups, team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player.

Point's tables and finals

To ensure that Optus Small-Sided Football is played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

Under 8 & 9 FFA advises that the keeping of point's tables and playing of finals must not be done.

27.3 RULES UNDER 10 – 11

(Effective from 1 January 2011)

The field of play

Maximum 70m x 50m / Minimum 60m x 40m

½ full size pitch – when converting a full size pitch into Optus Small Sided Football fields

Note: In the Under 11 age group, the final stage of development in the Optus Small-Sided Football formats before players commence 11 v 11 football, it is recommended that clubs where facilities and scheduling allows, set-up the field from penalty box to penalty box and adjust the width of the field with use of markers to meet the maximum specified width.

Markings

Markers or painted line markings.

Goal size

Minimum 4.50 metres wide x 2.00 metres high

Maximum 5.00 metres wide x 2.00 metres high

Penalty area

Rectangular – 5m depth x 12 m width

The penalty area can be marked through use of marked lines, flat or soft markers or cones.

The ball

Size 4

The number of players

9 v 9 – inc. goalkeeper

Maximum of three substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground*.

An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

*** Goalkeeper Progression**

The developmental progression of the game becoming “live” when the goalkeeper places the ball on the ground provides the necessary learning phase for players transitioning to the 11 v 11 format of football.

Duration of the game

2 x 25 minutes (Half time break 7.5 minutes)

Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

Start of play and re-start after a goal

Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play

The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.

Ball crossing the touch line

Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Ball crossing the goal line after touching the defending team last

Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Ball crossing the goal line after touching the attacking team last

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

No offside

Note: In the Under 8 – 11 age groups, team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. In the Under 10 & 11 age groups children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.

Fouls and misconduct

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player.

Point's tables and finals

To ensure that Optus Small-Sided Football is played in the correct spirit and give all players the best possible chance to develop, FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

Under 10 & 11 FFA advises that the keeping of point's tables and playing of finals must not be done. It is also advised, the keeping of point's tables and playing of finals will only commence when children are playing 11 v 11 football on a full size pitch in the Under 12 age group.



Players Code of Conduct

1. Always adopt a professional appearance relating to language, manner, temper and punctuality before, during and after games and training.
2. Always work equally hard for yourself and your team to gain the benefits of improved performance for your team, club and yourself.
3. Play by the rules, play fair to earn respect and understand the spirit of the game. Be a good sport and applaud all good plays whether by your team or your opponents.
4. Play to win and never set out to lose.
5. Never give up against stronger opponents and never relent against weaker ones.
6. Never argue with an official, coach, manager or team captain who is there to maintain discipline and fair play. Control your temper and avoid verbal abuse, sledging or deliberately distracting or provoking opponents and spectators.
7. Always be open and honest with the coach concerning injury and illness that can affect your ability to compete and train.
8. Accept defeat with dignity and professionalism and do not seek excuses for defeat or blame the Referees or anyone else.
9. Always co-operate with and respect the rights, dignity and worth of your coach, teammates and Officials. Treat all participants equally and reject corruption, cheating, drugs, racism, violence and other dangers to our sport and club.
10. Never engage in any form of harassment be it sexual, physical, emotional or verbal (including forms through electronic means such as e-mail, sms text etc.) towards fellow players, coaches, managers or officials.
11. Always promote the interests of football and your club and encourage others to watch it or play it fairly. Participate for your own enjoyment and benefit.
12. Honour all those who defend your club and football's good reputation with honesty and fairness and encourage others to act in the same way.
13. All players are required to support the next age group after their own game.
14. On game day all players must wear the appropriate attire designated by the club and present themselves in a neat and tidy manner.



Parents Code of Conduct

1. Parents will at all times have good manners and be courteous to others whether at training or at games.
2. Be a positive role model and a good sport as players' copy their parents.
3. Parents should give encouragement and positive reinforcement regardless of the game situation or the score.
4. Do not thrust your goals and expectations onto your children as they have their own reasons for laying (usually for fun).
5. Foster your child's self image. Encourage them to give their best and make them winners for doing so regardless of game results.
6. Mistakes are part of learning. Enable your child to realize this in themselves and others. Encourage them to try things without fear of failure.
7. Always be open and honest with the coach concerning any previous or current injury and illness that can affect your child's ability to compete and train.
8. Allow players to concentrate on their game. Barracking for the team and your child is acceptable. Over zealous barracking involving screaming and using abusive language at other parents, referees, players, coaches, managers and club officials will not be tolerated.
9. Parents are not to approach the Coach regarding issues associated with a teams make up or training technique. Discuss any issues in the first instance with the team manager and/or the Director /Convener of your League group who will endeavour to resolve such issues in an amicable manner.
10. Never engage in any form of harassment and avoid negative discussions with other parents about any player, coach, manager, club official or another parent in the presence of your child or other players. This may cause disharmony within the team and club.
11. Always promote the interests of football and your club and encourage others to watch it or play it fairly.
12. Honour all those who defend your club and football's good reputation with honesty and fairness and encourage others to act in the same way. Denounce all who attempt to discredit your club and our sport.
13. Remember Soccer is just a game. In the correct environment it can develop character in children.
14. COACHING FROM THE SIDELINES IS UNACCEPTABLE AND WILL NOT BE TOLERATED.