



The primary objective of the Sunshine Coast Soccer Supa Oldies Association Incorporated, (SCSOS), is to provide well-organised Soccer competitions for men and women over the age of 35 and 30 years respectively, with the emphasis on participation, not success, for all levels of ability. The mid-week Six-a-side competition, currently run on Monday nights, has been running since 1994, and succeeds because all participants willingly adhere to this set of rules, which are designed to ensure that all players enjoy themselves in a safe and organised environment.

The current Six-a-side competition structure is four divisions with a total of 28 teams, who play each other over 15 rounds, with a “Charity Cup” and prize-giving night, completing each competition. Formats may be changed each season. This will be determined by the Committee, normally based on team numbers .

TEAMS

1. Teams can register a maximum number of 12 players who must be at least 35 years of age.
2. A maximum of 10 players from the 12 registered may play in each match.
3. Teams may replace players during a competition but must never exceed the maximum number.
4. Teams are required to nominate team colours and should ensure that all players are attired in the nominated team shirts. Training bibs are available from the Competition desk when there is a colour clash.

TEAM REGISTRATION FEES

1. The Team Manager is responsible for the collection of the team’s registration fees.
2. The team fee is to be paid, in full, by electronic transfer, or to the SCSOS Treasurer by the third round of the new Competition.
3. Any teams that have not paid their Team Registration Fees, in full, by Week 3, will forfeit all games played until their Team Fees are paid.
4. In extenuating circumstance, SCSOS Treasurer may approve alternative payment.
5. Any team that has not paid their fees by Week 4, or has not sought Treasurer approval, is at risk of being excluded from the competition.

PROMOTION/RELEGATION

At the end of each Competition Season;

1. The Team that wins their division will be promoted to the next Division.
2. Teams that finish bottom of their division will be relegated to the Division below them.
3. When a new team joins the Competition, they will be placed in a division, that best suits the competition.
4. If a Team wishes to be exempt from promotion or relegation, they must contact the Committee to request dispensation.
5. In extenuating circumstance, and in the interest of having an even competition, the Committee reserves the right to deviate from this rule if other affected parties agree to the exemption

MEMBERSHIP / DISCLAIMER

1. ALL NEW players must sign a SCSOS 'CONDITIONS OF MEMBERSHIP, RULES AND DISCLAIMER' before being allowed to play in the Competition. This can be accessed online from our website www.scsos.com.au , and a copy of the Disclaimer is attached below.
2. Failure to register a new player and playing him, will result in a forfeit of the game.
3. Players are required to acknowledge that they play AT THEIR OWN RISK. It is a condition of joining and playing in the SCSOS competition, that neither the SCSOS nor BWFC are liable for any claim resulting from an injury. (See details on 'CONDITIONS OF MEMBERSHIP, RULES AND DISCLAIMER" form.)

FLOATERS : (Spare Players)

1. A Floater is defined as a player who is one of the below: - Is not registered with a team - Can only attend matches on an infrequent basis. - Is a visitor to SCSOS. All Floaters must be at least 35 years of age.
2. All Floaters must register their attendance before playing any games, at the Competition desk by signing the Floaters List and paying a \$5 fee. This signature satisfies the disclaimer requirement for players. Floaters can play as many games as they wish on that night.
3. After the first week, Floaters are required to complete the normal registration process online before further participation. They must still sign the Floaters List and pay their weekly fee.

USE OF FLOATERS

1. Teams are not permitted to arrange their own Floaters but must follow the procedure described below. In exceptional circumstances, the Committee may make an exception to this rule, but only if requested in advance.
2. Teams who are short of players for a match, (6 or less), may use Floaters.
3. Teams with 4-6 registered players may use Floaters to make a maximum of 7 players.

4. Teams that know they will be short of players can put their Team name on the list to “Pre Book” a Floater.
5. Any Team wishing to use a Floater will check the list at the desk
6. The first available Floater on the list is then allocated to that Team.
7. Floaters must stop being used if a registered player turns up late to play and the team then has 7 registered players available. The Floater must leave the game and is then available to other teams.
8. Teams fielding only 3 registered players (or less) may use Floaters but will forfeit the game, and a 3-0 win is awarded to the Opposing team.
9. **Should a Floater not be available, the Committee member on the desk will give permission to use a player from a lower division (League 2 teams can use players from the same division).**
10. **You cannot use a goal-keeper from the same or a higher division (League 2 division teams can use keepers from the same^t division).**

TRIALING NEW PLAYERS

1. When teams are considering new players for their team, they may wish to include them for a trial game prior to registering the player. This is achieved by the Team Manager contacting the League Manager with sufficient notice, to request a one-off dispensation. Once approved the trial player will still need to sign the Floaters List at the Competition Desk and pay a \$5 fee. The Committee member will annotate the Floaters List to show the player’s status.
2. Following the trial game, the player will be required to register online prior to further participation.

USE OF REGISTERED PLAYERS

1. **Teams cannot use a registered player from another team unless they have first put their name on the Floaters list requesting a Floater.**
2. **Should a Floater not be available, the Committee member will then give permission to use a player from a lower division. Without Committee permission, a team will be using a player not registered with that team and the penalty is a forfeit of the game.**
3. **Teams may only use “Registered Players” from a Lower Division, except for the lowest Division who may use players from their own Division. Further to this rule, a team will not be approved to use a particular player on more than two occasions during a competition. This is to prevent teams having, in effect, an extended squad**

TEAMS NOT FIELDING A SIDE

1. In the spirit of fair play to the opposing team, it is hoped that even if a team can only field 4 players on the night, they do so.

2. Providing the team manager advises the League Manager as early as possible, assistance will be provided to organise a makeshift team.

3. If a team is unable to field 4 players on the night, they are to contact the League Manager at the earliest possible time, so the opposing team can be informed. The team will still be required to fulfil referee duties and provide a plausible reason why you cannot field a side

4. Teams that are unable to field sufficient (minimum of 4) players more than twice during a 15-week competition are at risk of being excluded from the competition.

SUPPLYING A REFEREE

All teams must supply a Referee for their allocated game, as listed on the Weekly Draw. Failure to do so will incur a deduction of 3 points.

REFEREES ARE REQUIRED TO

1. Be on time for their game, having collected a whistle and referee's bib from the Competition desk.
2. Ensure that the field is set up correctly, if they have the first game on the field.
3. Know and enforce the rules of play. Referees must keep up with the game, and not attempt to referee the game from the sideline. They must be close enough to see any incident and be sure that shots on goal are from outside the goal area.
4. Be strict in relation to slide tackles and aggressive play.
5. Record the correct score on the match sheet at the Competition desk.
6. Inform the Committee member of any Red Cards issued in their game.
7. At the end of the last game for the field, the Referees are to return the whistle and bib to the Competition desk.

FIELD SET UP/ CLEAR UP

1. The teams playing the first scheduled game are to arrive 15 minutes early and are required to position the goals and place cones marking the goal areas, as described under Match Format below.
2. The teams playing the last scheduled game on a field are required to return the cones to the Competition desk and move the relevant goals back into position instructed by the committee.

MATCH FORMAT

1. Games are 20 minutes each way, with a 2-minute half-time turn around.
2. Games are played across half of a full-size soccer field with goals at the mid-point of each sideline.

3. Goal areas are to be marked by 7 cones set up in a semi-circle, 12 paces from the centre of the goal line.
4. Games are played in accordance with **FIFA Rules**, except where modified by local SCOS rules which mainly relate to pitch size and marking.
5. Games must start and finish at the allotted times on the sound of the Siren.
6. If one of the team has players short or not on the pitch, ready to play, within one minute of the horn sounding the referee will start the game regardless.
7. If the referee is not on the pitch within one minute of the horn sounding, the teams, by mutual consent, may start the game.
8. A late start because the pitch is not set up will result in reduced game time, as the game will finish in accordance with Rule 5 above.
9. Both Team Managers are to go to the desk at the end of the game and check that the Referee has entered the score correctly. If a score has not been entered correctly/legibly and the league table has subsequently been updated, the Committee reserves the right to let the incorrect score stand.

RULES OF PLAY

1. NO goals can be scored from a shot within the marked goal area EXCEPT by use of a player's head.
2. If the ball deflects into the goal off an 'ATTACKING' player who is inside the marked goal area, it is NO GOAL.
3. If the ball deflects into the goal off a 'DEFENDING' player who is inside the marked area, it is A GOAL.
4. If a DEFENDING player, by any means, puts the ball into his own net - it is A GOAL.
5. Goals can be scored directly from a Corner kick.
6. ALL free kicks are deemed to be DIRECT and defending players must retreat 5 yards from the ball placement of the free kick.
7. Penalties will be at the Referee's discretion for offences within the marked area and will be given as a DIRECT, unobstructed, free kick at the centre of the edge of the marked goal area.
8. **NO slide tackles, or aggressive play are allowed. Sliding (to reach a loose ball or take a shot) is only permitted where there is no danger of collision with another player.**
9. Players are not allowed to play at the ball while lying on the ground. If this occurs, a free kick is awarded to the opposing team.
10. Heading of the ball below waist height (diving header) is not allowed due to the risk of head injuries. If this occurs, it will result in a free kick to the opposing team.
11. There is NO offside.
12. There is NO extra time added on for any event, including free kicks or penalties

13. A team may make unlimited player interchanges during a game. Players and replacements coming on or off the pitch must do so close to the halfway line.

14. Goalkeepers may handle, kick or throw the ball out of the marked area; however, they cannot kick the ball out of their hands. NO DROP OR PUNT KICKS.

15. Goal kicks can be taken from anywhere in the goal area but must travel outside the area before another player can touch the ball.

16. Shin pads and appropriate footwear (football boots) should be worn. Players are not to play in sand shoes, thongs etc. If you are not wearing appropriate footwear you will not be allowed to play. Shin pads are optional but are strongly recommended.

MISCONDUCT / SIN BIN / SEND OFF RULES:

1. All Games must be played in a good spirit. At the discretion of the Referee, ungentlemanly conduct may result in the opposing team being awarded a free kick.

2. Repeated foul or inflammatory language, especially when directed at another player is strictly forbidden.

3. Loss of temper is strictly forbidden.

4. If either of the above occurs during a game the player will be sin binned for 5 minutes to cool down. Another player may replace the sin-binned player.

5. If the player continues to be abusive from the sideline or comes back to play and continues to be abusive, he must be sent off. The Referee is expected to warn team captains of an impending send-off, if the situation allows, giving them the opportunity to defuse the situation.

6. If a player is sent off by the Referee, NO replacement player is allowed.

7. Fighting players must both/all be sent off. Any further exclusion will be decided by the Committee, which has the right to refuse any player from playing in a SCSOS game.

8. A player once sent off must leave the playing area.

9. Foul or abusive language directed at the referee is strictly forbidden. The referee's decision is final. If a team wishes to complain about a referee or his decisions, they must do so to the Committee member at the Competition desk.

HOST CLUB RULES:

1. SCSOS competitions are currently held at Maroochydore Football Club. All players are required to respect MFC property and behave appropriately when using the facilities.

2. Players must keep the terraces & bar area clean and tidy by using the provided bins and cleaning boots away from the terraces. Please treat the Club areas with respect.

3. The Maroochydore Football Club is a licenced premise and is subject to strict licencing laws. No alcohol can be brought into the grounds by individuals. This is a serious infringement that could lead to the loss of the MFC Club's licence. Any Teams or individuals found to be committing this offence will be expelled from the Supa Oldies Competition and the Club Grounds.

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