

PART 1: RULES OF THE COMPETITION

1.1 THE COMPETITION

1.1.1 Conducting the Competition

- The 'Bosco Summer Soccer Competition' (Competition) is a football competition organised and administered by the 'Bosco Summer Soccer Committee' (Committee).

1.1.2 Age Group Competitions

- The Competition is organised for players who attain the age of five (5) or older by the 31st December of the 'year of registration into the Competition' (Year of Registration).
- The Committee shall determine, subject to team availability, the Age Group Competitions to be organised each season as follows:
 - Junior Mixed: Under 6 to Under 12 (inclusive) for children of both sexes
 - Junior Men's: Under 13 to Under 18 (inclusive) for male players only
 - Junior Women's: Under 6 to Under 18 (inclusive) for female players only
 - Open Men's: male players aged 17 and older
 - Open Women's: female players aged 17 and older
 - Over Age Men's: male players older than the specified age
 - Over Age Women's: female players older than the specified age
- The 'Bosco Summer Soccer Executive Committee' (Executive Committee) may, in consultation with the Age Group Coordinators of the affected Age Groups (Relevant Age Group Coordinators), allow exemptions to the definition of an Age Group Competition. In the case of an individual player, the player (or an adult representative for a player under the age of 18 years) must first apply in writing for an exemption stating the reasons for the request. The decisions of the Executive Committee are final.

1.1.3 Junior Age Players

- A 'Junior Age Player' (Junior Player) is defined as a player who attains an age of between five (5) and eighteen (18) years (inclusive) in the Year of Registration.
- Players younger than defined for a Junior Player are not allowed to play in the Competition.
- A Junior Player's Age Group is determined by the age the player attains in the Year of Registration.
- A Junior Player may apply to register in a team playing in the Player's Age Group or one year older.
- A Junior Player may apply to register in a team registered in an Age Group two years older than the Player's Age Group. The application shall be accepted upon receipt of a completed Parental Consent Form.
- A Junior player may not apply to register in a team registered in an Age Group more than two years older than the Player's Age Group. However, a special dispensation may be requested in writing; the acceptance or rejection of such an application is at the discretion of the Executive Committee in consultation with the Relevant Age Group Coordinator. The decision of the Executive Committee is final.
- Junior Players who attain the age of 17 or 18 in the Year of Registration may apply to register in teams playing in Open Age Competitions.

1.1.4 Senior Age Players

- A 'Senior Age Player' (Senior Player) is defined as a player who attains the age of 19 years or older in the Year of Registration
- All Senior Players are eligible to play in the Open Age Competitions.
- A Senior Player may register to play in an Over Age Competition if the player has attained the specified age prior to the Year of Registration.

1.2 REGISTRATION PROCEDURES

1.2.1 Team Registrations

- Teams must apply to register in an Age Group Competition using the Competition registration system.
- A team's application shall only be considered for validation by the Age Group Coordinator if lodged in the manner prescribed by the Committee and subject to all other requirements of registration having been met.
- The number of teams validated in an Age Group Competition is at the discretion of the Age Group Coordinator in consultation with the Executive Committee.
- Preference shall be given to teams returning to the Competition from the previous year.
- A team's application is valid only for the Competition starting in the Year of Registration.

1.2.2 Player Registrations

- Players must apply to register in a team using the Competition registration system.
- A player may apply to play in more than one team if the teams are registered in different Age Group Competitions.
- A player's application shall only be considered for validation by the Age Group Coordinator if lodged in the manner prescribed by the Committee and subject to all other requirements of registration having been met.
- The maximum number of players allowed to register in a team shall be twelve (12).
- A player may apply to register to play in a team up to and including:
 - Round 3 in Under 6 to Under 16 competitions
 - Round 5 in Under 18 and older age competitions
- The late registration of a player may be approved by the Executive Committee, in consultation with the Relevant Age Group Coordinator, if it determines that extenuating circumstances exist to permit the late registration.
- Only registered players are allowed to play in the Competition.
- A player's application is valid only for the Competition starting in the Year of Registration.

1.2.2.1 Player Identification Photographs

- A player's application must include a recent digital colour photographic image of the player's face.
- The photograph is acceptable if with:
 - Face centred and looking straight at the camera and not tilted in any direction
 - Hair off the face so that the edges of the face are visible
 - No covering of the face (including sports glasses)
 - Eyes open, mouth closed
 - Clear focus with no marks or 'red eye'
 - Uniform lighting (no shadows), with appropriate brightness and contrast to show natural skin tone
- An acceptable photograph of the player must be supplied within six (6) days:
 - of the start of the player's Age Group Competition; or
 - of validation by the Age Group Coordinator of the player's registration if the player applies to register after the start of the player's Age Group Competition.
- It is the responsibility of the Team Contact to ensure an acceptable photograph of every player in the team is supplied within the specified time frame.
- Failure to supply an acceptable photograph within the specified time frame makes the player ineligible to play until an acceptable photograph is supplied.

1.2.2.2 Identification of an Ineligible Player

- If a team questions the eligibility of a player in an opposition team, the Team Contact of the team raising the issue must contact the relevant Age Group Coordinator (or, if unavailable, a representative from the Committee) as soon as possible during the progress of the match.
- The Age Group Coordinator (or representative) has the authority to check at any time the eligibility of any player in the relevant Age Group Competition by comparing the player's face to the photographic image supplied. If required, the Age Group Coordinator (or representative) may request a player to leave the field of play to allow the identification of the player.
- If an ineligible player is identified, the Age Group Coordinator (or representative) shall write an Incident Report to the 'Bosco Summer Soccer Judiciary Panel' (Judiciary Panel) within two (2) days of the incident.

1.2.3 Player transfers

- A player may apply for transfer between teams subject to:
 - Female/Male restrictions as *per* definitions of competitions (as *per* Rule 1.1.2 Age Group Competitions)
 - Age restrictions as *per* Rule 1.1.3 Junior Age Players and Rule 1.1.4 Senior Age Players
 - Consent by the Team Contacts of both teams involved in the transfer
 - Request for transfer not being received after:
 - Round 3 if the recipient team plays in Under 6 to Under 16 competitions
 - Round 5 if the recipient team plays in Under 18 and older age competitions
 - Approval by the relevant Age Group Coordinator/s
- The late transfer of a player may be approved by the Executive Committee in consultation with the Relevant Age Group Coordinator/s. The decision of the Executive Committee is final.

1.3 BORROWING OF PLAYERS

- The application by a team to borrow a player or players from other Competition team or teams for a match must be received by the Relevant Age Group Coordinator prior to noon (12 p.m.) of match day.
- The Relevant Age Group Coordinator may approve an application to borrow a player only if compliant with all the restrictions set out for borrowing players. However, a special dispensation may be requested (preferably in writing); the acceptance or rejection of such an application is at the discretion of the Executive Committee in consultation with the Relevant Age Group Coordinator. The decision of the Executive Committee is final.
- Borrowed players must wear shirts matching those worn by the other players in the borrowing team. If this is not possible, then the whole team must wear bibs.

1.3.1 Restrictions on the number of players and times borrowed

- A team may borrow the same player up to a maximum of:
 - Two (2) times in Under 6 to Under 16 competitions
 - Three (3) times in Under 18 and older age competitions
- At least three (3) players of the borrowing team must participate in the match.
- A team may borrow one (1) or two (2) players.
- The final total number of players in a team borrowing players must not exceed five (5) players for the match.

1.3.2 Other Restrictions

- Players may not be borrowed for the Finals (refer to Rule 1.8 Finals).
- Female/Male restrictions as *per* definitions of competitions (see Rule 1.1.2 Age Group Competitions).
- Age restrictions as *per* Rule 1.1.3 Junior Age Players and Rule 1.1.4 Senior Age Players.
- Players registered to play in Division 1 of any Age Group Competition may be borrowed to play only for another Division 1 team. No such similar restriction applies to other players.

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1.3.3 Borrowing chart (summary). Division 1 players may be borrowed to play only for another Division 1 team. Cells marked with:

- (1) '✓': U6 – U18: borrowed Player's Age Group not more than 2 years younger than borrowing team's Age Group Competition
- (2) '✓F': only female players may be borrowed with the same age restrictions as for cells marked '✓'
- (3) '✓M': only male players may be borrowed with the same age restrictions as for cells marked '✓'
- (4) '17+': borrowed Player's Age Group must be 17 years or older
- (5) '30+' or '35+' or '45+': minimum age restrictions apply as *per* competition rules of borrowing team

		AGE GROUP OF TEAMS AVAILABLE TO BORROW FROM																			
		ML6	ML7	JW8	ML8	ML9	JW10	ML10	JW12	ML12	JW14	JM14	JW16	JM16	W18	M18	OW	W30+	OM	M35+	M45+
AGE GROUP OF TEAM APPLYING TO BORROW	ML6	✓																			
	ML7	✓	✓																		
	JW8	✓F	✓F	✓	✓F																
	ML8	✓	✓	✓	✓																
	ML9		✓	✓	✓	✓															
	JW10			✓	✓F	✓F	✓	✓F													
	ML10			✓	✓	✓	✓	✓													
	JW12						✓	✓F	✓	✓F											
	ML12						✓	✓	✓	✓											
	JW14								✓	✓F	✓										
	JM14									✓M		✓									
	JW16										✓		✓								
	JM16											✓		✓							
	W18												✓		✓						
	M18													✓		✓					
	OW														17+		✓	✓			
	W30+																30+	✓			
	OM															17+			✓	✓	✓
	M35+																		35+	✓	✓
	M45+																		45+	45+	45+

1.4 GRADING AND REGRADING

1.4.1 Initial (pre-Season) Grading

- The initial number of Divisions in an Age Group Competition will depend upon the number of registered teams and is at the discretion of the Age Group Coordinator in consultation with the Executive Committee.
- The initial grading of teams within an Age Group Competition is at the discretion of the Age Group Coordinator in consultation with the Executive Committee. The grading of a team will depend upon the team's
 - requested Division
 - combined average playing standard (based upon information supplied at registration)
 - past performance in the Competition
 - other factors (e.g. sex, average age)

1.4.2 Regrading (mid-Season Grading)

- Teams within an Age Group Competition may be regraded to obtain more equilibrated Age Group Divisions.
- The regrading of teams within an Age Group Competition is at the discretion of the Age Group Coordinator in consultation with the Executive Committee.
- Teams may not be regraded before the conclusion of:
 - Round 3 in Under 6 to Under 16 competitions
 - Round 5 in Under 18 and older player competitions
- The regrading of a team will depend upon the match results and the possibility to
 - regrade the team into a Division with an odd number of teams or
 - exchange teams between Divisions to the benefit of all teams or
 - create a new Division or Divisions to the benefit of all teams.

1.5 POINT SCORING AND THE COMPETITION TABLE

1.5.1 Recording of Results

- At the completion of each match, the 'match referee' (Referee) will present the completed Match Card to both Team Contacts (or designated representatives) to verify the result and sign the Match Card.
- If a Team Contact disagrees with the result recorded by the Referee, the Team Contact may refuse to sign the Match Card. The Team Contact must discuss the matter immediately after the match with the Referee Coordinator (and not the Referee). The Referee Coordinator must then:
 - discuss the matter with the Referee (in the absence of the Team Contact); and
 - discuss the matter with the Team Contact of the opposing team (directly or *via* the Relevant Age Group Coordinator); and
 - present the findings of the investigation to a member of the Executive Committee (who must not be directly involved (as a Player, Team Contact, parent, *etc.*) with either team in the match being considered).
- The decision of the Executive Committee member regarding the result of the match is final. The Executive Committee member must:
 - inform the Relevant Age Group Coordinator of the decision within two days of the match; and
 - table the decision at the following General Committee meeting.

1.5.2 Competition Table

- The Committee will record all match scores and maintain a Competition Table for each Division in each Age Group Competition.
- The team scoring the greater number of goals in a match is the winner of a match. The match is drawn if both teams score no goals or an equal number of goals.
- Competition Points will be awarded as follows:
 - Win: 2 points
 - Draw: 1 point
 - Bye: 1 point (recorded as a 0 – 0 draw)
 - Loss: 0 points
 - Forfeits: 0 or -1 points (refer to Rule 1.6 Forfeits)

1.5.3 Regraded Teams

- If a team is regraded, the team shall retain in the new Division:
 - All its Competition points
 - Half the number of goals scored for and half the number of goals scored against the team; where an uneven number is involved in any of these calculations it shall be rounded up to the nearest whole number.

1.6 FORFEITS

- A Team Contact must advise the relevant Age Group Coordinator as soon as possible of the team's intention to forfeit a match.

1.6.1 Scoreline

- The scoreline for a forfeited match shall be ruled as follows:
 - One forfeiting team: 0 – 3 loss to the forfeiting teams and 3 – 0 win (with 2 Competition Points) to the scheduled opposition team
 - Two forfeiting teams: 0 – 3 loss to both teams

1.6.2 Competition Points

- Notified Forfeits: if the relevant Age Group Coordinator receives notification of a forfeit 24 or more hours before the scheduled kick-off time, the forfeiting team shall be awarded 0 Competition Points.
- Unnotified Forfeits: if the relevant Age Group Coordinator receives notification of a forfeit with less than 24 hours' notice before the scheduled kick-off time, the forfeiting team shall have 1 Competition Point deducted. Exceptions to this rule will be considered on a case-by-case basis by the Age Group Coordinator in consultation with the Executive Committee.
- Unnotified Forfeits by a team also includes the following:
 - Use of an ineligible player
 - Inability to field the minimum 4 players required at the start of the match
 - Refusal to play a full match even though four or more players are available to play.

1.6.3 Other Disciplinary Action

- Unnotified Forfeits, as well as Notified Forfeits without a justifiable reason, may
 - Jeopardise the invitational standing of the team for future competitions
 - Result in the removal (without re-imbursement) from the Competition of a senior team (Open Age or older) if the team forfeits three or more matches.

1.7 UNCOMPLETED MATCHES OR ROUND OF MATCHES

1.7.1 Uncompleted Single Matches

- A Referee may delay the start, suspend, stop, abandon or relocate to another field a match due to:
 - i. Concern for the safety of the players and/or Referee; and/or
 - ii. Disciplinary action
- The result of the match shall be the score of the match when stopped if
 - at least half the match was played and
 - the match was not abandoned for disciplinary reasons
- The Referee shall submit a written Referee's Report to the Referee Coordinator if:
 - Less than half the match was played and/or
 - The match was abandoned for disciplinary reasons.
- If less than half the match was played for non-disciplinary reasons, the Referee Coordinator shall forward the Referee's Report to the Executive Committee.
- If the match was abandoned for disciplinary reasons, the Referee Coordinator shall forward the Referee's Report to the Judiciary Panel.

1.7.2 Uncompleted Round of Matches

- An On-Field Sub-committee, consisting of the Referee Coordinator and any available Committee members, may delay the start, cancel, suspend or stop a Round of matches when the conditions of play are deemed unsafe for the players.
- If at least half of the full match time of the Round was played, the results of the matches shall be the scores of the matches when stopped.
- If less than half of the full match time of the Round was played, the Referee Coordinator shall submit a report to the Executive Committee and all matches within the Round shall be replayed as soon as possible. However, the Round of matches will be cancelled if:
 - unable to play the Round due to scheduling limitations; or
 - it is a Semi-final Round

1.7.3 Postponed Round of Matches

- The Executive Committee may postpone a Round of matches prior to the commencement of play when:
 - the Sutherland Shire Council closes the ground and/or
 - the predicted conditions of play are of concern for the safety of the players
- Teams must assume that a Round of matches is being played unless notified to the contrary by the Executive Committee; failure to play will be considered as an Unnotified Forfeit (refer to Rule 1.6 Forfeits).
- All matches within the Round shall be played as soon as possible. However, the Round will be cancelled if:
 - unable to play the Round due to scheduling limitations; or
 - it is a Semi-final Round

1.8 FINALS

1.8.1 Finals Format

- The Committee shall determine the format of the Finals and publish the dates of the Semi-finals and/or Grand Final (if applicable) for each Age Group Competition prior to the commencement of the Competition.
- The Finals Format may vary between Age Group Competitions and may be changed at any time by the Executive Committee in consultation with the Age Group Coordinators of the affected Age Group Competitions.
- The Finals Format shall be any one of the following three options.

1.8.1.1 Option 1: Semi-Finals and Grand Final

- The four highest ranked (or placed, as *per* 1.8.2 Team Ranking) teams in each Division at the end of the round robin part of the Competition shall play in the Division's Semi-Finals as follows:
 - Semi-Final 1: 1st vs 4th
 - Semi-Final 2: 2nd vs 3rd
- The Winners of the two Semi-Finals shall play in the Division's Grand Final.

1.8.1.2 Option 2: Grand Final only

- The two highest ranked (or placed, as *per* 1.8.2 Team Ranking) teams in each Division at the end of the round robin part of the Competition shall play in the Division's Grand Final.

1.8.1.3 Option 3: No Finals

- At the end of the round robin part of the Competition, the highest ranked team shall be declared Champion while the second ranked shall be declared Runner Up.
- If more than one team are ranked first (as *per* 1.8.2 Team Ranking) the teams shall be declared Joint Champions; there shall be no Runners Up team.
- If more than one team are ranked second (as *per* 1.8.2 Team Ranking) the teams shall be declared Joint Runners Up.

1.8.2 Team Ranking

- Teams shall be ranked in the Competition Table based upon the number of Competition Points. If two (or more) teams are on equal points, the following rules, in order of importance, shall be used to break the tie:
 1. Goal difference (goals scored for less goals scored against)
 2. Goals scored
 3. Head-to-head using, in order of importance, (i) points won (ii) goal difference (iii) goals scored
- If two or more teams are still tied after applying the above rules, the names of the teams shall be drawn by lot to determine their placement in (or exclusion from) the Finals. The placement of teams by lot shall not determine the winner of a Grand Final if the match is drawn after Extra Time.

1.8.3 Determining the Winner of a Final

- The Winner of a Final shall be determined using the following rules:
 - The Team that scores more goals by the end of full time is the Winner; or
 - If a Final is a draw at full time, two Extra Time periods of five (5) minutes each shall be played with no break in-between periods. The first team to score in Extra Time is the Winner; or
 - If neither team scores in Extra Time:
 - Semi-Finals: the team ranked (or placed) higher in the Competition Table (as *per* 1.8.1. Team Ranking) is the Winner
 - Grand Final: the team ranked higher in the Competition Table is the Winner. If the two teams are ranked equal (as *per* 1.8.2 Team Ranking) they shall both be declared Joint Champions.

1.8 INJURIES

- In the event of an injury (player, spectator, *etc.*), the Team Contact (or designated contact) shall:
 - Record the details of the incident in the Incident Logbook (preferably on the same day of the incident)
 - Notify the relevant Age Group Coordinator as soon as possible
- The Executive Committee shall provide an insurance claim form upon request by the Team Contact, injured person or the person's representative.
- Persons making insurance claims are urged to make themselves aware of the terms and conditions of the policy relating to the notification and lodgement of a claim.