



WELCOME TO WESTSIDE GROVELY SUMMER 6s

This document endeavours to answer most of your questions. If you require further information, please contact us via email at westside@wgfc.com.au.

WHAT IS SUMMER FOOTBALL?

Summer Football is one of Football Queensland's (FQ) flexible off-season participation formats and is a fun and social football format played on smaller fields.

Team sizes are 6 v 6 players with unlimited interchange during the match; each match consists of two equal periods, with a brief half-time interval for teams to change ends. A maximum of 10 players can register for any one team.

WHY PLAY?

Reflecting Football Queensland's "Anytime, anywhere" emphasis on creating opportunities for all, Summer Football is perfect for anyone wanting to keep active over the summer, past players who don't have time to commit to a full winter season or individuals who just want to have some fun with friends and is also a great opportunity for new participants to begin playing football in a fun and social setting.

HOW DO I JOIN?

Register via our club website (www.wgfc.com.au). If you already know your team, please ensure that your whole team is registered as soon as possible, and payments are made. We ask you to contact all other members of your team and ask them to register online as soon as possible. It is important that each team member is aware of the team name that has been selected and that it is included when registering - otherwise, they may be placed in another team by mistake. Individuals will be placed into an appropriate team.

WHAT HAPPENS ON GAME DAYS?

It is the responsibility of each team to ensure that there is enough players each week. If you are short, please contact the Social Summer 6's coordinator as soon as possible so a replacement player can be located (if possible).

All teams must be ready to play at least 10 minutes before the scheduled kick off.





If for some reason your team cannot make a game, the Social Summer 6s Organisers need to be advised as soon as possible to ensure that all involved can be notified. You should contact the Organisers by email westside@wgfc.com.au at least 24 hours prior to your scheduled game time. We ask you to be considerate to other teams, as no one enjoys arriving to the field and finding out that their game has been cancelled due to the other team not showing up.

What about uniforms?

Team playing strips must be of the same dominant colour. Where team colours are similar, the second team named will be required to wear bibs (these will be supplied by Social Summer 6s officials). Goalkeepers shall wear any colour jersey or a bib provided it does not clash with either team or referee.

Westside has full playing kits available for those teams who wish to borrow a kit for the Competition.

How do I keep up to date with fixtures, results, and tables?

Draws will be emailed out and notifications made if any changes have been made.

Are players insured?

The tournament has been sanctioned by Football Queensland. A benefit of that sanction is that participants, referees, and volunteers are insured. It is for this reason that it is essential that all players are registered online with Football Queensland prior to taking the field.

Is there food or drinks available?

Yes, there will a small selection of drinks available for players and spectators.

What if the weather is bad?

Please visit the club's website www.wgfc.com.au and check the field status on the top section of the home page to see if fields are open or closed.

If the field status is "Closed" then games have been cancelled. Information will be posted on the website and an email sent out.

In the event of extreme weather conditions, Social Summer 6s Organisers reserve the right to postpone, delay or abandon any fixture – see following links.

https://footballgueensland.com.au/wp-content/uploads/2018/12/FQ-Heat-Policy-2021.pdf

https://footballqueensland.com.au/wp-content/uploads/2018/12/FQ-Lightning- Policy-2021.pdf





RESPECTING THE RULES

- Westside Grovely Football Club is a licensed club. Under the liquor licensing laws, it is illegal to bring any alcohol onto the premises. Any person found bringing alcohol to the premises will be suspended from participating in the program, with no refund given on fees.
- Under State Government Laws, smoking is prohibited in any area within a sports and recreation facility. Anyone caught smoking will be asked to leave the premises without exception.
 - All participants and spectators are expected to demonstrate respect consistent with https://www.footballaustralia.com.au/member-protection/xi-standards-respect
- **Referees**: All the referees are our children and club members. Please remember that mistakes happen and once the referee has made the call that is final. Please treat them with your utmost respect.

BASIC RULES OF PLAY (AS PER FQ SUMMER COMPETITION)

- 1. The Field of Play
 - a. Field of play is per FQ's sizing of 50m long x 40m wide and markings will be completed to indicate this.
- 2. Goals
 - a. Goals are to be of size used for Junior Football.
- 3. Match Ball
 - a. The ball size used for this competition is a Size 5 (standard size for ages 13 and over)
- 4. The Number of Players
 - a. The match consists of two teams, with each team consisting of 6 players on the field, one of whom is the goalkeeper.
 - b. There must be no more than 10 players per team, with unlimited interchanges during a match. A player interchange may be made at any time, whether the ball is in play or not, provided the referee has been informed. The interchange of a goalkeeper may only occur during a stoppage in play.
- 5. Player equipment / Uniform
 - a. Players in a team must wear the same colour shirts, or as close to as possible. In the event of a team clash, bibs will be worn by one team.
 - b. No jewellery or the like may be worn.
 - c. The wearing of shin guards is compulsory.
 - d. Moulded football boots must be worn.
- 6. Duration of the Match
 - a. FQ's recommended match duration for this competition is two 20-minute halves with a 5minute half time break.
- 7. Start and Restart of Play
- a. A kick-off is a way of starting play, the start of the second half of the match, and after a goal has been scored.
 - b. A goal may be scored directly against the opponents from the kick-off. c. Players must be in their own half of field of play and opponents at least 5m back. Ball must be stationery at the centre mark of hallway line.





8. Ball out of play

a. The ball is considered out of play when it has wholly crossed the goal line or touch line, whether on the ground or in the air, or when the referee stops play.

9. Method of Scoring

- a. A goal is scored when the whole ball passes over the goal line between the posts.
- b. Goals can be scored directly off free kicks, penalty kicks and corner kicks. c. The highest number of goals scored wins, or if no goals are scored, the match is drawn.

10. Offside

a. There is no offside in Summer Football.

11. Fouls and Misconduct

- a. Fouls and misconduct are infringement of the FIFA laws of the game. Fouls are penalised with a direct free kick or penalty kick. Misconduct is given a caution, timeout or sending off.
- b. A yellow card is used for a caution. A player is sent off if another caution is received in the same match. A red card indicates a player being sent off for the remainder of the game.

12. Free Kick

- a. A free kick is awarded to the opposing team if a player commits an offence. All free kicks may result in a goal being scored directly.
- b. The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.
- c. The ball must be stationery and all opponents must be at least 5m away until ball is in play.

13. Penalty Kick

- a. A penalty kick is given against a team that commits an offence inside its own penalty area (no less than 5m from the centre point of the goal post for Summer Football). A goal may be scored directly.
- b. The kick is taken from the penalty mark at the top of circle and must be stationery. The defending goalkeeper must remain on their goal line until the ball is in play. All other players must be outside the field of play and penalty area.
- c. The player taking the kick must kick the ball forward and may not take more than 2 steps before kicking the ball.

14. Throw-In

- a. Method of restarting play and is given to the opponents of the player who last touched the ball when is crossed the touchline, on the ground or in the air. b. Goal cannot be directly scored.
- c. Taken from the point where it left the field of play. All opponents must be 2m from the point.
- d. The player at the moment of delivering the ball, must have part of each foot on the touchline or the ground outside. It must be held with both hands and thrown from behind the players head. The thrower may not touch the ball again until it has been touched by another player.

15. Goal Kick

- a. A goal kick is awarded to the defending team when the ball passes over the goal line when a goal has not been scored.
- b. It is taken by the goalkeeper from any point inside the goal area. All opponents must be in the field of play and outside the penalty area until ball is in play.
- c. A goal may be scored directly from a goal kick but only against the opposing team.





16. Corner Kick

a. Method of restarting play and is given to the attacking team when the ball passes over the goal line when it has last touched a defending player and goal not scored. b. Opponents must be at least 5m from the corner arc until ball in play.

17. Points Table

- a. Points are awarded as follows:
 - i. Win 3 points
 - ii. Draw 1 point
 - iii. Loss 0 points
 - iv. Forfeit 3 points (3-0 win to opposing team).

18. Finals

- a. Finals will be sorted by the Summer Social 6s Coordinators and advised accordingly.
- b. Make up games in the event weather issues / events may be suggested if teams are able to participate.