SYLVANIA FC

SUMMER SOCCER

Competition Rules 2026

Version 5 · Box Rd Seven-a-Side · Over 40s

VENUE **Box Rd 1 & 2**	GAME NIGHT **Thursdays**	KICK-OFFS **6:45 - 7:30 - 8:15pm**
FORMAT **7-a-side, 2 × 22 min**	ELIGIBILITY **40+ as at 31 Dec**	FEE **$175 per player**

01 GENERAL

a. The following rules apply to the Box Rd seven a side competition. These rules are meant to supplement the FIFA Laws of the Game. Where a conflict occurs then the rules stated below take precedence.

b. Notwithstanding any part of these rules, The SFC Summer Soccer Committee has the power to make decisions relating to accepting and revoking registrations, suspensions and to change results as it deems appropriate.

02 REGISTRATION

a. Registration will be accepted on a first come basis. The first 24 teams to complete all necessary paper work and pay the registration fees will be accepted.

b. Registration fees for Season 2026 will be **$175 per player**.

This fee is payable as follows thru link to Play Football

i. A minimum of 8 players need to be registered from the start of round 1

c. Each side must have a minimum of eight players to register a team, although experience suggests 10 players is a realistic minimum. A team can register a maximum of 14 players throughout the season.

d. Each player must be **40 years of age or over** as at 31 December of the year the competition starts. Proof of age will be required.

03 THE COMPETITION

a. The games are played at Box Rd 1 & 2 on Thursday nights as per the draw issued by the committee at the start of the season. The games are scheduled to start at 6.45pm, 7.30pm and 8.15pm on each of this night.

b. Teams will be required to play on Thursday night and at all time slots.

c. Each match is of 22 minutes duration each half, with 3 minutes halftime break. No stoppage or injury time is played.

d. Once a game commences it is deemed a game even if stopped early. If a game is stopped for weather, equipment or field / lighting issues, then the score at the time it is stopped will be deemed the final score. If a game is stopped due to behaviour the game will be deemed a forfeit (0-3) against the offending team(s). If a game is stopped due to a team dropping below 5 players on the field it will be deemed a forfeit (0-3) against that team.

e. If games are washed out, the game will be cancelled.

f. Each game can only commence if a team has a minimum of 5 players including the goalkeeper. The start of a game can be delayed for a maximum of 5 minutes until more players arrive. At that point the referee shall abandon the game and award the points to the team with at least 5 players. If both sides do not have enough players then the game is abandoned and both teams forfeit.

g. A game that is delayed at the start will be shortened to finish at its correct time, i.e. a game that starts 5 minutes late will consist of 2 x 17 minutes halves

h. Points are awarded as follows:

RESULT	POINTS
Win	**3**
Draw	**1**
Loss	**0**
Forfeit	**0 (deemed 3–0)**

04 BORROWING

a. Teams MAY borrow players from other teams in certain circumstances. Borrowing players is to be seen as a last resort bearing in mind the social nature of the competition.

i. A Team which is playing short can borrow players up until they have 8 players. If a team's regular players arrive late and the team number exceeds 8 then the borrowed players can take no further part.

ii. A team that is in breach of this rule shall be deemed to have forfeited the game.

iii. A team can only borrow from the same division (or lower division)

b. There is unlimited interchange. All substitutions must be made at half way except where a player has been injured. Note, if a player leaves the field other than the halfway point for injury then the substitute must wait till the referee signals him to enter. A substitute cannot come onto the field until the substituted player has left the field. In the event that a substitute player has entered the field of play before the substituted player has left the field then that player will be issued with a yellow card. Substitutions can be made at any time without notifying the referee or stopping the game.

05 GENERAL PLAY

a. Each team has 7 players on the field at any time. One player must be a designated goalkeeper who must wear a different coloured shirt to the other players on his team.

b. The Referee will implement the rules of the game at all times.

c. **Slide tackling is strictly prohibited** and is punished by the issue of a yellow card

d. **Tackling from behind** constitutes serious misconduct and is punished with a Red Card.

e. When a foul is committed and the referee blows his whistle but does not indicate “wait for my whistle” to restart the game, the fouled player can elect to recommence play immediately by placing his hand on the stationary ball. Defending players must retreat and not make a tackle until the fouled player has played the ball with his feet.

f. All free kicks are to be “Direct”. If a wall is formed, the wall must have a maximum of two players who must retreat at least 3 metres from where the ball has been placed. All other defenders must be at least 5 metres from the ball.

g. Any offence committed by a defender in his own penalty area will be punished with a “Direct” penalty.

h. In the event of a penalty kick, the ball is placed on the centre point of the penalty area line.

i. Proper attire (shirt, shorts, long team socks, boots and shinpads) must be worn at all times. The referee has the discretion to issue a yellow card to any player who is not wearing the correct attire.

j. No Jewellery will be worn by any players

k. The “Off Side” rule does not apply.

l. The goalkeeper cannot kick or throw the ball beyond the half way line on the full from his hands. A goal kick cannot be kicked beyond the half way line “on the full”. In such a situation a free kick is issued to the opposing team on the half way line.

m. Defending players must keep at least 5 metres away from the ball in the event of a corner kick.

n. Yellow and Red cards will be issued where and when the referee deems necessary. When a “Yellow card” is issued then that player must leave the field for a period of **5 minutes**. He cannot be replaced by another player.

o. When a referee issues a “Red card” then that player must leave the field for the **remainder of the match**. He cannot be replaced by another player.

06 SUSPENSIONS

a. A player that has received a Red Card will automatically miss the next match. If the referee deems that the player has committed a serious offence then that player can be suspended for a greater period. The referee shall report the matter to the SFC Summer Soccer Committee who will determine the penalty. There is NO appeal of the EC decision.

07 THE FINALS

a. At the end of the regular competition the four teams with the most points will play off to determine the competition winner. The top four teams are determine by:

i. Points earned, then if tied

ii. For and against, then if still tied

iii. Goals scored.

b. Team 1 plays team 4 and team 2 plays team 3. The winner of each semi-final will play each other in the Grand Final. The winner of each semi-final is determined at the end of normal time. In the event of a draw the team that progresses to the Grand Final is the team that has finished higher on the ladder at the end of the normal competition.

c. The Grand Final winner is determined at the end of normal time. In the event of a draw then 10 minutes of extra time is played. In the event of a draw at the end of extra time, then the winner is the team who has finished higher on the ladder.

08 TROPHIES

a. A trophy will be awarded to the Premiers of the competition. There is **NO** prize money on offer.