

# 1 OVERVIEW

Wakehurst Football Club Inc (WFC) has delegated the organisation and management of their Summer Football Competition to the Wakehurst Summer Football Committee (WSFC).

The WSFC has appointed David Brennan as the Summer Football Coordinator.

This document defines the purpose of the competition, the playing rules and the competition structure for the WFC Summer Football competition 2025/2026. All players, managers, coaches, parents, and supporters must understand and follow these guidelines:

- WFC is running this competition to provide a safe, fair and inclusive environment in which everyone involved has the opportunity to have an enjoyable football experience.
- The purpose of the competition is to allow players to maintain their fitness and skills in a fun and friendly competition.
- All players, managers, coaches, parents and supporters must comply with the relevant WFC Codes of Conduct. These are available on our website at [www.wakehurstfc.com.au](http://www.wakehurstfc.com.au)
- All players, managers, coaches, parents and supporters will respect the referees. Anyone who abuses or intimidates a referee will have their team removed from the competition and will forfeit the team's registration fees.
- The safety of all players is our primary concern. Please do not allow anyone to swing or climb on the goalposts. Please report any dangerous or other poor behaviour to the WSFC people at the Marquee.

## 2 COMPETITION STRUCTURE

### 2.1 Team Composition

This is a **6-a-side competition**. Each team fields:

- One (1) goalkeeper
- Five (5) field players

**Minimum players:** A team must have at least 4 players to start or continue a game:

- One (1) goalkeeper
- Three (3) field players

If a team falls below 4 players during a game (due to injury, send-off, or other reasons), the game is forfeited.

**Goalkeeper identification:** The goalkeeper must wear a bib or other distinctive clothing to distinguish them from:

- Their own team's field players
- The opposition team

## 2.2 Game Duration

Games are played over two halves as follows:

- ALL games are two 16.5-minute halves with a 1-minute break for half time and 2 minutes between games

Games will be started and ended by the WSFC timekeeper's ground siren.

During the game, stoppages and re-starts are signalled by the referee's whistle.

All games must start on time. There is no time added on for injuries or any other stoppage.

## 2.3 Dynamic Draw

The draw is a dynamic one (generated each week) with the sole aim of having as many similar ability teams playing each other as possible. The results of every week's set of games are taken into account before producing the draw for the following week. This weekly process keeps teams playing opponents of similar ability and maximises fairness.

## 2.4 Competition Points

Competition Points will be awarded as follows:

- 2 points for a win
- 1 point for a draw
- 0 points for a loss

(A forfeit will be treated as a 3-0 score with 2 points awarded as a win to the other team.)

- It is the responsibility of both team managers to confirm the final score with the referee on the match sheet.
- It is the responsibility of the referee to return the match sheet/s to the Marquee at the end of the final game they are officiating.

## 2.5 Under 10 and Below - No Competition Table

There is no published competition table for grades Under 10 and below.

Football Australia guidelines ask that the emphasis of these younger players be towards developing ball skills and having fun, rather than simply playing to win.

## 2.6 Finals

A finals series may be conducted for the last three rounds of the competition. The WSFC will announce closer to the end of the regular season whether finals will be held. If so, the finals structure and rules will be published in advance.

**No elimination:** The finals series is not a knockout format. All teams will continue to play in each finals round regardless of results. No team is eliminated from playing.

## 2.7 Footballs

WSFC is responsible for providing the match balls.

The following ball sizes are applicable to the different age groups:

- U14 and older - Size 5
- U10 to U13 - Size 4
- U9 and under - Size 3

Where teams of different age groups are playing each other, the size of the ball to be used is the one applicable to the younger team.

# 3 REGISTRATIONS

## 3.1 Eligibility

**Rep player restrictions:** To keep Wakehurst Summer Football primarily a club-based competition, no team can register or play more than one (1) “Rep” player. A “Rep” player is defined as:

- A Manly United or Youth League player
- A player in the Skill Acquisition Programme (SAP)
- Someone outside those three categories and/or with another “rep” program and/or as determined by the Wakehurst Summer Football Committee (WSFC)

**Exceptions:** Development Squad players that are all playing for the same winter club team, and Manly United girls who are playing in a boy’s Summer Football competition.

At its sole discretion, the WSFC may permit more than one rep player in a team.

**Under or over-age players:** At its sole discretion, the WSFC may permit an under-age or over-age player to register in a team.

## 3.2 Registration Process

**Adding players:** Additional players may be registered at any time during the competition.

**Multiple teams:** Players wishing to register in more than one team must first seek permission from the WSFC.

# 4 TEAM MANAGER

## 4.1 Team Manager Requirements

Each team must appoint a manager to act as the primary point of contact with the Wakehurst Summer Football Committee.

The manager is responsible for ensuring that all players — and, where relevant, parents — are fully aware of the rules, expectations, and procedures of the competition. This includes match schedules, player eligibility, behaviour standards, and all other requirements of participation.

It is essential that teams are briefed accordingly so that, in the manager's absence, they remain knowledgeable and able to meet all competition obligations. A manager's absence from a game is not an excuse for a team to be unaware of or disregard the competition requirements.

## 4.2 Working with Children Check (WWCC)

All team managers for teams from Under 6 to Under 18 must have a valid Working with Children Check (WWCC). WWCC details, including full name, date of birth and WWCC number must be provided to the WSFC.

# 5 FIELDING A TEAM

## 5.1 Player Eligibility

Only registered players who are not under suspension may take the field.

**Critical: Unregistered players have no insurance coverage.** Any injury involving an unregistered player creates serious liability for the club, competition, and team.

**Team Responsibility:** Teams must ensure all players taking the field are properly registered and not under suspension. If unsure of a player's eligibility, team managers should seek confirmation from the WSFC. It is not the responsibility of the WSFC or the referee to verify player eligibility before each game.

**If a breach is discovered:** Whether through reports from other teams, observations by officials, or other means, the WSFC will investigate.

- **Unregistered players:** Teams found to have fielded an unregistered player will be expelled from the competition with no refund of registration fees.
- **Suspended players:** Teams found to have fielded a suspended player will be suspended for a minimum of one game. Games in which the suspended player participated will be forfeited. The WSFC may impose further penalties including extended suspension or expulsion from the competition with no refund of registration fees.

## 5.2 Borrowed Players

### Eligibility of borrowed players:

- Borrowed players must be age-eligible for the borrowing team
- Mixed teams can borrow boys and girls
- Girls-only teams can only borrow girls

### How many players can be borrowed:

Maximum of 2 borrowed players per game.

Teams may borrow players only to bring their team up to 6 players.

### Examples:

- If your team has 4 players, you may borrow 2 players (bringing you to 6)
- If your team has 5 players, you may borrow 1 player (bringing you to 6)
- If your team has 6 or more players, you cannot borrow any players

**Late arrival:** If a registered team member arrives after a borrowed player has started playing, the borrowed player must be substituted off.

### Notification:

Borrowed players must be:

- Reported to the WSFC at the Marquee before the game
- Identified to the opposition team manager before the game starts

## 5.3 Minimum Players or Forfeit

Teams must field a minimum of 4 players (including any borrowed players) or forfeit the game.

**Note:** These rules are designed to help teams field a competitive side, not to allow teams to gain an advantage by “stacking” with borrowed players.

## 6 PLAYING RULES

The FIFA Laws of the Game will apply except for specific Summer Football rules listed below.

### 6.1 Offside

There is no offside.

### 6.2 Prohibited Actions

There is to be **NO**:

- Slide tackling
- Tackling from behind
- Body checking
- Aggressive behaviour

An offender must be cautioned (yellow card) as a minimum. Serious offences will result in a red card and sending off. An indirect free kick is awarded to the opposing team.

### 6.3 Restarts - General Rules

The following rules apply to all restarts (kick-offs, kick-ins, free kicks, corner kicks, goal kicks, and penalties):

#### 6.3.1 Double-Touch Rule

- **The player taking the restart cannot touch the ball a second time until it has been touched by another player.**
- If the player taking the restart touches the ball again before another player has touched it, an indirect free kick is awarded to the opposing team from where the second touch occurred.

#### 6.3.2 Five-Metre Distance Rule

- **All opposing players must be at least 5 metres from the ball** until the restart is taken.

#### 6.3.3 Four-Second Rule

- **All restarts must be taken within 4 seconds** of the ball being properly placed, or the sounding of either the referee's whistle or the hooter.
- Failure to take a restart within 4 seconds results in:
  - **Kick-off:** Indirect free kick to the opposition taken from the centre of the halfway line

- **Kick-in:** Turn-over of possession to the opposition with a kick-in from the same point
- **Corner kick:** Turn-over of possession to the opposition goalkeeper for a goal kick
- **Free kicks and penalties:** Indirect free kick to the opposition from the same location
- **Goal kicks:** Indirect free kick to the opposition to be taken anywhere on the edge of the “D”

## 6.4 Kick-ins (No Throw-ins)

There are no throw-ins. If a ball goes over the sideline, play is resumed by a kick-in at the point the ball crossed the sideline. When kicked in, the ball must be stationary and on the sideline.

## 6.5 Free Kicks

All free kicks (apart from penalties) will be indirect.

## 6.6 Penalties

Penalties are to be taken from a spot 6 metres from the goal line and in line with the middle of the goal. All players, except the penalty taker and goalkeeper, must be at least 5 metres from the penalty spot and cannot be between the penalty spot and the goal line.

## 6.7 Goal Scoring from Restarts

Goals scored during open play follow standard football rules. However, goals from restarts (kick-offs, kick-ins, free kicks, corner kicks, and goal kicks) have special restrictions as outlined below.

### **A goal from a restart can only be scored when:**

A 2nd attacking player (not the kicker) makes a genuine effort to direct the ball into the opposition goal.

If the goalkeeper fumbles the ball into the goal directly from a restart, the goal is disallowed and a goal kick is awarded.

### **A goal cannot be scored directly from:**

- Kick-off
- Kick-in
- Corner kick
- Goal kick
- Free kick

**Clarification on ‘Genuine Effort’:** A genuine effort means the 2nd attacking player deliberately heads, kicks, or intentionally redirects the ball toward the goal. Goals resulting from the ball accidentally bouncing off a player, or unintentional deflections, do not count as a genuine effort. Deliberate deflections off defending players after the 2nd attacker has touched it are permitted.

## 6.8 Goalkeeping

### 6.8.1 The Penalty Area (“D”)

- The penalty area (also referred to as the goal area or goalkeeper’s “D”) is the semi-circular zone in front of each goal.
- It is formed by a 6-metre radius arc drawn from the outside of each goalpost and joined by a straight line across the front of the goal.
- The goalkeeper may handle the ball only inside this area.
- Any indirect free kick awarded to the attacking team inside the opponent’s penalty area (“D”) shall be taken on the edge of the “D” nearest to where the offence occurred.

### 6.8.2 Goal Kicks / Goal Clearances / Restarts

- When the ball goes out of play behind a team’s goal line and was last touched by an opposing player, play restarts with a goal kick (goal clearance) to the defending team.
- The goal clearance is performed by the goalkeeper from any point inside the penalty area.
- The goalkeeper may restart play with a place kick, throw, roll, punt, or drop-kick. The aim is to restart the game with minimum delay.
- The ball is in play once it has been clearly kicked, thrown, or rolled and has left the “D”.
- Opponents must remain outside the “D” and at least 5 metres from the ball until it is in play.
- If the ball is touched by any player before it leaves the “D”, the restart is retaken.

### 6.8.3 Halfway-line Restriction After Handling

**What counts as “handling”:**

- **Handling = bringing the ball under control with the hands**
  - This includes: catching, holding, picking up, or patting the ball down
- **NOT handling = deflecting without controlling**
  - This includes: punching or parrying the ball away for a save

**The Rule:**

- If the goalkeeper has handled the ball (brought it under control with their hands) within the “D”, they cannot kick or throw it over the halfway line on the full.
- If the goalkeeper has NOT handled the ball (only deflected it with their hands, or used only their feet), they may kick it over the halfway line on the full.

**Penalty:** Indirect free kick to the opposition on the halfway line at the point where the ball crossed.

#### 6.8.4 Handling a Back-pass

The goalkeeper must not touch the ball with their hands if it has been:

- Deliberately kicked (played with the foot) by a teammate directly to the goalkeeper, or
- Received directly from a teammate’s kick-in.

**Exceptions:** Handling is allowed if the ball comes from a teammate via the head, chest, knee, or any body part other than the foot.

**Penalty:** Indirect free kick to the opponents on the edge of the “D” nearest to where the handling occurred.

#### 6.8.5 Goalkeeper Four-Second Rule

The goalkeeper must release the ball within 4 seconds of gaining control of the ball in his/her hands. If not released, this will result in an indirect free kick to the opposition to be taken anywhere on the edge of the “D”.

#### 6.8.6 Goalkeeper Substitution

Except in the case of injury (with referee approval), the goalkeeper can only be changed at half-time.

### 6.9 Unlimited Interchange

There is unlimited interchange which can only be done when the ball is out of play. Interchanges are to take place at the halfway line and the player leaving the field must do so before the replacement player enters the field.

## 7 CAUTIONS, RED CARDS & TEAM FOULS

### 7.1 Spirit of Summer Football

All players must abide by the spirit of Summer Football, which emphasises non-contact play and enjoyment.

Any unnecessary aggression, forceful challenges, slide tackling, or tackling from behind will result in a caution or possible sending off.

## 7.2 Team Foul Accumulation

Should the players in a team commit a total of 5 fouls within any half, the opposition team will be awarded a penalty kick for each following free kick in that half. The kick to be taken as per the Penalties section.

## 7.3 Yellow Card Suspension

Any player who accumulates three yellow cards in the competition will receive a one game suspension.

## 7.4 Red Card Suspension

Any player receiving a red card cannot be substituted in the game and that player will receive an appropriate suspension as determined by the WSFC. Any appeal by the player must be made in writing and received within 48 hours from the date of the suspension being announced. Appeals received after this time will not be heard and the suspension will stand.

## 7.5 WSFC Authority

To enforce the ethos of this competition, the WSFC has the authority to impose an appropriate suspension on any player (or team) who does not abide by the rules or the spirit by which the rules are intended.

# 8 TEAM RESPONSIBILITY AND CONDUCT

## 8.1 Collective Responsibility

Each team is collectively responsible for the conduct and behaviour of:

- All registered players on their team
- Team managers and coaches
- Parents and family members of players
- Supporters and spectators associated with the team

## 8.2 On-Field and Venue Conduct

Teams must ensure that all persons associated with their team:

- Comply with the Wakehurst FC Codes of Conduct
- Respect referees, opposition players, and all participants

- Do not engage in aggressive, abusive, or intimidating behaviour
- Do not use offensive or discriminatory language
- Maintain a safe and inclusive environment for all

### 8.3 Referee Respect - Zero Tolerance Policy

The WSFC has a zero-tolerance policy regarding abuse, intimidation, or public criticism of referees. This includes but is not limited to:

- Loudly questioning or challenging referee decisions during or after matches
- Publicly criticizing referees at the venue or on social media
- Deriding, mocking, or undermining referees in front of other participants
- Any form of verbal abuse or threatening behaviour toward referees

While some may believe that referees are “fair game” for criticism, the WSFC considers all public criticism and questioning of referees to be intimidation and a form of abuse. Refereeing is difficult, often thankless work performed by individuals who are enabling the competition to exist. They deserve respect and protection.

**The team will be held collectively responsible for any such conduct by players, coaches, managers, parents, or supporters.** Even if an individual is penalised, the team may receive a disciplinary bye or be removed from the competition for referee abuse by anyone associated with the team.

This is non-negotiable. We simply do not tolerate this behaviour in any form.

### 8.4 Social Media Conduct

Teams must monitor and address any social media content posted by players, parents, or supporters that:

- Relates to the Wakehurst Summer Football Competition
- References participants, teams, referees, or officials in the competition
- Could bring the competition or Wakehurst FC into disrepute
- Contains abusive, threatening, discriminatory, or defamatory content
- Harasses or bullies any participant in the competition

Unacceptable social media conduct includes but is not limited to: posts criticising referees’ decisions, abusive comments about players or teams, sharing of inappropriate images from matches, or any content that violates Wakehurst FC Codes of Conduct.

### 8.5 Disciplinary Byes

In addition to any penalties applied to individual offenders, the WSFC may impose **disciplinary byes** on teams where:

- Multiple incidents involving team members occur
- Team managers fail to adequately address conduct issues
- Unacceptable social media content is not promptly removed after being brought to the team's attention
- The overall conduct of the team or its supporters falls below acceptable standards

A disciplinary bye means:

- The team is withdrawn from competition for one or more rounds as determined by the WSFC
- No refund of registration fees will be provided

## 8.6 Team Removal from Competition

The WSFC reserves the right to immediately remove a team from the competition without refund of registration fees if:

- Serious misconduct occurs involving team members or supporters
- A team receives multiple disciplinary byes and fails to improve conduct
- Unacceptable social media content continues after warnings and disciplinary action
- The team's continued participation poses a risk to the safety or wellbeing of other participants
- The team manager fails to cooperate with WSFC investigations or directives

## 8.7 Team Manager Obligations

Team managers must:

- Communicate these conduct expectations to all players, parents, and supporters
- Address any conduct issues promptly when they arise
- Monitor social media for content related to the competition
- Request removal of any unacceptable content and report serious matters to the WSFC
- Cooperate fully with any WSFC investigations into conduct matters
- Model appropriate behaviour at all times

## 8.8 Reporting and Investigation

Any participant may report conduct concerns to the WSFC via email or in person at the Marquee.

### 8.8.1 Timing of Reports

While incidents should be reported promptly, we encourage reporters to take time to reflect before submitting formal complaints. Reports submitted in the immediate aftermath of a match, particularly following a controversial result, are often influenced by emotion and may not accurately reflect what occurred. Where possible, please wait at least 24 hours after an incident before submitting a formal report to ensure a calm and objective account.

### 8.8.2 Quality of Reports

Effective reports should include:

- Specific details of what occurred (date, time, individuals involved, exact nature of conduct)
- Names and contact details of independent witnesses (i.e., not from the reporting team)
- Objective description of events rather than opinions or interpretations
- Any supporting evidence (screenshots of social media posts, etc.)

### 8.8.3 Independent Corroboration

The WSFC requires independent corroboration to take action on conduct reports. Reports that rely solely on accounts from members of one team are difficult to adjudicate, particularly when the opposing team provides a conflicting version of events. Independent witnesses (such as referees, neutral spectators, or WSFC officials) carry significantly more weight in investigations.

**For this reason, the WSFC generally relies on referee reports and assessments as they are independent and impartial observers of the match.** Referees are instructed to report any serious conduct issues and their accounts form the primary basis for disciplinary action in most cases.

### 8.8.4 Both Sides Heard

The WSFC will contact all parties involved in any reported incident. Our experience shows that opposing teams often provide substantially different accounts of the same incident. Where evidence is contradictory and cannot be independently verified, the WSFC may be unable to impose sanctions. If evidence remains inconclusive, no penalty will be imposed.

### 8.8.5 Investigation Process

The WSFC will:

- Acknowledge receipt of all reports within 48 hours
- Interview relevant parties and witnesses
- Review any available evidence

- Communicate decisions to affected parties
- The WSFC's decision on conduct matters is final

## 8.9 Appeals

Appeals must be lodged in writing to the WSFC within 48 hours of the decision being communicated. The WSFC will review the appeal and provide a decision within 72 hours.

Appeals will only be successful if:

- A significant procedural error occurred during the investigation
- New material evidence is provided that was not available at the time of the original decision
- The penalty is clearly disproportionate to the conduct

The WSFC's decision on appeals is final and binding. # RULES CHANGES

WSFC may alter rules as necessary. Decisions are final and not subject to discussion.

# 9 FORFEITS

## 9.1 Notice Requirements

Teams must notify the WSFC of a forfeit **no later than 5:00 PM on the Friday** before the scheduled game.

### How to notify:

- Email: [summer.football@wakehurstfc.com.au](mailto:summer.football@wakehurstfc.com.au)
- Text Message: 0400 664 408

All forfeit notices will be acknowledged by the WSFC.

## 9.2 When a Forfeit Occurs

**Advance forfeit:** A team gives notice they cannot field a team for an upcoming game.

**Late start forfeit:** A team does not have 4 players available within 4 minutes after the scheduled game start time. If the game starts late, the game duration is reduced to ensure the first half finishes on time.

## 9.3 Consequences of Forfeiting

**Score:** Any forfeited game is awarded to the non-forfeiting team as a 3-0 win.

**Failure to give notice:** Teams that forfeit without giving the required Friday 5:00 PM notice will receive a disciplinary bye (see Team Responsibility and Conduct section).

**Multiple forfeits:** Any team that forfeits two games without providing the required notice may be disqualified from the competition.

**No refunds:** There will be no refund of registration fees for teams that are disqualified or withdraw from the competition.

## 10 REFEREES

### 10.1 Official Referees

Official referees will be appointed to all games.

### 10.2 Absence of Official Referee

In the unlikely event of no official referee being available, either team can provide a suitable referee via mutual agreement (it is permissible for each team to referee a half). If no agreement can be reached, the match will be abandoned and a disciplinary bye will be applied to both teams.

## 11 PLAYING STRIP

### 11.1 Required Equipment

A player cannot take the field unless he/she is wearing the full official competition playing strip.

The playing strip consists of the team shirt, black shorts and black socks that are provided by WSFC as part of the player registration fees. Players must wear appropriate footwear i.e., moulded, plastic sole boots. No metal studs are allowed.

No player can take the field without approved shin pads. There are **NO exceptions** to this rule.

### 11.2 Colour Clash Resolution

In the event of a shirt colour clash, the 'Home' Team (team listed first in the draw) will wear contrasting bibs. These are to be collected from the Marquee before the game and returned after the game.

### 11.3 Goalkeeper Bibs

Goalkeepers will wear bibs or another team-supplied top that distinguishes them from the playing shirts of both teams.

## 12WEATHER

### 12.1 Adverse Weather Cancellations

Games may be cancelled in the event of adverse weather conditions, including but not limited to extreme heat, severe storms, lightning, or poor air quality.

## 13HEALTH AND SAFETY COMPLIANCE

### 13.1 Compliance with Public Health Orders

All players, officials, managers, coaches, and spectators must comply with current NSW Government public health orders and regulations.

### 13.2 Additional Health and Safety Measures

Wakehurst FC may implement additional measures required by Government directives, venue requirements, MWFA, Football NSW, Football Australia guidelines, or insurers.

### 13.3 Communication of Protocols

Current health and safety protocols will be communicated to team managers via email and posted on the club website.

### 13.4 Exclusion for Non-Compliance

The WSFC reserves the right to exclude any person from the venue who does not comply with applicable health and safety requirements.

### 13.5 No Refunds for Non-Compliance

No refunds will be provided if a player or team is unable to participate due to non-compliance with health and safety requirements.