

Australian National Sikh Sports & Cultural Council (ANSSACC)



Australian Sikh Games (ASG)

SOCCER RULES

**Version 3.0 Updated January 2018
(Updated to reflect 16 Team divisions)**

All Team Managers and Captains should read, understand and become familiar with these Rules and the Australian Sikh Games General Championship Rules, Terms and Conditions. Ignorance of such shall not be deemed sufficient grounds for any appeal.

1) Application

- a) These Rules shall apply to each match in the Championship unless expressly excluded herein in any particular case.
- b) By direction of the Organizing Committee, these rules may apply to any match under the control of the committee.
- c) Unless a contrary intention appears, words in singular shall be deemed to include the plural and vice-versa.

GENERAL RULES

The general rules govern all soccer competitions held at the Australian Sikh Games (ASG). Division & Age group specific rules are shown under each relevant section for this document.

2) Competition Rules

- a) The matches in the Championship shall be played in accordance with the Rules of the Game of Soccer as approved from time to time by F.I.F.A. and these Rules
- b) In any case where the Rules of the Game of Soccer and these Rules appear to be in conflict, these Rules shall prevail.

3) Entries - Registration

- a) At least 14 days prior to the commencement date of the Championship each participating team shall notify the National Coordinator & Organizing Committee, in writing or equivalent method as set out by National coordinator the names of its players (Preliminary Squad Names of 18) and team officials and the playing number allocated to each player.
- b) Final Squad lists must be handed in to the Tournament Director/Coordinator at the Managers Meeting before the tournament commences.
- c) Each team may nominate a maximum of eighteen players in the Championship. No change or addition to the nominations will be accepted after this time.

4) Composition of Team

- a) Each participating team may change the composition of its team from one match to another on condition that only those players whose name appears on the final squad list participate.

5) Dress – Team Numbers

- a) Each team in the Championship shall nominate two distinctively colored sets of jerseys with numbers.
- b) Before the start of the Championship, each participating team shall allot each of its players a number which, shall remain the same throughout the Championships and which shall be clearly visible on the back of the player's jersey

6) Points

- a) The following points shall be awarded for each match:
 - i) Three (3) points for the winner;
 - ii) One (1) point for each team in the event of a draw;
 - iii) No point for the loser.
- iv) The total points accumulated at the end of the series of matches shall determine the placing of the teams within their groups.
- v) If at the conclusion of the series of matches, more than two teams at the top of the pool have obtained the same number of points, their ranking shall be decided as follows:
 - (1) The team having the better goal difference shall be ranked higher (the goal difference being determined by the difference between the number of goals awarded and the number of goals conceded);
 - (2) In the event of an equal goal difference, the team having been awarded the greater number of goals shall be ranked higher;
 - (3) Should this number be the same, the winner of the match between those two teams shall be ranked higher;
 - (4) Should the teams still be equal, there shall be no replay and the matter should be settled under Unforeseen Events, and will be decided by a specially arranged penalty shoot-out competition or by other pre-arranged means specific to that division

7) Player eligibility

- a) In general, all players must meet basic participation criteria as set out in the Australian Sikh Games General Championship Rules, Terms and Conditions, unless specified different in these rules in which case these rules shall prevail
- b) Non Sikh allowance for regional locations does not apply to Soccer
- c) Exceptions to Residency rule may be requested under the below circumstances with approval required from National Coordinator and ANSSACC Executive committee 1 month prior:
 - i) Player is on work assignment outside of regular residence
 - ii) Student with valid enrollment
 - iii) Location does not have a team entered
 - iv) Women's competitions only – Regional teams may apply for exception for a player who has previously represented a location and is now married and moved away
 - v) National Coordinator in conjunction with ANSSACC Executive committee reserves the right to use it discretion on a case by case basis on any of the above or other reason for exemption
- d) If in the Championship any player plays in any match that he is ineligible to play, the team for which he so plays shall be deemed to have forfeited every match in which such ineligible player has taken part.

8) Failure to Play - Forfeit - Scratching

- a) If during the course of a match a team declines to continue a game or take it up where it left off, or if at any time during the match the number of its players on the field is fewer than seven, this team shall be deemed to have lost the match and the opposing team to have won the match with the score standing at the time or by a score of 3-0 whichever is the greater having regard to goal difference.
- b) A team refusing to play a match on its program shall be considered as scratching from the competition. Further fines or suspension may be deemed necessary by ANSSACC Executive for a club repeatedly forfeiting matches

9) Matches Stopped

- a) If a match should be interrupted by the referee on account of atmospheric or other extraordinary conditions, the following shall apply:
 - i) A game stopped after half-time shall be resumed as soon as possible where possible. If it cannot be resumed, the score standing at the time of the interruption shall remain
 - ii) For any other unforeseen events, the matter will be dealt with by the Tournament Director, National Coordinator in conjunction with ANSSACC Executive committee

10) Admission to the Field of Play

- a) No one except the players and referee properly engaged in a given match may enter the field of play unless they are invited to do so by one of the officiating referees or the Tournament Director.
- b) Each team engaged in a given match may have up to ten persons on the team bench, namely, Team Manager (for whom it is compulsory to sit there), seven substitute players, the Coach and the Team Doctor (or Trainer).
- c) The Team Manager is responsible for the proper conduct of all persons occupying the team bench.
- d) Teams will be penalized if their supporter misbehaves.

11) Fair Play

All clubs have to

- a) Conform to established rules
- b) Maintain an established standard of decency, honesty etc.
- c) This standard needs to be promoted by Clubs, Committees, Coaches, Managers, Captains and all participants.
- d) ANSSACC reserves the right to take appropriate action on any individual or team deemed to have acted in an inappropriate manner

12) Disciplinary (Yellow & Red cards)

- a) Any player who receives two yellow cards in any group games will automatically miss the next scheduled game.
- b) Any player who receives a red card will automatically miss the next game of the championship. Tournament director at their discretion may increase the length of suspension
- c) All yellow cards are wiped clear after the group stages.

13) Unforeseen Events

- a) Should circumstances arise which are not provided for in these Rules, they shall be dealt with by the Tournament Director in conjunction with National Coordinator and their decision shall be binding on all the parties concerned.

RESPONSIBILITY OF ORGANISING COMMITTEE / HOST CITY

14) The Organizing Committee shall produce a program of matches for each division

- a) As outlined in following sections of this document, showing the date, venue and time of matches.
- b) Such a program shall be communicated to the competing teams no later than four (4) weeks prior to the date on which the Championship is due to commence.

15) Tournament Director; Referees' Manager and Referees

- a) The Organising Committee shall appoint suitably qualified persons to the position of Tournament Director and Referees Manager.
- b) The duties of the Tournament Director shall be:
 - i) To generally supervise the Championship on behalf of the organising committee
 - ii) To conduct the Championship in accordance with these Rules
 - iii) To arrange under his control and only if he considers it necessary, any official meetings of team managers and/or coaches

- iv) To arrange for keeping of results in matches of the Championship
 - v) To arrange for keeping of time in matches of the Championship
 - vi) To organise qualified referees and linesmen for all matches of the Championship
 - vii) To ensure the playing field size and surface is of FIFA and FFA standards. Any variations to ground dimension must be communicated to all clubs 1 month in advance.
 - viii) To adjudicate upon: any matter raised by any team manager in respect to any aspects of the Championship, and any matter raised by the officiating referee relating to the conduct of any representative of any participating team in respect of any match
- c) The Tournament Director may suspend for one or more matches of the Championship:
- i) Any player, reserve player or team official who has, by his behavior, brought the game of Soccer into disrepute before, during or after any match of the Championship.
- d) The duties of the Referees' Manager shall be to assist the Tournament Director in the discharge of those responsibilities described in Section 15 b of the Rules and in addition to make or to supervise all arrangements for the proper functioning of the referees appointed to each match in the Championship

MENS OPEN SOCCER

The following provisions apply to men's open soccer

16) Division Structure

- a) 2 Divisions (Premier & Division 1) to consist of 16 teams in each;
- b) Total number of team shall be capped at 32; ANSSACC shall arrange an appropriate qualifying system to determine the 32 qualified teams (Refer regional qualifying rules - TBC)

17) Premier / Division 1 - 16 Team System

Each program of matches shall consist of;

- a) 16 total teams
- b) 4 Groups of 4 Teams per group
- c) Group make up shall follow below seeding system;

Team	Group 1	Group 2	Group 3	Group 4
A	Seed 1	2	3	4
B	8	7	6	5
C	9	10	11	12
D	16	15	14	13

- d) Seeding Formula;
 - i) Previous Winner shall be seeded 1 and Runner Up 2
 - ii) Losing Semi Finalists shall be seeded 3 & 4 with higher seed awarded to the team that lost to eventual winner
 - iii) Losing Quarter Finalists; Higher seed will be awarded based on the final position of the winning team i.e. Quarter Finals loser to the eventual winning team shall be seeded 5.
 - iv) Relegation match winners shall be separated in the first instance by winning margin and then by final group standings
 - v) Relegated Teams shall be seeded 1 & 2 for Division 1 separated in the first instance by winning margin and then by final group standings
 - vi) In an instance where teams cannot be separated for seeding National coordinator may use their discretion.

e) Fixture protocol;

Game 1	A vs B	C vs D
Game 2	A vs C	B vs D
Game 3	A vs D	B vs C

f) Should the amount of teams entered fall outside of the above, National Coordinator shall in conjunction with local organising committee come up with a suitable competition format.

- i) Each team shall play a minimum of 3 games as a guide
- ii) The maximum amount of games played by any team shall be 6

18) Each program of matches shall provide for;

- a) Four Quarter Final matches in which the teams finishing in first and second place in each group at the end of the series of group matches
- b) Two Semi Final matches in which the winner of each respective Quarter Final progresses
- c) A Final match in which the winner of one semi-final shall play the winner of the other semi-final
 - i) If the quarter-final; semi-final or final match ends in a draw after normal playing time; there will be extra-time played; followed by a penalty shoot-out if required
- d) Cross over Protocols;

Quarter Final 1	Winner Group 1	Runner Up Group 4
Quarter Final 2	Winner Group 2	Runner Up Group 3
Quarter Final 3	Winner Group 3	Runner Up Group 2
Quarter Final 4	Winner Group 4	Runner Up Group 1
Semi Final 1	Winner QF 1	Winner QF 3
Semi Final 2	Winner QF 2	Winner QF 4

19) Relegation / Promotion;

- a) In a 16 team system the bottom team from each group will play a 'relegation' decider.

- b) The 'relegation' decider match will be played under the similar set-up of any other knock-out game in Premier Division; meaning there will be normal playing time, if the scores are still level, there will be extra-time and a penalty shoot-out if required.
- c) Relegation cross over shall follow same cross over protocols as quarter finals
- d) The loser of each 'relegation' decider match will be relegated to Division 1 or Division 2 for the following year.
- e) If the winning team or runner up of Division 1 is the "B"; "Reserves" or "Second" team of any current Premier Division team, they are not allowed to be promoted into Premier Division. In this scenario only one team shall be relegated. The highest seeded loser of the 2 relegation deciders will retain their position in Premier Division.
- f) The "B"; "Reserves" or "Second" team of any current Premier Division team may move between Division 1 and Division 2 following normal promotion / relegation protocols
- g) Automatic Relegation: If a team from Premier Division does not participate in a given year, the following year they shall automatically be relegated. The highest seeded loser of the 2 relegation deciders will retain their position in Premier Division.
- h) Any team competing for the first time shall start in the lowest division for that given year.
- i) If in an abnormal scenario that doesn't fit into the above occurs the National Soccer Coordinator will decide relegation/ promotion.

20) Substitution of Players during Match

- a) Each team is permitted up to 5 substitutions during a match. Player once substituted will not be allowed to participate any further in that game.
- b) At no time shall there be on the field, more than one goalkeeper in each team
- c) All players taking part in any match shall be chosen from amongst those whose names appear on the Entry Form (Final Squad List) for the Championship.
- d) No substitute shall be permitted for a suspended player.

21) Duration of Matches.

- a) Each group match shall consist of two periods of a minimum of 25 minutes, separated by an interval of 5 minutes.

- b) Each quarter-final & relegation match shall consist of two periods of a minimum of 30 minutes, separated by an interval of 10 minutes. If required, Extra-time will consist of two periods of 10 minutes
- c) Each semi-final shall consist of two periods of a minimum of 35 minutes, separated by an interval of 10 minutes. If required, Extra-time will consist of two periods of 10 minutes
- d) The final shall consist of two periods of a minimum of 35 minutes, separated by an interval of 10 minutes. If required, Extra-time will consist of two periods of 15 minutes
- e) If at the conclusion of the extra time, the score is still equal, five different players, that are part of the playing 11 at the end of the match from each of the two teams chosen by their captains, shall take a penalty shoot-out alternatively against one and the same goalkeeper or in the event of incapacitating injury, his substitute, of the other side. The goal keeper for the shoot-out can be any member of the 11 players that ended the game, but cannot be changed during the penalty shoot-out unless for the event of incapacitating injury. The referee shall choose the goal to be used and they shall toss with the captains to decide which team shall appoint one of its five players to take the first penalty shot. Team having been awarded the highest number of goals shall be winner.
- f) In the event of an equal number of goals having been scored after the first 5 penalty-takers, a sudden-death penalty shoot-out shall be under taken.

7 Sided Competition Rules

Veterans, Juniors and Women's competitions shall be run as 7-sided games. All general rules and protocols listed above shall apply unless specifically called out below.

22) Ground Dimensions & Goal Size

- a) The recommended field of play is to be between 60 M length X 40 M width and 70 M x 50 M
- b) The recommended goal size is 5M X 2 M

23) Exceptions to standard rules

- a) Offside rule shall not apply
- b) Interchange is allowed
- c) Throw in is replaced by kick in

24) Duration of Matches

- a) Each group match shall consist of two periods of a minimum of 20 minutes, separated by an interval of 5 minutes.
- b) Each semi-final & final shall consist of two periods of a minimum of 25 minutes, separated by an interval of 10 minutes. If required, Extra-time will consist of two periods of 10 minutes