

GTFC SOCIAL SUMMER 6's
Information Pack



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What is GTFC Social Summer 6's?

GTFC Social Summer 6's is a recreational 6-a-side football tournament designed for players of all skill levels. Whether you're a seasoned player or just starting, this tournament offers a friendly and welcoming environment for everyone to enjoy the beautiful game. It's an excellent opportunity to stay active, have fun, and bond with friends over the summer months.

Competition details:

- First week of competition will commence 1st, 2nd, 3rd of October and finish 19th, 20th, 21st of November (8-week Comp)
- Teams will play on Tuesday, Wednesday and Thursday nights.
- As registered teams may fluctuate, we are unable to confirm the final schedule until registrations are closed. Provided below is a solid indication of what the schedule is likely to be:

Tuesday –

U6/U7 – 4:45pm/5:30pm
U10/U11 – 5:30pm/6:15pm
U14/U15 – 7:00pm/7:45pm

Wednesday –

U8/U9 – 4:45pm/5:30pm
U12/U13 – 6:15pm/7:00pm/7:45pm

Thursday –

Open Mixed – 4:45pm/5:30pm
Open – 6:15pm/7:00pm
Masters Mixed – 7:00pm/7:45pm

How do I sign up?

Participants can sign up and register by using the link provided on the website. Please follow the steps provided and registration should be quick and easy.

Can I register If I/my child hasn't organised a team?

Yes, you can. This will be under the GTFC admin's discretion. It needs to be understood that the player must be at the same or similar standard as the team. Also, the team must allow for a new member to join. If the GTFC admin cannot find a team for a player, they may be put on a waiting list.

What happens if I need to forfeit?

If for some reason your team cannot make a game, we need to be advised as soon as possible to ensure that all teams and persons involved can be notified. You should contact us by email (football@grangethistle.com) 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 as the other team has not shown up.

Wet weather –

Please check the club's website <https://www.grangethistle.com/> to check the field status on the top part of the home page to see if Lanham Park fields are open or closed. If field status for Lanham Park is closed, games will be cancelled. The website will be updated by 4:00 pm and a post may be put up on the club Facebook page <https://www.facebook.com/GrangeThistle/>. Matches may also be displayed cancelled on Squadi. Games will **NOT** be rescheduled.

Competition structure –

Competitions:

- U6/U7
 - U8/U9
 - U10/U11
 - U12/U13
 - U14/U15
 - Open Mixed
 - Open
 - Masters Mixed
-
- Your child will participate in the age group that they played in this season (2024), e.g., U10 regular season = U10 6-a-side. If your child has never played before, it is the age that they will be turning this year.
 - Age groups may be mixed or rearrange to suit number of registered teams e.g., U6/U7/U8. If this occurs to your team, the manager or registrant will be informed. Final registration numbers will dictate competitions being run.
 - Women/ girls team can opt to play in the age group below. If GTFC Social Summer 6's are able to form enough women/ girl teams, and the managers agree, an all-girls competition will be formed.
 - GTFC admin may adjust age groups and categories in order to reasonably manage competitions e.g., moving a stronger team up an age or creating divisions within a comp.
 - GTFC admin will use smart technology to create fixtures each week based off teams' performances. This is to create the fairest competition we can for all ages.
 - This is a **social** competition. If a team is deemed too competitive, GTFC at its discretion, may ask the team to leave the competition with no refund available.

Competition premiers –

Premiership:

The premiership shall be determined by the team with the highest number of points in each competition age group at the end of the season.

Points:

In all competition fixtures, match points will be awarded as follows:

- WIN Three (3) Points
- DRAW One (1) Point
- LOSS Nil (0) Points
- BYE (0) Points
- NO RESULT Nil (0) Points for either team
- Forfeit by team on gameday (0-5 result for goal difference purposes)

Ladder positions when points are equal:

If, at the end of the fixture competition, any two or more teams are equal on points, goal difference shall be the primary method of determining the premier/ higher ranking team.

Goal difference shall be calculated by subtracting the total number of goals AGAINST from the total number of goals FOR in all fixture matches.

The teams will be ranked according to superior (positive) goal difference.

In the event of goal difference being equal the following steps are taken (in order) until a superior ranked team can be determined.

1. The team having scored the most goals FOR shall be the higher or highest placed team.
2. The head-to-head match results.

If teams are still equal after considering all of the above, both teams will be named Premiers.

Fixtures –

Scheduling:

GTFC will arrange the dates and times of all matches. These scheduled matches will be advised weekly.

Duration:

The duration of matches for each age group will be 20 minutes per half with a 2-minute half time break. No added/ injury time will be played during matches.

Application for alterations:

If a team needs to apply for an alteration of their fixture, they must contact football@grangtheistle.com immediately. It is up to the GTFC admins discretion whether this fixture is rescheduled or cancelled. Due to the difficulty of rescheduling games it is highly likely that an application for an alteration will be declined.

Non-participation in a fixture:

Any team that fails to fulfil any of its fixture or finals obligations arranged by the GTFC, may have points deducted per offence, and may be subject to further disciplinary action.

If either team is not ready to commence the fixture within 15 minutes of the scheduled kick-off time, the match may be recorded as a 5-0 win in favour of the opposing team, and the points will be awarded to the opposing team as a forfeit. A team that fails to provide enough notification of a forfeit may lose points. Additionally, a team, which persistently forfeits matches, may, at the discretion of GTFC admin, be withdrawn from the competition.

If both teams are not ready to commence the fixture within 15 minutes of the scheduled kick-off time, the match will be cancelled and recorded as a no result.

If both teams are late but within the 15-minute kick-off time and its agreed upon by players and officials, a smaller game may be played with results counting towards the competition.

Abandoned matches:

Once a game commences and for any reason it is not completed it will be considered an abandoned match. An abandoned match **will not** be rescheduled.

If a team or their spectator/(s) are found guilty of behaviour that has led to a match being abandoned and or a referee makes a valid complaint to GTFC relating to a team or its spectators, the outcome may result in the offending team/s:

- (a) Receiving Nil match points for the said match
- (b) Receiving a 10-0 loss recorded for goal difference purposes as a minimum penalty. GTFC admin, at their absolute discretion, will assign a score in excess of a 10-0 loss as it sees fit.
- (c) Where appropriate, GTFC admin, at their absolute discretion, will remove the team from the competition. No refunds will be considered.

Withdrawal/removal from fixtures:

If any team in the competition withdraws or is removed from fixture competitions, then the following will apply:

- (a) If the team is withdrawn or removed before the competition has started – a bye in the competition will be substituted.
- (b) If the team is withdrawn or removed after the competition has started – the recorded results for that team will be deleted and a bye in the competition will be substituted.

Players –

Player Interchange:

A team can have a minimum of 6 and a maximum of 10 players within their matchday squad. If more than 6 players participate on the field of play during a game to gain an advantage, the referee will ask person/s to leave the field. GTFC admin, at their absolute discretion, will enforce punishments for that said team after the match.

In all competitions, unlimited interchange will be permitted. A player who has been interchanged may return to the field for another player. All interchanges can occur at any time in play but must not provide a team with an unfair advantage. The referee will monitor interchanges to ensure fair play.

Player Identity:

Player identity may be checked by GTFC admin at any time. Players who do not or cannot produce proof of identity will not be permitted to take part in the match. All challenges of identity/ eligibility by opposition teams must be brought to the attention of the GTFC admin as soon as possible. GTFC reserves the right to investigate the eligibility of any player at any stage.

Borrowing Players:

Teams may borrow players to fill out line-ups. A borrowed player must be registered in the GTFC Social Summer 6's competition. Players who are borrowed must be playing in the correct age group. It is the responsibility of the team official to ensure that the borrowed player is eligible to play.

Registration of Players:

All players participating in the GTFC Social Summer 6's competition must be registered before taking part in any match,

Ineligible Players:

Any player not registered as per the GTFC Social Summer 6's registration procedures and guidelines are considered ineligible and is not permitted to participate in the competition.

Any player under suspension by GTFC is considered ineligible and is not permitted to participate in any fixture until that suspension has served.

Penalties and Outcomes:

If it is established that a player competing in any GTFC Social Summer 6's competition fixture was ineligible to play, then the following will apply:

- The team found guilty shall forfeit any goals scored and points gained in that match and the points and match will be awarded to the opposing team.
- The game will be recorded as a 5-0 win in favour of the opposing teams, unless the result was of a greater margin in favour of the opposing team.
- GTFC admin may impose an additional sanction, suspend, expel or take whatever disciplinary action it deems necessary against the offending team or player.

If it is established that both teams competing in any GTFC Social Summer 6's competition fixture fielded players who were ineligible to play, then the following will apply:

- The match will be deemed as a NO RESULT, whereby, no points will be awarded.
- GTFC admin may impose an additional sanction, suspend, expel or take whatever disciplinary action it deems necessary against the offending team or player.

Match Day –

Pre-match:

Teams should aim to arrive at matches at least 5 minutes prior to kick-off. Please be mindful that there will be limited to no space available for warmups due to field maintenance.

If either team is not ready to commence the fixture within 15 minutes of the scheduled kick-off time, the match may be recorded as a 5-0 win in favour of the opposing team, and the points will be awarded to the opposing team as a forfeit.

Players will be required to wear shinpads during matches. If a player is not wearing shinpads, the referee will stop play and ask the player to put them on. If a player refuses or does not have shinpads, they are not allowed to participate. Shinpads will be available for players to borrow.

GTFC will provide match balls that are the correct size and are in good condition.

Post-match:

The results of fixtures will be communicated to GTFC admin by the referee and will be updated as soon as possible.

Playing Strips:

All members of the team must be wearing the same predominant colour. If both teams are wearing similar colours, GTFC will provide bibs for a team to borrow.

Disciplinary –

If a player is sent off (red card) during a match, the referee and GTFC admin will discuss possible warning or suspension for said player. It needs to be understood that this is a social competition and the GTFC admin at the very most does not want to suspend anyone, however, if a player is being unsporting or dangerous to other competitors', disciplinary actions will be placed.

Laws of the Game –

GTFC Social Summer 6's, laws of the game follow the guidelines of the FIFA LOTG.

Law 1 – Field of play:

- Dimensions: 30-35m long x 25-30m wide.
- Markings: 8-12cm wide touchlines at the sides, goal lines at the ends, and a centre mark.
- Combined goal area and penalty area: An arc measuring 6m radius from centre of goal posts.
- The goals: Height 1.8-2.0m, width 3.0-5m.
- The corner arc will be marked. The corner area/ arc will be defined as the intersection of goal and boundary line. When taking a corner kick the ball must be touching the corner arc/ line intersection.

Law 2 – The ball:

- All games: size #4

Law 3 – The players:

- Maximum number of players on the field at any one time: 6, one of whom shall be the goalkeeper.
- Minimum Number of Players to Start Match: 4, one of whom shall be a goalkeeper.
- Minimum Number of Players to Finish Match: 3, one of whom shall be a goalkeeper.
- Field player substitutions are unlimited and, on the fly, so do not require the referee's consent but must be done near half-way; a player must leave the field before a substitute enters. Goalkeeper substitutions may only be done at a break in play and with the prior permission of the referee.
- For Mixed Senior Competitions, there must be at least two (2) female "field" players on the field at all time, not including the Goalkeeper.

Law 4 – The player's equipment:

- Players must use shinpads to participate in matches.
- In the event of a clash in shirt colours, the second named team is responsible to collect bibs from GTFC admin and wear them.

Law 5 – The assistant referee:

- There are no assistant referees.

Law 6 – The duration of a match:

- Games will be played for 2 equal periods of 20 minutes. There is no added time for injuries or delays in play, but time can be added for a penalty kick at the end of a half.
- Half time break will be 2 minutes. Under no circumstances are referees to vary the length of matches.

Law 7 – The start and restart of play:

- For all kick offs, all players must be in their own half; opponents of the team taking the kick must be at least 5m from the ball until it is in play.
- Balls that travel over the sideline must be kicked in (not thrown) to restart the play. Kick-ins must be placed on the line where the ball went out. Opposition players must be back 5m before play can be resumed.
- Goals cannot be scored directly from a kick-in.
- If a goalkeeper picks up the ball from within the goal circle, it cannot be thrown over the halfway line.
- The goalkeeper may not pick up the ball from a pass back or kick in. If this is to happen, an indirect freekick is awarded just outside of the D in line with where the ball was passed from.
- A goal kick must be kicked from on the ground and the opposition team must be 5m back.

Law 8 – Offside:

- There is no offsides.

Law 9 – Free kicks:

- All free kicks are indirect (note penalty kicks are different) a goal may not be directly scored.
- Opponents must be at least 5m away until the ball is in play.

An indirect free kick is also awarded when any of the following offences is committed:

- Playing in a dangerous manner.
- NO slide tackling permitted in any competitions.
- Impeding an opponent without contact being made.
- Charging the goalkeeper in the penalty area.
- Goalkeeper handles the ball after it has been kicked deliberately to them by a teammate.
- Goalkeeper handles the ball after a kick-in by a teammate.
- Goalkeeper within their own penalty area handles the ball for more than 6 seconds.

Law 10 – The Penalty Kick:

- Penalty Kicks are taken from a point 5m away from the penalty area.
- Opponents must stand behind and at least 5m from the ball.

Law 11 – The Corner kick:

- Opponents must be at least 5m away from the ball; the ball is in play when it is kicked and clearly moves.

Rules of expulsion:

- The player Sent Off takes no further part in the match.
- Unless U12 or below, the player sent off must leave the vicinity of the field of play.
- The team of the player sent off plays short until the opponents score a goal or for 2 mins whichever comes first. The 2-minute punishment shall be controlled by the Referee and can continue into the second half if needed.
- The substitute for a player sent off can only enter the field with the prior permission of the Referee.

All players and referees must abide by these laws.

Terms and Conditions –

The following terms and conditions apply to your registration and participation in the GTFC Social Summer 6's competition:

1. Grange Thistle 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.
2. Under State Government Laws, smoking is prohibited from any area within a sports and recreation facility. Anyone caught smoking will be asked to leave the premises without exception.
3. All spectators are expected to abide with the Football Federation National Code of Spectator Behaviour. Please view this on our website.
4. All players are to acknowledge and meet the requirements under the fair play Code of Conduct which can be viewed on our website.
5. Registration fees must be paid in full before players will be allowed to play in the competition.
6. Players and teams must be registered through the Squadi registration team sign up in order to participate.
7. Players that are not currently participating in an outdoor club must select and pay in full, the summer football membership. This is for insurance purposes.
8. The Grange Thistle Football Club maintains the prerogative to refrain from rescheduling any matches, regardless of the situation.
9. The Grange Thistle Football Club retains the authority to make adjustments to age groups and categories as necessary for the effective administration of the competition. This might encompass actions such as limiting number of teams, amalgamating categories (if there are fewer teams than needed), or subdividing categories (such as creating Division 1 and 2).
10. All decisions made by the referee's and our officials are final and must be adhered to always.
11. Once the first game of the competition is played, the Grange Thistle Football Club will not provide any refunds to any players for any circumstances.
12. By proceeding with the registration, you are agreeing to and understanding these terms and conditions.

