



### **Currimundi - "Place of flying fox"**

This painting depicts the significance & traditional stories in the area.

The fish in the middle represent "mullet season" migrating.

The blue dolphin fins represent the story of our ancestors utilizing the significance of the local dolphins, "to push the schools of mullet closer to shore, where our people would wait with nets & spears "

The "kangaroo tracks" represent the kangaroos coming down the shore line, and a reminder to always walk forward, as the kangaroo never takes a backward step.

The blue oval shapes above the kangaroo tracks represent the local " shell fish" pipi shells, mussel shells, and our women collecting and gathering them.

The "U" shapes and lines represent our ancestors hunting and gathering.

The " dot circles with u shapes around them represent people from all walks of life coming together. The lines and dots next to them represent rain and the coming of a new season. The design work next to the rain represent fishing nets.



# Contact list

2026

## CUFC COMMITTEE

We are a mighty team of volunteers and would love for you to join us - please feel free to get in touch and see where you could help!



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**Vice President -**  
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**Grounds Coordinator -**  
Mark Kemen



**General Committee -**  
James Jeffrey

We are Currimundi

# The Currimundi United Football Club team and players:

- Are encouraged to be brave, play with freedom, and develop a genuine love for the game
- Stay curious as they explore their connection with the ball
- Express creativity and confidence in their play
- Build determination and resilience through challenges
- Embrace a growth mindset while learning new skills
- Make decisions without fear of mistakes, understanding that learning comes from trying
- Support one another and bring positive energy to their team
- Express themselves authentically on and off the field
- Show respect and integrity toward teammates, opponents, referees, coaches, volunteers, and our wider club community

## Our Approach to Player Development

Our holistic development model focuses on nurturing not just better players, but great teammates and confident young people.

### Technical Development

Structured, engaging training that strengthens both fundamental skills and game-ready techniques.

### Game Awareness

Helping players understand the flow of the game so they can make smart, confident decisions on the field.

### Physical and Mental Wellbeing

Building fitness, resilience, confidence, and positive decision-making habits.

### Individual Growth

Supporting each player's unique journey and helping them reach their potential at their own pace.

### Community-Focused Football

Creating an inclusive environment where everyone belongs, friendships grow, and a strong club culture thrives.

**We look forward to a fantastic season filled with development, teamwork, fun, and memorable moments across our CUFC community.**

**CURRIMUNDI UNITED FOOTBALL CLUB**

**Growing players. Building community. Loving the game.**

*we are currimundi*



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# CHILD PROTECTION POLICY



## BLUE CARD MANDATORY REQUIREMENT

All committee members, coaches, and managers **must hold a current Blue Card or Exemption Card**. Volunteers who do not have children participating in the competition must also obtain a Blue Card **before commencing any volunteer duties**.

- ✓ The Blue Card is completely free for all CUFC volunteers.

### Apply here:

<https://my.bluecard.qld.gov.au/login>

### Next Step:

After applying, please email the Secretary with your **reference number and date of birth** so you can be connected to the club system and receive your card promptly.

✉ [president@currimundifc.com](mailto:president@currimundifc.com)

⚠ **Please complete this as soon as possible.** A valid Blue Card is required for anyone working with children.

## Child Protection Policy

The SCCSA Child Protection Policy is available on the website under Policies and Procedures – Downloads.

This policy supports our core values, codes of conduct, and commitment to maintaining a safe, respectful, and inclusive environment. It ensures every person involved in our organisation is treated with dignity and protected from abuse, while clearly outlining legal and ethical responsibilities.

CUFC and SCCSA are committed to eliminating discrimination, harassment, and child abuse. Any breach of this policy may result in disciplinary action. This document should be read in conjunction with the SCCSA Rules of Incorporation and By-laws.

## Training and Attendance Register

Coaches and Managers are required to maintain a Training and Attendance Register for all practices, games, and team activities.

- ✓ This can be recorded in any simple format, such as a mobile app or notes on your phone.
- ✓ Registers must be completed consistently to ensure accurate records are maintained.

**Thank you for helping us create a safe and supportive environment for all players.**



## First Aid and Injury Information

First Aid Kits are located in the canteen, and an AED is available in the equipment room if required. Committee members are onsite and happy to assist with a walkthrough of these resources if needed. Ice is also available, and several committee members hold current First Aid qualifications.

## Report an Injury

An Injury Incident Report must be completed for any injury and submitted to the club within 7 days of the incident. Copies of this report are included in your folder for immediate use.

If a parent or guardian wishes to make an insurance claim, the required form can be found on the SCCSA website under General Information → Insurance. The form must be signed by a club official, forwarded to SCCSA Administration for completion, and then submitted to the insurance broker.

Medical information is collected during the registration process and provided to Coaches and Managers within this folder. This information is strictly confidential and must only be used for medical purposes. At the conclusion of the season, all medical information must be returned to the club for secure destruction.

## Code of Behaviour

By taking on the role of Coach and Manager you agree to abide by the SCCSA Codes of Behaviour and to have a current Blue Card or Exemption Card that is connected to the club

## BLUE CARD

Please email through your blue card details to [president@currimundifc.com](mailto:president@currimundifc.com) asap, we must link you to the club. These details also are on the SCCSA portal so you can gain access to your team sheets



# SCCOSA

## CODES OF BEHAVIOUR

### **PLAYERS**

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- Play for fun and enjoyment
- Play for the fun of it and not just to please parents and coaches.
- Play by the rules.
- Never argue with an official.
- Control your temper. Verbal abuse of officials or other players, deliberately fouling or provoking and throwing equipment is not acceptable or permitted in any sport.
- Work equally hard for yourself and your team. Your team's performance will benefit; so will you.
- Be a good sport. Cheer all good plays whether they be by your team or the other team.
- Treat all players the way you would like to be treated. Do not interfere with, bully or take unfair advantage of another player. This is extended to all social media outlets.
- Co-operate with your coach, teammates and opponents. Without them, there would be no game.

### **COACHES**

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- Children play for fun and enjoyment!
- Make a personal commitment to keep yourself informed of sound coaching principles and the principles of children's growth and development.
- Be reasonable in your demands on young player's time, energy and enthusiasm.
- Teach your players that the game rules are mutual agreements, which no one should evade or break.
- Whenever possible, group players according to age, height, skills and physical maturity.
- Avoid over-playing the talented players. The "just average" players need and deserve equal time.
- Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule or yell at children for making a mistake or losing a competition.
- Ensure that the equipment and facilities meet safety standards and are appropriate to the players' age and ability. The scheduling and length of practise times and competition should consider the maturity level of the children.
- Develop team respect for the ability of opponents and the judgment of officials and opposing coaches.
- Follow the advice of a physician when determining when an injured player is ready to recommence play.

### **PARENTS**

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- Children play for fun and enjoyment!
- If children are interested, encourage them to play. However, if a child is not willing, do not force them.
- Focus upon the child's effort and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to the ability by reducing the emphasis on winning.
- Teach children that an honest effort is as important as victory so that the result of each game is accepted without undue disappointment.
- Encourage children to always play according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children have involved with the organised sport for their enjoyment, not yours.
- Children learn best from example. Applaud good plays by both teams.
- If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, most officials give their time and effort for your child's involvement. Verbal and physical abuse is not acceptable on or off the field.
- Recognise the value and importance of volunteer coaches. They give up their time and resources to provide recreational activities for the children, and they deserve your total support

# MANAGERS DUTIES

*Managers and Coaches each have clearly defined roles, however collaboration is essential. By supporting one another, sharing responsibilities, and maintaining open communication, you help create a team environment that is organised, positive, and enjoyable for everyone involved.*



Every player should be given an equal opportunity to develop both individually and as part of the team, within a culture built on respect, encouragement, and teamwork.

Players are expected to demonstrate respect toward opposing teams and their supporters, honour the authority of referees and club officials, and accept all decisions without dissent.

## RESPONSIBILITIES AND DUTIES OF A MANAGER

### 1. Communication

Ensure all parents and players are kept informed about competition details, weekly draws, and club activities. Updates are shared via the Club's Facebook and Instagram pages, email communications, and the SCCSA website.

### 2. Equal Participation

Work closely with the Coach to ensure all players participate in an equal number of games and receive similar playing time wherever possible.

# MANAGERS DUTIES



## 3. Borrowing Players

If your team is unable to field enough players due to injury or absence, eligible players may be borrowed from other teams within the Club.

- For U9s and above, maintain a record of every borrowed player.
- A player may not participate in more than five games for another team within a season.
- This process must follow the rules outlined in your Team Book.
- Borrowed players must not be given preference over existing team members during matches.

## 4. Match Updates

Notify team members and parents of any late changes to the draw, match cancellations, or ground locations. The SCCSA website and Facebook page will always have the most current information.

## 5. Team Rosters

Coordinate parents and/or players to fulfil your team's allocated Field Set-Up or Canteen roster duties during home games.

## 6. Manager Identification

Managers are required to wear the official "Manager" polo shirt, supplied by the Club, at all matches for easy identification.

## 7. Technical Area

Only Coaches, Managers, and Players are permitted within the Technical (Substitution) Area during matches. Parents, siblings, and spectators must remain outside the marked zone.

# COACHES DUTIES



*Managers and Coaches each have defined responsibilities, but success comes from working together. Support one another, share the workload when needed, and foster an environment where the team operates smoothly and positively.*



Coaches set the tone. Lead by example and embrace a coaching style built on encouragement and constructive feedback. If something is not working, take a moment to reflect and adjust your approach. Positive reinforcement is key, and the “sandwich method” (positive feedback, constructive guidance, positive reinforcement) is an effective way to support player development.

Every player should be given equal opportunity to grow their individual skills while contributing to the team within an atmosphere of respect, harmony, and enjoyment.

Players should be guided to respect opponents and their supporters, honour the authority of referees and club officials, and accept all decisions without dissent.

## RESPONSIBILITIES AND DUTIES OF A COACH

### 1. Player Development

Coach and train the team to enhance football skills, fitness, teamwork, and overall performance. Recognise that players develop at different rates, and tailor drills to support varying abilities by clearly defining what success looks like for each individual.

# COACHES DUTIES



## 2. Team Selection and Positions

Select teams and allocate positions based on player skills and the overall benefit of the team. This is particularly important for U10s and above. While positional play is less critical for U9s and below, identifying strengths early helps players build confidence and develop position-specific skills.

## 3. Equal Participation

In partnership with the Manager, ensure all players participate in an equal number of games and receive similar playing time wherever possible.

## 4. Borrowing Players

If injuries or absences prevent your team from fielding enough players, eligible players may be borrowed from other teams within the Club.

- For U9s and above, keep a record of all borrowed players.
- No player may participate in more than five games for another team within a season.
- Borrowing must comply with the rules outlined in the Team Book.
- Borrowed players must not be given preference over registered team members during matches.

## 5. Training Coordination

Confirm training times during Team Meet Up Day in consultation with the Club Registrar. Training must occur at the allocated location and within the scheduled times, ensuring it does not interfere with other teams' sessions.

## 6. Coach Identification

Coaches are required to wear the official Club-issued "Coach" polo shirt at all matches for clear identification.

## 7. Substitutions

For U9s and above, substitutions must take place at the halfway line and only after the Referee signals approval. The incoming player must wait until the substituted player has fully left the field before entering.

## 8. Awards and Player Recognition (U11 and Above)

Best & Fairest – Opposition:

Nominate one opposition player (by shirt number) as Best & Fairest when requested by the Match Referee. This responsibility may be delegated to the Manager or another parent



# COACH & MANAGER TRAINING

To support you in your role and set you up for a successful season, both the Club and SCCSA offer dedicated information sessions and coaching clinics. These sessions provide valuable guidance, practical tools, and an opportunity to build confidence ahead of the season.

## **Currimundi Football Club – Coach & Manager Information Session**

 **Date: 3<sup>rd</sup> of March**

 **Location: TBC**

This informal and relaxed session is designed to share helpful tips and key information for Coaches and Managers. It is highly recommended for new volunteers and equally beneficial for returning Coaches and Managers seeking additional support or clarity in their roles.

## **SCCSA Coaching Clinics**

 **Tuesday 10 March | 6:30 – 8:30 PM**

 **Currimundi United Football Club**

 **Ages: U6 – U10**

These entry-level coaching sessions are ideal for developing a strong understanding of the coaching role. Coaches will gain practical drills, engaging activities, and expert guidance to help create positive and effective training environments for their teams.

 **RSVP: [admin@sccsa.org.au](mailto:admin@sccsa.org.au)**



# PLAYER OF THE MATCH

## GAMEDAY VOUCHERS

Each team has been provided with enough Player of the Match vouchers for one player per game. Unfortunately, we are unable to supply additional vouchers, so please manage these carefully throughout the season.

To ensure fairness, we encourage you to keep track of recipients each week so that all players have the opportunity to be recognised.

### 📸 Celebrating Our Players

Please take a photo of the Player of the Match after each game (with parental consent) and send it through to the club. We love highlighting our players and celebrating their achievements across our community channels.

### HOME GAMES

For home fixtures, you will also receive a club voucher to present to a player from the opposing team who demonstrates outstanding effort, sportsmanship, and embodies the Currimundi values.

Again, please capture a photo (with parental consent) and forward it to us after the game.

Rest assured, the club will always obtain written consent from parents or guardians before publishing any images.

Thank you for helping us recognise great effort, positive attitudes, and the spirit of the game.

**CURRIMUNDI UNITED FOOTBALL CLUB**

**RECOGNISING EFFORT. CELEBRATING CHARACTER. BUILDING COMMUNITY.**



# A MASSIVE THANKS TO OUR CLUB SPONSORS



NICKERSON & CO  
PROPERTIES



Sunshine Coast South



IF YOU WOULD LIKE TO SPONSOR THE CLUB GET IN TOUCH TODAY!

*we are currimundi*

# UNIFORM



## UNIFORM REQUIREMENTS **GAME DAY**

- Arrive ready to play in club shirt or training shirt, shorts and socks
- shin pads
- football boots
- no jewellery

Please ensure that all players have their own water bottles and take adequate water, hydration and nutrition both training days and game days.



# WET WEATHER

## TRAINING & GAME DAY UPDATES

At Currimundi United Football Club, player safety and field preservation are always our priority. While we aim to train and play whenever possible, there are times when weather conditions make this unsafe.

 How do we decide to close fields?

Training and games may be cancelled when:

- There is significant water pooling
- The surface is unsafe for players
- Playing would cause excessive damage to the fields

If conditions worsen during training, coaches will monitor safety and stop the session if required.

For games, once fields are open, the referee has the final decision on whether play can proceed.

Safety always comes first.

 When are decisions made?

### TRAINING

We aim to inspect fields and communicate closures by 2:00pm wherever possible.

Teams will be notified via the WhatsApp Coaches and Managers chat groups with updates and any alternative arrangements.

### HOME & AWAY GAMES

Fields are inspected:

- At least 3 hours before the first game, or
- From 6:00am on game day

For home games, closures are submitted to the SCCSA and updated in the WhatsApp chat groups

For away games, check the SCCSA's Facebook page for morning updates and we will also update via WhatsApp.

CUFC will always communicate updates to families as soon as information becomes available.

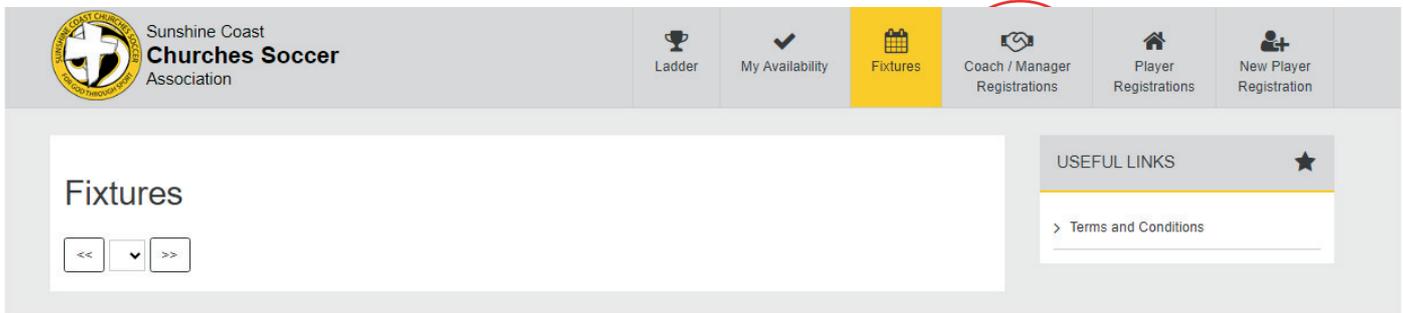
### Catch-Up Rounds

All Competition fixtures impacted by weather will be rescheduled unless declared a "washout".

Thank you for your flexibility and support throughout the season. Living on the Sunshine Coast means a little rain is part of the game — but together we ensure football remains safe, positive, and enjoyable for everyone.

## Registration for Coach and Managers

1. Click on link <https://fixtures.sccsa.org.au/login>
2. Either sign into account or create a new account
3. Click on Coach / Manager registration tab



The screenshot shows the website's navigation bar with the following elements:

- Logo: Sunshine Coast Churches Soccer Association
- Menu items: Ladder, My Availability, Fixtures (highlighted in yellow), Coach / Manager Registrations, Player Registrations, New Player Registration

Below the navigation bar is a 'Fixtures' section with navigation arrows and a 'USEFUL LINKS' section containing a link to 'Terms and Conditions'.

4. Volunteer fills out the form with the details

## Coach / Manager Registration

<p>Club: Seniors</p> <p>Age Group (optional): Womens</p> <p>Team (optional): </p> <p>Type: Coach</p>	<p>First Name: Billie-Kay</p> <p>Last Name: Kerle</p> <p>Phone: 0467936208</p> <p>Email: admin@sccsa.org.au</p> <p>Blue Card Number: 444666611</p> <p>Blue Card Expiry: 25/10/25</p> <p>Date of birth: 04 / 02 / 1980</p> <p>Parent of Child <input type="radio"/> yes <input checked="" type="radio"/> no</p>
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I agree to abide by the [SCCSA code of conduct](#)

Submit Registration

5. Submit Registration.

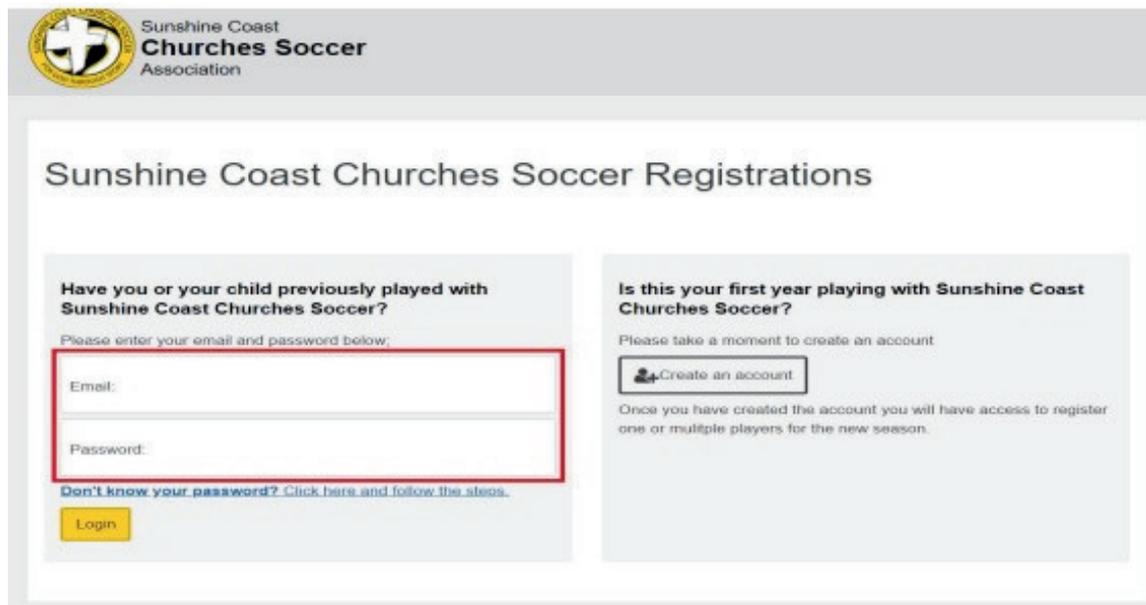
## SCCSA Online Platform – Manager/Coach User Guide

### Step 1 – Logging In

The team manager or coach is responsible for signing players in to the game. This can be done up to 24 hours before the game commencement time, and altered as the coach or manager is advised of players not playing, and therefore need to be removed.

Go to <https://fixtures.sccsa.org.au/login>. This page can also be found by click the 'Account Login' button on the SCCSA Homepage.

Log in using the email address and password that you used to register a player, or your club has recorded on the team information as team coach or manager.



The screenshot shows the login page for Sunshine Coast Churches Soccer. At the top left is the logo and text: "Sunshine Coast Churches Soccer Association". The main heading is "Sunshine Coast Churches Soccer Registrations". There are two main sections:

- Have you or your child previously played with Sunshine Coast Churches Soccer?**  
Please enter your email and password below:  
Email: [input field]  
Password: [input field]  
[Don't know your password? Click here and follow the steps.](#)  
[Login button]
- Is this your first year playing with Sunshine Coast Churches Soccer?**  
Please take a moment to create an account  
[Create an account button]  
Once you have created the account you will have access to register one or multiple players for the new season.

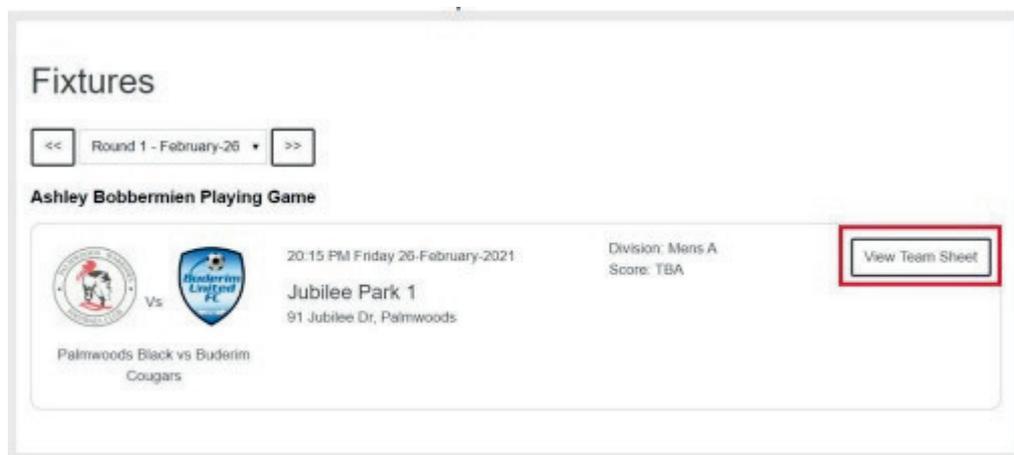
### Troubleshooting:

- If you haven't registered a player under your email address you will need to create an account.

### Step 2 – View the Team Sheet

Use the arrow keys to go to the current game.

Click the 'View Team Sheet' button to open the team sheet.



The screenshot shows the "Fixtures" page. At the top, there are navigation arrows and a dropdown menu showing "Round 1 - February-26". Below this is the heading "Ashley Bobbermien Playing Game". The main content area displays a game entry:

- On the left, there are two club logos: Palmwoods Black and Buderim Cougars.
- In the center, the text reads: "20:15 PM Friday 26-February-2021", "Jubilee Park 1", and "91 Jubilee Dr, Palmwoods".
- On the right, it says "Division: Mens A" and "Score: TBA".
- At the bottom right of the game entry, there is a button labeled "View Team Sheet" which is highlighted with a red box.

## Troubleshooting:

If no fixtures are displayed, ask your club to check that you are allocated as a coach or manager to the team first, and if this does not solve the problem, call or email SCCSA Admin (admin@sccsa.org.au, 5493 6208).

- Quick fix (on game day): Get a player (or player parent) in the team to log in and complete the team sheet - all players in the team are able to do the team sheet.
- Proper fix: As above, contact the club to make sure you are correctly allocated to the team as the coach or manager.

## Step 3 – Sign In

You will be able to load players to a game 24 hours before the game commencement time, and it will close 3 hours after the game. If you have pre-loaded your team, and notice that you need to change a player number, you will need to remove the player from the game, then re-load them to get the option to change the number.

Otherwise, as players arrive click the 'Playing' button to turn it into a 'Yes', changing the player number if necessary. When you have completed the full team, click "Save and Return to Fixtures". For the first game, you may have to input each players shirt number - see below all the players have shirt numbers carried over from a previous game, so the manager did not have to do this. You will see a blank square when the playing shirt numbers have not been loaded yet.

**Make sure you update player's shirt numbers whenever there is a change of number.**

### Signing In

SHIRTS	NAME	DOB	PLAYING	GOALIE
1	Alexander Lastname	1/1/2000	No	1st
2	Christopher Lastname	1/1/2000	Yes	
3	Caleb Lastname	1/1/2000	Yes	
5	Andrew Lastname	1/1/2000	Yes	
8	Chris Lastname	1/1/2000	Yes	
7	Martin Lastname	1/1/2000	No	
8	Thomas Lastname	1/1/2000	Yes	
9	Ashley Lastname	1/1/2000	Yes	
10	Tyson Lastname	1/1/2000	No	
12	Keiham Lastname	1/1/2000	Yes	
14	Jared Lastname	1/1/2000	No	

To indicate which player is the goalie, there is a box next to each player, click once for "1st", twice for "2nd" and three times for "both".

When you have completed the full team, click "Save and Return to Fixtures".

If a player arrives late, sign that player in before they enter the field. A player who arrives after half time is too late, and not allowed to play.

If you have a fill in player, click the 'Add Fill-In Player' button, search for the players name and click the 'Add' button. If the player can't be found, check again with the player/parent for correct spelling of the player name according to how they are registered - if you don't have a correct match, you will not locate the player. For example, "Lucy" may be registered as "Lucinda".

**Managers and coaches are responsible for ensuring any fill-in player is eligible to play in your team - check the By-Laws on the SCCSA webpage for player eligibility rules, or ask your club Executive for advice. Fines apply for using incorrect players.**

SHIRTS	NAME	DOB	PLAYING			
1	Alexander		Yes			
2	Christopher		Yes			
3	Caleb		Yes			
5	Andrew		Yes			
6	Chris		Yes			
7	Martin					
8	Thomas					
9	Ashley	Jameson	Routledge	Senior	Muppets	Add
10	Tyson	James		U17	Bandcoots	Add
12	Kethan	Martin	James	Senior	Black	already playing
14	Jarrod	James	Stevenson	Senior	Chiefs	Add
17	Daniel					
22	Kie					No

Search for Player:

*Adding a fill-in*

**Key User Information:** You will be able to load players to a game 24 hours before the game commencement time, and it will close 3 hours after the game. If no players have been loaded, the system will generate an automatic email reminder to the manager – this is timed at 2 hours after the commencement time for the game. If the manager is away, all players (registration email address) have access this portal and can take over the sign-in responsibilities for that game. Make arrangements ahead of time for another parent to do the manager’s job if you will be absent for a game, passing on these instructions to that person.

### Manager Feedback button

The Referee is responsible for uploading the score when the game has been completed. If you see a score that you do not agree with, use the “Send Game Feedback to SCCSA” button to advise this. (SCCSA will check with the Referee and the other team, and the score will be amended if all agree that it is incorrect.) **No need to send feedback regarding what you think the game score is - each feedback submission creates an email to SCCSA Admin (who diligently check each email, but unnecessary emails create extra work).**

Zayden Trickey	<input type="button" value="No"/>
Charlie Fenton	<input type="button" value="No"/>

## Appendix 1-Laws of Rooball (U9 and U10)

These rules are for playing within the SCCSA and may differ slightly from the rules of other soccer associations. Modifications have been made to some FIFA Laws of the Game, to facilitate the transition from the U6-U8 Rooball game to the full-field game.

**GAMES ARE NON-COMPETITIVE** – There are no points table or championships.

### LAW 1 – THE FIELD OF PLAY

The field of play must be rectangular and marked with lines. These lines belong to the areas of which there are boundaries. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 7m is marked around it.

The length of the touch line must be greater than the length of the goal line.

Length (touch line):	minimum 60 m	maximum 70 m
Width (goal line):	minimum 45 m	maximum 50 m

The goal area is a semi-circle with a 7-metre radius this is marked on the field from the centre of the goal line.

A flag post, not less than 1.5 m high, with a non-pointed top and a flag must be placed at each corner. A quarter circle with a radius of 1 m from each corner flag post is drawn inside the field of play.

A goal must be placed on the centre of each goal line.

The distance between the posts is

Length:	minimum 5 m	maximum 6 m
Height:	2 m	

### LAW 2 – THE BALL

All matches are played with a size 4 ball.

A match ball must be given to the referee before the start of the match by both teams.

### LAW 3 – THE NUMBER OF PLAYERS

A match is played by two teams, each consisting of not more than nine players one of whom is the goalkeeper and up to five interchange players. A match may not start if either team consists of fewer than six players. Teams may borrow players from other teams to make up numbers.

Interchange is unlimited, however the following conditions must be observed

- The Referee must be informed and have acknowledged the interchange.
- Interchange is only done during a stoppage in play (throw in, goal kick, corner, after goal scored or after injury).
- Interchange player must enter the field at the halfway point and only after the player being replaced has left the field.

NB- No infringement or sanction will be given, however the referee will give an incident report if Law 3 is persistently ignored after instruction is given.

### LAW 4 – THE PLAYERS' EQUIPMENT

A player must not use equipment or wear anything that is dangerous to themselves or another player (including any kind of jewellery).

The basic compulsory equipment of a player comprises the following separate items:

- Club jersey– if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt.

- Club Shorts – if tights are worn, they must be of the same main colour as the shorts.
- Club Socks
- Shin guards (covered entirely by socks, made of rubber, plastic or a similar suitable material and provide reasonable degree of protection)
- Footwear

### **Colours**

- The two teams must wear colours that distinguish them from each other
- Each goalkeeper must wear colours that distinguish them from the other players

In the event of any infringement of this Law the player at fault is instructed by the referee to leave the field of play to correct their equipment and must have the permission of the referee before re-entering the field of play.

### **LAW 5 – THE REFEREE**

Each match is controlled by a referee who has full authority to enforce the Laws of the Game.

The Referee:

- enforces the Laws of the Game
- controls the match in cooperation with the assistant referees and, where applicable, with the fourth official
- ensures that any ball used meets the requirements of Law 2
- ensures that the players' equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or abandons the match, at their discretion, for any infringements of the Laws
- stops, suspends or abandons the match because of outside interference of any kind
- stops the match if, in their opinion, a player is seriously injured and ensures that they are removed from the field of play
- allows play to continue until the ball is out of play if a player is, in their opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and send-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the field of play and its' immediate surrounds
- ensures that no unauthorised persons enter the field of play
- indicates the restart of the match after it has been stopped
- provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The online team sheet must be correctly completed before the start of the match. A player arriving late may take part in the game once the referee has been notified and their equipment has been checked. The late player must be added to the online team sheet before they take the field.

### **LAW 6 – THE ASSISTANT REFEREE**

There are no assistant referees allocated to these matches, however the referee may give permission to a responsible person from each team to indicate when the ball is out.

### **LAW 7 – THE DURATION OF THE MATCH**

The duration of the match is two 25 minutes halves with a 5 minute break at halftime. Games will commence at the advertised time; there is no time added on for stoppages or injuries.

### **LAW 8 – THE START AND RESTART OF PLAY**

A kick-off shall start or restart play, for the start of the match, after a goal has been scored, and the start of the second half.

A goal may be scored directly from the kick-off.

The procedure for a kick-off:

- At the start of the match teams must enter the field of play from the halfway mark, in a line after the referee has signalled them by a whistle to come on.
- A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.
- The other team takes the kick-off to start the match; therefore the team that wins the toss takes the kick-off to start the second half of the match.
- In the second half of the match, the teams change ends and attack the opposite goals.
- After a team scores a goal, the kick-off is taken by the opposing team.
- All players must be in their own half of the field of play.
- The opponents of the team taking the kick-off are at least 7 m from the ball until it is in play.
- The ball must be stationary on the centre mark.
- The referee gives the signal to kick off.
- The ball is in play when it is kicked.
- The kicker must not touch the ball again until it has touched another player.

If the player taking the kick-off touches the ball again before it has touched another player then a 2nd attempt is given. If the same infringement occurs after the 2nd attempt an indirect free kick is awarded to the opposing team to be taken from the position of the ball when the infringement occurred.

In the event of any other infringement of the kick-off procedure, then the kick-off is re-taken.

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.

If any of the following infringement occurs, the ball is dropped again:

- If it is touched by a player before it makes contact with the ground.
- If the ball leaves the field of play after it makes contact with the ground, without a player touching it.

#### **LAW 9 – THE BALL IN AND OUT OF PLAY**

The ball is out of play when it has wholly crossed the goal line or touch line whether on the ground or in the air or play has been stopped by the referee.

The ball is in play at all other times, including when it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play or it rebounds off the referee when they are on the field of play.

#### **LAW 10 – THE METHOD OF SCORING**

All players are allowed to play and score within the semi-circle goal area.

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

#### **LAW 11 – OFFSIDE**

It is not an offense to be in an offside position. Offside becomes an offence when the player in an offside position becomes involved in active play.

Offside will not be penalised in this game, however deliberately placing a player in a position to gain unfair advantage is contrary to the spirit of the game and is discouraged. The referee may verbally caution the players doing this or penalise such as unsporting behaviour.

#### **LAW 12 – FOULS AND MISCONDUCT**

*Fouls and misconduct are penalised as follows:*

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent

- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned, for which play is stopped to caution or send off a player

A free kick is awarded to the opposing team if a goalkeeper, commits any of the following offences:

- controls the ball with their hands for more than six seconds before releasing it from their possession
- touches the ball again with their hands after they have released it from their possession and before it has touched another player
- touches the ball with their hands after it has been deliberately kicked to them by a team-mate
- touches the ball with their hands after they have received it directly from a throw-in taken by a team-mate

A player is cautioned and shown the yellow card if they commit any of the following seven offences:

- unsporting behaviour
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- deliberately leaving the field of play without the referee's permission

An interchange player is cautioned if they commit any of the following three offences:

- unsporting behaviour
- dissent by word or action
- delaying the restart of play

A player or interchange player is sent off if they commit any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own goal area)
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player or interchange player who has been sent off must leave the vicinity of the field of play and the technical area.

### **LAW 13 – FREE KICKS**

A free kick is awarded for any of the offences outlined in Law 12. All free kicks in this game are indirect.

The referee indicates an indirect free kick by raising their arm above their head. They maintain their arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded and if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

The ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.

All opponents must be at least 7 m from the ball until it is in play. When a free kick is taken and the opponent is closer to the ball than the required distance, the kick is retaken.

The ball is in play when it is kicked and moves.

#### **LAW 14 – THE PENALTY KICK**

There are no penalty kicks in this game. If a free kick is awarded to the attacking team inside the goal area, the kick must be taken from the edge of the goal semi-circle. Defending players may stand on their goal line.

#### **LAW 15 – THE THROW IN**

A throw-in is a method of restarting play.

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal cannot be scored directly from a throw-in.

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over their head
- delivers the ball from the point where it left the field of play

All opponents must stand no less than 2 m from the point at which the throw-in is taken.

The ball is in play when it enters the field of play.

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

If, after the ball is in play, the thrower touches the ball again before it has touched another player, a free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

If an opponent unfairly distracts or impedes the thrower, they are cautioned for unsporting behaviour.

For any other infringement of this Law the throw-in is re taken by the player for a 2nd attempt. Following two foul attempts possession passes to the opposing team.

#### **LAW 16 – THE GOAL KICK**

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is kicked from any point within the goal area by a player of the defending team.

Opponents must remain 7m from the ball until it is in play.

The kicker must not play the ball again until it has touched another player.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, a free kick is awarded to the opposing team.

In the event of any other infringement of this Law, the kick is retaken.

#### **LAW 17 – THE CORNER KICK**

A corner kick is a method of restarting play.

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a corner kick, but only against the opposing team.

The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line.

The corner flag post must not be moved.

Opponents must remain at least 7 m from the corner arc until the ball is in play.

The ball must be kicked by a player of the attacking team.

The ball is in play when it is kicked and moves.

The kicker must not play the ball again until it has touched another player.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, a free kick is awarded to the opposing team.

In the event of any other infringement of this Law, the kick is retaken.

### **TECHNICAL AREA**

Each field should have an area marked out as a technical area for each team either side of the halfway line. It should be at least 2m from side line.

THE TECHNICAL AREA IS THE DESIGNATED SEATING AREA FOR THE COACH, MANAGER AND PLAYERS. ONLY ONE COACH, ONE MANAGER AND INTERCHANGE PLAYERS WHO ARE ENTERED ON THE TEAM SHEET AND CAPABLE OF TAKING THE FIELD ARE ALLOWED IN THE TECHNICAL AREA.

Players who are injured prior to the game and therefore are not participating in the game must not be in the technical area.

Interchange players are to remain seated while in the area unless preparing to take the field. They should warm up behind the technical area. They are to stand only when about to take the field at which point they will come to the halfway mark.

Coaches and managers are to encourage parents and spectators to sit on the opposite side of the technical area where grounds allow for this, or at least 3m from the technical area.

### **THE COACHES**

Coaches are not permitted to enter the field of play unless called on by the Referee. Coaches may walk their team's defensive sideline ONLY after requesting permission from the Referee.

### **SPECTATORS**

Are not to be in the technical area and must be at least 3m away from the technical area, nor stand along the goal line or behind the goals to a distance of 7m.