



## ***League Details***

The leagues will consist of a designated amount of rounds followed by two weeks of finals; with the teams placed into a top and bottom tier. Teams earn 3 points for a win, 1 point for a draw and zero points for a loss. Ranking will be based on goal difference followed by most goals scored. If a final is drawn there will be a penalty shoot out, if still undecided then season ranking will determine the winner.

### **Playing Conditions / Game Duration**

All games will commence at the scheduled time, any delays will result in a shortened game duration. Half time will be a five-minute break after which teams swap ends and recommence play immediately. Unlimited substitutes are allowed, but substitutes can only enter the field of play once the player they are replacing has left. Due to safety reasons, no more than 10 players (five from each team) are able to be present on the pitch at one time.

### **Payment Breakdown**

11 Week League: \$880.00  
Registration Fee: \$320.00  
Remaining Payments: \$560.00  
Weekly Payments: \$80.00

A minimum weekly payment of \$80.00 is required to be paid by each team before each match – additional payments are welcome.

### **Total Game Duration**

45 minutes  
20 minutes per half, 5 minutes for half time

Only officials, players and substitute players can enter the field of play. Teams will be allowed a five-minute warm up prior to match commencement on the playing surface; it should be noted that kicking of balls to warm up on surrounding property other than the playing arena is prohibited.

Goals Australia promotes a friendly environment and shares its ground with Emerald Lakes Golf Club, as it is a community facility we do not tolerate any form of inappropriate language / swearing or bad behaviour. Penalties will be enforced and may include deduction of points, fines or expulsion. Any on or off field violence, including verbal abuse or assault of officials and staff will result in automatic expulsion from the competition with no refund of league fees.

Goals Australia is a fully licensed facility but no alcohol is to be taken or consumed on the pitches at any time. Bins will be provided for the placement of all rubbish. Goals Australia is fully 4G synthetic turf; therefore wet weather will rarely enforce a cancellation of games. However, if lightening is nearby officials will suspend games and ask all players and

spectators to take cover. If play is suspended for more than 20 minutes, games will be called off resulting in one point awarded to each team. Cancelled games will not be played at another time. Information on possible weather disruptions will be available via phone or email.

All players must be registered; officials may conduct registration checks to ensure all teams comply. Any team playing a disqualified, unregistered player or a player from another team will automatically forfeit the game and be fined \$80. Additional players can be registered until round four, players must play four matches to qualify to play in any finals.

Teams may register up to 10 players and it is their responsibility to provide a goalkeeper and four players per match. A minimum of three players and a goal keeper must take the pitch for a full points awarded match to commence. Games will not be delayed for teams that are short of players waiting for additional players to turn up. If a team does not have enough players to commence play they will automatically forfeit the match. Forfeited games result in 3 points being awarded to the non-forfeiting team. Once a team has declared a forfeit they may borrow players from other teams to enable a friendly match to be played. If no match is possible due to insufficient numbers the forfeiting team will be fined \$160; this covers your match fee and the opponents match fee. Any team forfeiting 3 times will be expelled from the competition, without refund.

Teams are responsible for the provision of their own equipment and team attire. Goalkeepers are to wear a contrasting colour to their team mates. Only football boots with moulded soles are permitted. Players with screw-ins or metal studs will not be allowed to play. Touch football shoes or trainers are acceptable but not recommended. All players must wear shin pads, any players found not to be wearing shin pads will be asked to leave the field.

Substitution of field players is permitted at any time. No stoppage in play is required and the referee does not need to be advised. A change of goalkeeper must be acknowledged authorised by the referee.

Five a side football is a non-contact sport. Rough challenges will attract free kicks, yellow/red cards or suspension. Slide tackling or tackling from behind or unnecessary body contact is not permitted and will result in an automatic yellow card. Two yellow cards for a player in a match is equivalent to a red card and the player will take no further part in the match. If a red card is given to a player, that player must immediately leave the playing area and will take no further part in the match. For the following five minutes, the red-carded player's team will play with one less player after which time, as instructed by the referee, one of the penalised team's substitutes may enter the field to return the team to full strength.

Failure to comply with any of the playing conditions may result in point deductions, fines and or team or player expulsion. If a fine is imposed teams will not be able to play until all outstanding fines are paid. There is a no refund policy for any player or team that withdraws or is expelled from the league.