



CROOKWELL SOCCER CLUB

Rules and Laws for Crookwell Social Summer Soccer

1. OBJECTIVES: To facilitate the enjoyment & recreational benefits of modified soccer in a relaxed social and fun atmosphere for all members of the community.

2. SOCIAL SUMMER SOCCER COMPETITION COMMITTEE

Coordinators:	Tim Skidmore & Jeremy Smoother
Committee Chairperson:	David Shepherd
Treasurer:	Rebecca George
Committee Members:	Crookwell Soccer Club Committee
Judiciary Committee:	Any 2 members of the Social Summer Soccer Committee

Postal address:	PO Box 100, Crookwell NSW 2583
Email:	crookwellsoccerclub@hotmail.com
Website:	www.crookwellsoccerclub.com
Contact Number:	0402 496 122 (Tim Skidmore)

- 3. VENUE:** Lin Cooper fields, Crookwell NSW
- 4. FIELDS:** Up to six (6) junior fields to be used
- 5. COMPETITION DAY:** Mondays
- 6. TIME SLOTS:** 5.45pm and 6.30pm
- 7. REGISTRATION:**

Last day for team registration will be Monday 19 October 2026 at 4pm.
No team registrations will be accepted after this date.

Maximum 20 teams to be registered. 'First come – first in' basis for teams that complete all registration requirements. The first 16 teams to be registered will be guaranteed in the competition.

8. MANDATORY TEAM CAPTAIN & DUTY REFEREE:

Each team must nominate a Team Captain. The team captain will be responsible for distributing the game schedule and ensuring there is a duty referee for the game your team is scheduled to referee. Whistles and rules of the games will be available on the night.

If a referee is not in attendance to referee from the start of the scheduled game, the nominated team will lose 3 points.

9. COMPETITION DATES (subject to adjustment):

2026: 2nd November – 14th December

2027: 1st February – 15th March: 12 games plus finals.

Note: The number of game days may be altered to best accommodate the season draw & finals as required.

10. FINALS DATES

8th and 15th March 2027: Finals

Note: Due to insurance cover termination, the games must be completed prior to 31 March 2027.

11. DIVISIONS

Two divisions if enough community interest.

12. REGISTRATION & I.D REQUIREMENTS

- (a) Each player must be able to produce proof of identity and date of birth upon registration.
- (b) Player I.D cards are not required.
- (c) Team must register a minimum of five (5) players.
- (d) The last day for registering additional players or de-registering players who have not taken the field of play at all is Monday 16th November, prior to 4pm.
- (e) The minimum ages to be eligible to play shall be:

Men – turning a minimum of 14 years of age in the calendar year 2026.

Women – turning a minimum of 14 years of age in the calendar year 2026.

Or registered with Crookwell senior soccer in the Winter Season 2026.

Each team will complete one form called 'Social Summer Soccer Team Registration Form'. Each player for the team who signs this form is acknowledging they have read and understood the following attached documents.

- Players Code of Conduct
- Spectator's Code of Conduct

Each team will be given a copy of the rules; it is the responsibility of the team captain to ensure all players are aware of the rules prior to playing.

Any forms and information leaflets will be available on www.crookwellsoccerclub.com
Player insurance: Our scheme does not include minor injuries i.e. breaks, sprains, injuries or cuts. It does not include reimbursement of medical expenses, loss of wages or legal expenses. The Crookwell Soccer Club recommends each player consider taking out personal injury insurance at their own expense.

13. CODES OF CONDUCT

All players, managers, team officials and spectators are required and expected to abide by the Crookwell Soccer Club Codes of Conduct and the Football Australia - National Code of Conduct and Ethics.

14. COSTS

Each Team will pay a total of **\$250.00**. A team may not be registered with less than five (5) players.

15. MONETARY FINES

The Summer Soccer committee may fine a team for inappropriate conduct or failing to comply with the rules.

16. RULES

- (a) These rules shall cover the social summer soccer conducted by the Crookwell Soccer Club Inc.
- (b) These rules and regulations are subject to alteration as required, by a simple majority vote of the Crookwell soccer committee.
- (c) Any matters not included in the rules and regulations must be referred to the Crookwell soccer committee, whose decision shall be final.
- (d) Following the closing date for team nominations, the Crookwell soccer committee shall meet to arrange suitable games / draw for the season. No late entries will be permitted unless they can replace a bye in the draw.
- (e) The size in terms of the total number of participating teams is limited. Team nominations are accepted only when the full base team fee & player insurance levies are paid. Part payment of these fees does not guarantee entry.
- (f) All players are required to abide by the Crookwell Soccer Club's Player's Code of Conduct.
- (g) All Spectators and Parents of children under the age of 18 years playing are required to abide by the Crookwell Soccer Club's Spectator's Code of Conduct.
- (h) If teams finish on equal points at the end of the season, then the team position shall be determined by:
 - (1) The team with highest goal difference by deducting from the total number of goals scored by each team less the number of goals scored against that team, or if that be equal then by;
 - (2) The team with highest number of goals scored; or if that be equal then;
 - (3) The results of previous games between the teams during the season, whereby the team with most wins of previous games proceeds to finals. If there are equal wins, then the team with best goal difference from all previous games between these teams proceeds to the finals.
- (i) In the event of the withdrawal of any teams before the conclusion of the competition, all points previously allocated in games in which they have taken part shall be deleted and the goals for and against adjusted accordingly.

Note: Teams that withdraw will forfeit their team registration fees, insurances & bond. Further penalties may be imposed at the discretion of the Crookwell soccer committee.

17. POINTS

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|-----|------------------------------------|-----------------------|
| (a) | Win | 3 points |
| | Score draw | 2 points |
| | Scoreless draw | 1 point |
| | Loss | 0 points |
| | Bye | 0 points |
| | Win by forfeit | 3 points (3 goals) |
| | Team forfeit | 0 points (-3 goals) |
| | Fielding unregistered player | -2 point |
| | Failure to do duty requirements... | -2 points & team fine |
- (b) Depending on the number of teams nominating, the fixtures committee shall determine the number of rounds in each season. Full rounds need not be played.
- (c) Where possible the Crookwell soccer committee will complete the draw to best accommodate the number of teams nominated.
- (a) At the completion of the competition round(s), the four (4) highest ranked teams by points will play off for the right to be Summer Soccer Champions. The order of play in the semi-final shall be:
(Team 1 plays team 4) & (Team 2 plays team 3) - The winner of these matches advance to the Grand Final.
- (e) The Crookwell soccer committee reserves the right to alter the rules for semi-finals, and grand finals.
- (f) In the event of drawn games in all finals games, two equal halves of five (5) minutes extra time shall be played in all divisions unless a goal is scored in extra time by way of a 'Golden Goal' i.e. the team scoring the first goal in extra time wins the game.
- In the event of the game resulting in a zero score after 10 minutes extra time has been played the following shall decide the winner;
- Three (3) penalty kicks per team taken alternately, if still equal after this, one (1) penalty kick per team shall be taken until one team gains a lead after an equal number of kicks. No player may be replaced after the end of extra time.
- (g) It is the responsibility of each team playing on each field to visually check the goal posts are secure before the game.

18. REFEREE SCORE CARDS

In all soccer games the Duty Referee will complete a score card by noting correct team scores and names of goal scorers and hand in to one of the coordinators.

19. PROTESTS/DISPUTES

A protest/dispute may be lodged on any matter relating to or arising out of the social summer soccer season. Protests may be lodged on the night on which they occur. All protests/disputes will be heard by the Crookwell soccer committee whose decision on the matter shall be final. A decision will be made on the night of protest whenever possible.

20. WET WEATHER

In the event of inclement weather conditions, a decision will not be made until it is clear to the Crookwell soccer committee, that conditions are unsuitable for play.

It is the responsibility of each team captain to contact a coordinator or check Crookwell Soccer Facebook page to see if the games scheduled have been cancelled.

General rule of thumb, games are typically only cancelled where there is hail or lightening.

In the event of games commencing and later games from the same division being washed out, the complete round will be declared null and void.

21. LAWS OF THE GAME

LAW 1 The field of play will be approximately one half of a full-size soccer field. Rooball type goal posts only will be used. The goal posts are approximately 1.8 metres high x 3 metres long. A semi-circle of approximately 6 metres will be marked around the goals indicating the goalkeeper's area. Goalkeepers may roam anywhere on the field but can only use their hands or arms to control the ball when inside their own 6 metre semi-circle area. All other players **cannot** enter this semi-circle. A halfway line, sidelines, and a penalty spot at 7 metres from the goal line will also be marked.

LAW 2 Size 5 balls will be supplied by the Crookwell soccer committee.

LAW 3 The number of registered players per team will be a minimum of five (5) per team. There will be a maximum of five (5) players per team including the goalkeeper on the field of play at any one time. Of the five players, two female players will be on the playing field at all times. If agreed upon by both teams prior to the commencement of the game, the maximum number of players may be increased to six for the duration of that game. There will be unlimited interchange and no suspension of play whilst this takes place. Interchange requires the player to have left the field prior to the new player entering the field of play. Interchange for both teams must occur on the same sideline, within 5 metres of where the halfway line intersects the sideline. A change of goalkeeper is allowed at any time, but only after the acknowledgment by the referee.

LAW 4 Players are encouraged to wear moulded boot footwear, 'grasscat' type or sandals. Shin pads are compulsory and it is the player's responsibility to ensure that their shin pads cover a minimum of 75% of their leg shins nominally between their ankle and knee. Simple T-shirts of the same colour is all that is required for a team strip. Club shirts are also acceptable; however, this simple rule allows players from different clubs/friends/work colleagues etc to join together and play without having to be affiliated with a particular club. Shirts numbers are not required.

LAW 5 Team duty referees (as appointed) will control each game. A representative from the duty team must be available to referee or assist the referee for all games as appointed. **The team captain MUST organise somebody from their team to referee or assist the referee for games as appointed. Failure of a duty team to provide a referee will result in a loss of TWO (2) competition points.**

LAW 6 Assistant referees will be used where possible.

LAW 7 The duration of the game will be 20 minutes halves with a half time interval. Games starting after the scheduled time may be shortened, so that later scheduled games are not delayed.

LAW 8 Start of play will be kick off after referee's whistle.

LAW 9 Ball in and out of play will be the same as winter soccer rules.

LAW 10 Method of scoring: All goals must be scored from outside the goalkeeper's area or on the line of the goalkeeper's semi-circle area; excepting deflection by the goalkeeper inside the goalkeeper's area only. Field players or opposing goalkeeper are not allowed inside the goalkeeper's semi-circle area.

LAW 11 There will be no offside rule applied in this competition.

LAW 12 No slide tackles or tackling / playing the ball from the ground will be permitted. Generally, if a player's hand/arm or knee/leg is touching the ground when the player also attempts to tackle or plays/controls the ball when they could reasonably have been challenged for the ball by another player; the player doing so will be considered to have committed a foul and a free kick will be awarded against them to the opposing team.

LAW 13 This Law is intentionally written & constructed to penalise & ultimately exclude players & persons from Crookwell social summer soccer whom by their own actions are deemed to have chosen to not abide by the applicable Codes Of Conduct and do not aspire to uphold the Crookwell social summer soccer 'objectives'.

The referee has authority to send a player from the field if he/she believes the offence warrants such action. The referee is required to submit a send-off report on any player sent from the field of play in which they are officiating.

The Crookwell Soccer Club Judiciary Committee will hold a Judiciary Committee hearing to deal with any send-offs.

The Crookwell Soccer Club Judiciary Committee may apply any penalty or sanction upon any player, person, team or team official for any matter arising from the Crookwell social summer soccer season.

All send-off offences for abusing a referee or other official; or striking another player; or violent conduct off the ball; or retaliating shall incur a **minimum four (4)** game suspension from all games, with the suspension to be served in the team & grade that the offence was committed.

All other send-off offences shall incur a minimum one (1) game suspension in accordance with FIFA rules. This one (1) game minimum suspension cannot be appealed. The suspension to be served in the team & grade that the offence was committed.

LAW 14 Deliberate time wasting will have an indirect free kick awarded against the offending team:

All free kicks, corner kicks and throw-ins are to be taken within five (5) seconds of placement of the ball/control of the ball. Deliberate time wasting whilst placing the ball will result in an infringement as if the ball was actually placed and 5 seconds elapsed.

If the time limit of five (5) seconds is exceeded, the game referee can award a free kick or throw-in to the opposition. In the case of time limit being exceeded for the taking of a corner kick, the opposition will be awarded a goal kick. In the case of a goalkeeper exceeding the time limit to take a goal kick, a corner kick will be awarded to the opposing team.

LAW 15 The goalkeepers are allowed to go outside their own teams marked goalkeepers' area; his/her team members or any attacking team player are not allowed inside the marked goalkeepers area. The ball remains 'in play' for both the goalkeeper to use their hands and field players if the ball is on the marked goalkeeper's semi-circle; i.e. the ball has not wholly crossed over the marked semi-circle. If in the opinion of the referee any defending team player enters inside the marked semi-circle area to play the ball: a penalty kick will be awarded to the attacking team - refer to Law 16. If in the opinion of the referee any attacking team player enters inside the marked semi-circle area to play the ball, a goal kick will be awarded to the defending team.

LAW 16 Penalty kicks will only be awarded in circumstances previously described in Law 15.

A penalty spot will be marked approximately one (1) metre from the top of the goalkeeper's area. [i.e seven (7) meters from the goal line]. When a penalty kick is taken, all players, apart from the goalkeeper must remain behind the ball. The player taking the penalty kick can take a maximum of one (1) step before kicking the ball. Opponents cannot encroach closer than two (2) metres to the ball & player taking the penalty kick.

LAW 17 Throw-ins will be the same as winter soccer competition; other than they must be taken within five (5) seconds of control of the ball. Opponents cannot encroach closer than two (2) metres to the ball & player taking the throw in.

LAW 18 Goal kicks are to be taken by the goalkeeper only and can be taken anywhere within the goalkeeper's semi-circle area. In the circumstance of extra time, where both goalkeepers have left the field of play and a goal kick is required to be taken, one of the five (5) remaining defending field players may take position as goalkeeper inside the goalkeepers marked semi-circle for the goal kick only.

Goal kicks out of the goalkeepers hands or off the ground or the goalkeeper throwing the ball by hand, all from within the goalkeepers semi-circle must be done so within five (5) seconds of placement or control of the ball, and must not travel further than the halfway line on the full. If the ball does travel over the halfway line on the full, a free kick will be awarded to the opposing side at the halfway line where the ball passed.

Note: The "No Back Pass" rule applies in this competition; i.e. a goalkeeper cannot pick up with their hands, a ball intentionally passed back to them by their own teammate. The goalkeeper can only kick the ball away after a back pass. Even in this situation the ball must not travel further than the halfway line on the full if kicked inside the semi-circle after a back pass. The goalkeeper may dribble the ball outside the semi-circle and then kick the ball over halfway on the full.

Infringement of this Law will result in a corner kick to the opposing team.

LAW 19 Corner kicks to be taken at the goal end where the side line meets with the end of the backline. This kick is to be taken within five (5) seconds of placement of the ball.

LAW 20 The minimum number of players allowed to commence a game is three (3). If three (3) players are not present within five (5) minutes of the advised kick off time, a forfeit will result.

Forfeit penalties: Three (3) goals will be awarded against the forfeiting team. To claim a forfeit, the opposing team must fill in the game card appropriately.

LAW 21 Any circumstances not covered in these 'laws of the game' to follow normal soccer laws e.g. foul tackle, hand ball etc

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