



SOUTH WEST SYDNEY SUMMER SOCCER

COMPETITION RULES AND REGULATIONS 2025



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1. INTRODUCTION

- 1.1. The South West Sydney Summer Soccer Competition is operated by the South West Sydney Summer Soccer Pty Ltd. The competition will be played under the FIFA Laws of the Game and the SWSSS Rules (the "Rules"). If there is a conflict between the FIFA Laws of the Game and SWSSS Rules, the SWSSS Rules will take precedence over the FIFA Laws of the Game.
- 1.2. SWSSS reserves the right to:
 - 1.2.1. refuse the registration of a player and/or team into the Competition;
 - 1.2.2. cancel the registration of a player and/or team in the Competition subject to the SWSSS Rules;
 - 1.2.3. suspend or disqualify a team from the Competition subject to the SWSSS Rules;
 - 1.2.4. suspend or disqualify a player from the Competition subject to the SWSSS Rules; and
 - 1.2.5. amend and alter the Regulations as may be determined necessary by SWSSS from time to time. If any amendment is made during the Competition, SWSSS will advise all teams of the amendments.
- 1.3. The competition will be managed through the following tasks:
 - 1.3.1. Registration;
 - 1.3.2. Competition administration;
 - 1.3.3. Game night officiating;
 - 1.3.4. Infringement penalty determination; and
 - 1.3.5. Ground Marshalling.
- 1.4. Website, Team App and Social Media
 - 1.4.1. SWSSS maintains a Summer Competition website at www.SWSSS.com.au and maintains a Facebook account (<https://www.facebook.com/SWSSS>).
 - 1.4.2. All documents are available at the SWSSS website in the Resources section.
 - 1.4.3. All competition information is available at the SWSSS website.

2. TEAM NOMINATION



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- 2.1. Each team nominating to play in the competition must nominate their team in Dribl by the nominated date.
- 2.2. The person nominating the team must be the team manager.
- 2.3. Nominating a team does not guarantee a place. Until the registration has been accepted, the team will not be included in the competition.
- 2.4. Once the team has been accepted, a registration code will be sent to managers to distribute to their players. This code must be used when individuals are registering.
- 2.5. Team nominations close by the nominated date.

3. REGISTRATION

- 3.1. All player registrations are to be made through Dribl. A guide will be available on the SWSSS website.
- 3.2. By registering for the competition, a player (and their guardian in the case of minors) agrees to abide by and be governed by the Terms and Conditions of registration.
- 3.3. By registering for and playing in the competition:
 - 3.3.1. a player irrevocably agrees to hold SWSSS and its officers, employees and agents, harmless and releases and indemnifies and keeps released and indemnified from and against all actions, suits, claims, demands, costs, charges and expenses in respect of any loss, damage, accident or injury of whatsoever nature or kind and howsoever sustained or occasioned and whether to property or persons;
 - 3.3.2. a player irrevocably agrees that any claim for any loss, injury or damage will be a matter determined between the player and the relevant insurance company;
 - 3.3.3. a player grants SWSSS, its officers, members and servants the right to obtain medical care for the player from any qualified person should the need arise in a case when the player (or the player's legal guardian(s)) is not immediately able or available to grant authorisation; and
 - 3.3.4. in such a case as described in 3.3.3 the player agrees to pay all medical expenses involved, including ambulance expenses if incurred.



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3.4. Registration Packages

- 3.4.1. Players are required to register using the registration product that matches the league for which their team has been nominated.
- 3.4.2. Team managers will be registered when they nominate their team.

3.5. Late Registrations

- 3.5.1. Registrations will close approximately one (1) weeks before the scheduled commencement of the competition each season to allow for administration processes to be completed.
- 3.5.2. Registrations after that date will only be accepted at the request of the team manager.
- 3.5.3. Registrations close by the nominated date.

3.6. All registered players must have a passport style, portrait photo on their Dribl database record. Consult the Dribl guide for uploading a photo.

3.7. A player will not be made active and be allowed to play until:

- 3.7.1. they are registered to a team;
- 3.7.2. they have paid their registration fee in full;
- 3.7.3. they have a current portrait photo on their Dribl record; and
- 3.7.4. have presented identification if requested.

4. DEREGISTRATIONS, REGISTRATION CANCELLATIONS AND DISQUALIFICATIONS

- 4.1. Players requesting a deregistration acknowledge that to cover administrative costs and regardless of a player participating in the competition:
 - 4.1.1. a request for deregistration prior to the first round will result in a loss of \$20 of the players registration fee;
 - 4.1.2. a request for deregistration after the commencement of the competition but before the completion of the second round, will result in a loss equal to 30% of the players registration fee; and
 - 4.1.3. a request for deregistration after the second round will result in a total loss of the players registration fee.
- 4.2. Any player disqualified from the competition will forfeit all registration fees.
- 4.3. All players of any team disqualified from the competition will be deregistered from the competition and forfeit all registration fees.



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5. FEES

- 5.1. Registration fees include Dribl fees, player insurance fees, referee fees and include the supply of a jersey. Registration fees, inclusive of GST, are published each season.

6. TEAM AND PLAYER RESTRICTIONS

- 6.1. All members of the public who are not a player, coach, manager or officiating a game must remain outside the fenced field area. This includes parents of players unless specifically requested by the referee.
- 6.2. Teams must have a designated team manager, as registered in Dribl, who will be the primary point of contact for all team correspondence to/from SWSSS.
- 6.3. Under 6 and Under 7 teams must contain a minimum of four (4) and maximum of six (6) registered players.
- 6.4. Under 8 and older teams must contain a minimum of six (6) and a maximum of nine (9) players.
- 6.5. SWSSS will aim to create female only competition to grow the sport, whenever possible, which may mean restricting mixed gender teams in selected age groups. Where a whole team consists of female players, they will be eligible to play in a mixed competition up to two (2) years lower in age, (excluding U6 to U8 competitions).
- 6.6. Every year SWSSS will review their competitions and where there is a lack of teams, age groups may be combined.
- 6.7. Both boys and girls will be able to play two (2) years above their actual age (except over 30 ladies and over 35 mens players).

7. GAME RULES

- 7.1. All games will start and end at the same time, at their scheduled time.
- 7.2. A horn will sound at the start and end of each game.
- 7.3. Should the game not be able to start one (1) minute after the horn, the compliant team will be awarded one (1) goal.
- 7.4. Should the game not be able to start five (5) minutes after the horn, the offending team will forfeit the game and a win will be awarded to the other team.



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7.5. Mercy Rules:

- 7.5.1. In each game, the maximum difference recorded in goals scored is 8.
- 7.5.2. For all age groups, once the goal difference reaches six (6), one (1) player may come on for the losing team.
- 7.5.3. For all age groups, once the goal difference reaches eight (8), two (2) players may come on for the losing team.
- 7.5.4. For age groups U8 and older, once the goal difference reaches eight (10), three (3) players may come on for the losing team.



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8. REFEREES AND INFRINGEMENTS

- 8.1. Official referees of the competition will be appointed by SWSSS.
- 8.2. Referees are to be registered in Dribl.
- 8.3. Referees are required to:
 - 8.3.1. Check the Match Sheet in Dribl to ensure it has been completed correctly; and
 - 8.3.2. Officiate the match as per the Rules of the competition.
- 8.4. At the completion of the match, the referee is to record the final scores on the match sheet.
- 8.5. If there are any incidents that occur during the game that require further attention by the competition officials, the referee is to email a report to the competition official that contains:
 - 8.5.1. a description of the incident;
 - 8.5.2. team name;
 - 8.5.3. the details of any punishments given during the game; and
 - 8.5.4. any other details deemed relevant to the report.
- 8.6. In matches where multiple reportable incidents occur, a single match report detailing all incidents will suffice.
- 8.7. All referee's decisions are final and cannot be changed. No protests of a referee's decision will be accepted.
- 8.8. Referees will be paid in accordance with the SWSSS payment schedule, in cash on game nights.
- 8.9. Cautions and Send-Offs
 - 8.9.1. The sin bin and stand down system will be enforced for offences to the discretion of the referee within the bounds of the Laws of the Game and the Rules.
 - 8.9.2. The Referee will issue a sin bin punishment of five (5) minutes if the referee deems it required, e.g. a sanction for dissent by word or by action. Players who are sin binned must leave the field of play immediately. The players' team cannot replace the sin binned player. The player must not re-take the field until allowed to do so by the Referee.



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- 8.9.3. The Referee will, in the case of a second sin bin punishment during the same time, follow the same procedure as 8.9.2. for the second player.
- 8.9.4. If a Referee deems an offence requiring sending off a player, then a player will be sent from the field of play and will not be allowed to be replaced during the match. The team will then play the rest of the game short. The player will be eligible to return and play the following week.
- 8.10. The Referees will officiate the matches in accordance with the FIFA Laws of the Game except where differences are stated in the Rules of the competition.

9. EQUIPMENT

- 9.1. Playing jerseys will be supplied to the team by SWSSS.
- 9.2. All other equipment is to be supplied by the player:
 - 9.2.1. Shorts;
 - 9.2.2. Socks;
 - 9.2.3. Shin Pads; and
 - 9.2.4. Boots.
- 9.3. The following applies to player equipment:
 - 9.3.1. Caps are only allowed to be worn by goalkeepers;
 - 9.3.2. Sports glasses or goggles may be worn if required;
 - 9.3.3. Jewellery must not be worn. Referees are permitted a watch; and
 - 9.3.4. Religious head coverings are permitted.
- 9.4. The goalkeeper must have a playing uniform which clearly distinguishes him/her from the other members of his/her team or wear a bib. The goalkeeper must wear shin guards and socks matching the other players in the team.
- 9.5. Referees may call both teams to the centre and check all players' equipment before the start of each match.
- 9.6. Failure to wear the accepted uniform will result in the player not being allowed to play.
- 9.7. All field equipment is supplied by SWSSS.



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9.7.1. U6 & U7

- 9.7.1.1. Field size – approx. 20m wide X 29m long
- 9.7.1.2. Ball size - 3
- 9.7.1.3. Goals - Small sided goals
- 9.7.1.4. Penalty area - No

9.7.2. U8, U9

- 9.7.2.1. Field size – approx. 29m wide X 46m long
- 9.7.2.2. Ball size - 3
- 9.7.2.3. Goals - Mini field size goals
- 9.7.2.4. Corner cones - Yes
- 9.7.2.5. Penalty area - Yes

9.7.3. U10, U11, U12, U13

- 9.7.3.1. Field size – approx. 29m wide X 46m long
- 9.7.3.2. Ball size - 4
- 9.7.3.3. Goals - Mini field size goals
- 9.7.3.4. Corner poles – Yes
- 9.7.3.5. Penalty area - Yes

9.7.4. U14, U15 and up

- 9.7.4.1. Field size – approx. 29m wide X 46m long
- 9.7.4.2. Ball size - 5
- 9.7.4.3. Goals - Mini field size goals
- 9.7.4.4. Corner poles - Yes
- 9.7.4.5. Penalty area - Yes

10. ID CARDS

- 10.1. Dribl will contain each player's ID Record and the match sheet.
- 10.2. Player ID Records will be accessible via the Dribl App. No player will be allowed to play unless they have a current (not older than 1 year) photo on their ID Record.
- 10.3. Player ID Records will be available for inspection in Dribl every round.

11. ALCOHOL AND SMOKING



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- 11.1. No alcohol is to be consumed within the fenced area around Hammondville Park Field 1.
- 11.2. No smoking or vaping is permitted within the fenced area around Hammondville Park Field 1.

12. WEATHER

- 12.1. Game conditions where temperatures above 32°C and humidity above 30% are to be monitored by competition officials.
- 12.2. Where temperatures and humidity are higher, the referee may allow drink breaks. The time will not be stopped during the game.
- 12.3. Games will not be played if lightning and/or hail is present. Generally games will be suspended if the time between the lightning flash and the thunder is less than 30 seconds.
- 12.4. Should any games be abandoned due to weather, all teams within the affected age group will be awarded 1 point regardless if their game is played or not.

13. COMPETITION

- 13.1. The competition dates will be published on the SWSSS website each season.
- 13.2. Any team found playing or found to have played an unregistered player will be removed from the competition.
- 13.3. In the U6 and U7 leagues, a team will forfeit the match if they have less than three (3) players.
- 13.4. In the U8 and up leagues, a team will forfeit the match if they have less than four (4) players at the start of the match.
- 13.5. A person must not play nor enter the field of play until all fees are paid and their registration has been accepted by SWSSS.
- 13.6. Competition Format
 - 13.6.1. All competitions will be competitive.
 - 13.6.2. The competition will consist of 10 rounds with first past the post as the competition winner.
 - 13.6.3. Teams may or may not play the same team twice.



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13.7. Borrowing Players

- 13.7.1. Under no circumstances will a team be allowed to play an unregistered person.
- 13.7.2. Teams may borrow players from other teams, subject to the following restrictions:
 - 13.7.2.1. Only registered players can be borrowed;
 - 13.7.2.2. A borrowed player must wear the approved playing uniform of the borrowing team, to be provided by the borrowing team;
 - 13.7.2.3. A borrowed player must be from the same or lower age league;
 - 13.7.2.4. A borrowed player must meet all criteria of the Team and Player Restrictions as described in Section 6;
 - 13.7.2.5. For the U6 and U7 leagues, a team must have at least three (3) of its own players on the field;
 - 13.7.2.6. For U6 and U7, a maximum of two (2) players can be borrowed;
 - 13.7.2.7. For the U8 and up leagues, a team must have at least four (4) of its own players on the field; and
 - 13.7.2.8. For the U8 and up leagues, a maximum of three (3) players can be borrowed.

13.8. Team Managers

- 13.8.1. All teams must have a registered team manager before the team is permitted to play. It is up to the team to inform SWSSS if a new manager is chosen. All communication from teams to SWSSS is to be through the team manager.
- 13.8.2. Team managers will be responsible for:
 - 13.8.2.1. the behaviour of the team and their followers;
 - 13.8.2.2. ensuring that match sheets are accurately completed before the match commences;
 - 13.8.2.3. collecting and distributing to the team's players information pertaining to the competition.



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- 13.8.2.4. Submitting and confirming match sheets prior to the commencement of each game. Note, the Referee may have as little as five minutes between matches. This is the opportunity to clarify the match sheet with the opposing team and the referee.

13.9. Results

- 13.9.1. The weekly results and team standings will be maintained and updated as soon as practicable after matches on Dribl.
- 13.9.2. The scores as entered into Dribl are final and appeals will not be heard.

13.10. Competition Points

- 13.10.1. Win - 3 points
- 13.10.2. Draw - 1 point
- 13.10.3. Loss - 0 points
- 13.10.4. Forfeit For - 3 points and 2 goals
- 13.10.5. Forfeit Against - 0 points and 0 goals

13.11. Disqualified Teams or Teams Leaving the Competition

- 13.11.1. All matches involving a team that has been disqualified from or that has left the competition will have 0 points and 0 goals recorded. This applies both to played and unplayed matches.

13.12. Match Days, Times and Durations

- 13.12.1. All matches are to be played at Hammondville Park, Field 1, on the day and time as listed on the SWSSS website and as scheduled in Dribl.
- 13.12.2. Duration of Matches: All competitions play two 20-minute halves with one (1) minute half time.
- 13.12.3. Matches must finish when the Game Official sounds the horn.
- 13.12.4. There will be no time added for any reason.
- 13.12.5. Four (4) minutes will be allowed between games. Teams are to leave the bench areas clean and tidy immediately following completion of their game.

13.13. Competition Conditions

- 13.13.1. Offside - There is no offside in the summer competition.



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13.13.2. Goal Kicks - Taken by the Goalkeeper only, taken inside the penalty area "D".

13.13.3. Throw In - There are no throw-ins in the Summer Competition, the ball is to be placed on the side line and kicked into play. No goals from a kick in.

13.13.4. Corner Kicks - Taken at the corner nearest where the ball crossed the goal line. Free Kick and Dead Ball rules apply.

13.13.5. Free Kicks - All free kicks awarded are direct and all opposing players must remain 3 metres from the ball until it is kicked. Dead Ball rule applies.

13.13.6. Penalty Kicks:

13.13.6.1. U6 & U7 - No Penalty Kicks

13.13.6.2. U8 and up - All penalty kicks are direct and taken from directly in front of the goals on the D. All other players must remain outside the D.

13.13.6.3. Substitutions - There is no limit to the number of times a player may take the field. The substituted player must exit the field at the halfway line. The player taking the field must enter from the halfway line and only after the substituted player has left the field.

13.13.6.4. Field players - There is no stoppage for substitutions. There must never be more than the correct number of players on the field for either team at any time.

13.13.6.5. Goalkeeper – The Goalkeeper can only be substituted in a stoppage period as controlled by the Referee, or at half time.

13.13.7. The Goalkeeper is only permitted to hold the ball for eight (8) seconds before returning the ball to the play. Should the ball be held for more than 8 seconds, a corner kick will be awarded to the opposing team.

13.13.8. Scoring - A goal is scored when the whole of the ball crosses over the goal line between the goal posts and under the crossbar.

13.14. Uniform Clash

13.14.1. In the unlikely event of a uniform clash, the team listed on the right of the Match sheet is required to wear bibs on loan from SWSSS. These will be available on match day from the Game Official.

14. COMPETITION WINNERS



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14.1. The competitions will result in a first past the post winner.

14.2. First past the post will be determined by the following, in order:

- 14.2.1. Highest points
- 14.2.2. Highest Goal difference
- 14.2.3. Most Goals scored
- 14.2.4. Results Head to Head

15. DISPUTES AND GRIEVANCES

15.1. Any disputes or grievance reports are to be emailed to admin@swsss.com.au

15.2. All decisions made by SWSSS are final.

16. GENERAL RULES

The following rules shall apply for the SWSSS competition:

Situation	Definition	Infringement
Penalty Area – Attacking team	No field players are allowed to score inside the penalty area.	Goal kick
Restart of Play	After a goal has been scored, the scoring team must retreat to their own half, not in the centre circle, within five (5) seconds of the opposition placing the ball in the centre circle for the kick off.	Restart will be allowed to proceed on the basis that the 5 secs have passed.
Goalkeeper	<ol style="list-style-type: none"> 1. The goalkeeper cannot control (touch) the ball with his/her hands if it has been played (by the foot) to him/her by any of his/her team. 2. The Goalkeeper must ensure a ball returned into play, in any form, touches a player or the ground before crossing the half way line. 3. Throw in or kick off the ground only. 4. Ball is live once placed on the ground. 	<ol style="list-style-type: none"> 1. Free kick 2. Free kick from the halfway line.
Tackles	No slide tackles	Free kick
Dead Ball (excluding Goalkeeper hold rule)	All dead ball situations will be timed at 6 seconds. Once the team receives the ball, it must be played within 6 seconds.	Ball hand over



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17. UNDER 6 AND UNDER 7 SPECIFIC RULES

17.1. Representative (PreSAP, SAP, GSAP, AYL, NPL) Player Rules - 1 player per team allowed.

Situation	Definition
Players	4 per side, max 6
Field size	20m x 29m
Goalkeeper	None
Restart of play when ball leaves the field of play at the side-line.	Opposing team kick in from the point on the sideline where the ball left the field.
Restart of play when ball leaves the field of play along the goal-line.	Defending team kick in from any point along the goal-line that was crossed.
Goal kicks	None
Dead Ball	Does not apply
Throw ins	None

17.2. Representative (PreSAP, SAP, GSAP, AYL, NPL) Player Rules - 1 player per team allowed.

18. JUNIOR SPECIFIC COMPETITION RULES

18.1. Representative (PreSAP, SAP, GSAP, AYL, NPL) Player Rules - 1 player per team allowed.

Situation	Definition
Players	6 per side, max 9
Field size	29m x 46m
Goalkeeper	Yes
Goal kicks	Yes
Dead Ball	Yes