



Australian Sikh Games

SOCCKER RULES

All Team Managers and Captains should read, understand and become familiar with these Rules and the Australian Sikh Games General Championship Rules, Terms and Conditions. Ignorance of such shall not be deemed sufficient grounds for any appeal.

1. APPLICATION

- 1.1 These Rules shall apply to each match in the Championship unless expressly excluded herein in any particular case.
- 1.2 By direction of the Organizing Committee, these rules may apply to any match under the control of the committee.
- 1.3 Unless a contrary intention appears, words in singular shall be deemed to include the plural and vice-versa.

2. DRAW

- 2.1 The competition shall be conducted in Four (4) Pools, designated as Pool "A", Pool "B", Pool "C" and Pool "D".
- 2.2 The Organizing Committee shall produce a program of matches for each Pool showing the date, venue and time of matches. Such program shall be submitted to the competing teams not later than four (4) weeks prior to the date on which the Championship is due to commence.
- 2.3 Each program of matches shall provide for:
 - (a) a series of matches in which each team shall play each other team in the same Pool.
 - (b) the allocation of playing times to the matches in the series referred to in sub-paragraph (a) hereof, so that no team is given any advantage over any other team by reason of the time allocated to the matches.
 - (c) a commencement time for any final match which allowance for the possibility of a penalty kick tiebreaker and ensures that all matches will be completed in suitable conditions.
- 2.4 Each program of matches shall provide for:
 - (a) Four quarter - finals matches in which the teams finishing in first place in each Pool at the end of the series of matches referred to in Rule 2.3(a) hereof shall play the team finishing in second place of the opposite Pool. (see Fixtures)



- (b) Two semi-finals matches in which the teams finishing in first place in each Quarterfinal referred to in Rule 2.4(a) hereof shall play.
- (c) a final match in which the winner of one semi-final shall play the winner of the other semi-final.

3. TOURNAMENT DIRECTOR AND REFEREES' MANAGER.

- 3.1 The Organizing Committee shall appoint suitably qualified persons to the position of Tournament Director and Referees Manager.
- 3.2 The duties of the Tournament Director shall be:
 - (a) to generally supervise the Championship on behalf of the organizing committee.
 - (b) to conduct the Championship in accordance with these Rules.
 - (c) in consultation with the Referees' Manager to appoint the 2 lines persons, for each match of the Championship.
 - (d) to arrange under his control, and only if he considers it necessary, any official meetings of team managers and/or coaches.
 - (e) to arrange for keeping of time in matches of the Championship.
 - (f) to adjudicate upon:
 - (i) any matter raised by any team manager in respect of any aspects of any aspects of the Championship, and,
 - (ii) any matter raised by the officiating referee, or any of them, relating to the conduct of any representative of any participating team in respect of any match.
- 3.3 The Tournament Director may suspend for one or more matches of the Championship:
 - (a) any player who has accumulated 2 or more Yellow cards, or 1 or more Red cards during one or more matches of the Championship.
 - (b) any player, reserve player or team official who has, by his behavior, brought the game of Soccer into disrepute before, during or after any match of the Championship.
- 3.4 The duties of the Referees' Manager shall be to assist the Tournament Director in the discharge of those responsibilities described in Clause 3.2.1 of the Rules and, in addition, to make or to supervise all arrangements for the proper functioning of the referees appointed to each match in the Championship.
- 3.5 Each team must provide a linesman if required.



4. ENTRIES - REGISTRATION

- 4.1 At least 14 days prior to the commencement date of the Championship each participating team shall notify the Organizing Committee, in writing, the names of its players and team officials and the number allocated to each player. Alterations to the list of players and the team officials may be made until the time specified in the Rule 4.2 hereof.
- 4.2 Not less than 30 minutes prior to the starting time of any team's first match in the Championship, the Team Manager shall deliver to the Tournament Director a completed and signed Entry Form providing all the information required therein.
- 4.3 Each team may nominate a maximum of eighteen players in the Championship. No change or addition to the nominations will be accepted after this time.

5. COMPETITION RULES

- 5.1.1 The matches in the Championship shall be played in accordance with the Rules of the Game of Soccer as approved from time to time by the F.I.F.A. and these Rules.
- 5.1.2 In any case where the Rules of the Game of Soccer and these Rules appear to be in conflict, these Rules shall prevail.

5.2 Points

- 5.2.1 The following points shall be awarded for each match:
- (a) three (3) points for the winner;
 - (b) one (1) point for each team in the event of a draw;
 - (c) no point for the loser.
- 5.2.2 The total points accumulated at the end of the series of matches referred to in Rule 2.3 (a) shall determine the placing, and hence the Semi-Final playoffs as determined in Rule 2.4.
- 5.2.3 If at the conclusion of the series of matches referred to in Rule 2.3 (a) hereof, more than two teams at the top of the pool have obtained the same number of points, their ranking shall be decided as follows:
- (a) the team having the better goal difference shall be higher placing (the goal difference being determined by the difference between the number of goals awarded and the number of goals conceded);
 - (b) in the event of an equal goal difference, the team having been awarded the greater number of goals shall be ranked higher;



- (c) should this number be the same, the winner of the match between those two teams shall be accorded the higher place;
- (d) should the teams still be equal, there shall be no replay and the matter shall be settled under Rule 6, Unforeseen Events, and may be decided by a specially arranged penalty shoot-out competition.

5.3 Ineligible Players

- 5.3.1 If in the Championship any player plays in any match in which he is ineligible to play, the team for which he so plays shall be deemed to have forfeited every match in which such ineligible player has taken part.

5.4 Failure to Play - Forfeit - Scratching

- 5.4.1 If during the course of a match a team declines to continue a game or take it up where it left off, or if at any time during the match the number of its players on the field is fewer than seven, this team shall be deemed to have lost the match and the opposing team to have won the match with the score standing at the time or by a score of 3-0 whichever is the greater having regard to goal difference.
- 5.4.2 If a team scratches from the Championship before the completion of the series of matches referred to in Rule 2.3 (a) hereof, all matches it had played up till then shall be considered as not having been played not only by the scratching team but also the teams it had played, and the classifications shall be corrected accordingly.
- 5.4.3 A team refusing to play a match on its program shall be considered as scratching from the competition.

5.5 Dress - Team Numbers

- 5.5.1 Each team in the Championship shall nominate two distinctively colored sets of jerseys with numbers. The colors must be submitted to the Organizing Committee, in writing, not later than 14 days prior to the commencement of the Championship.
- 5.5.2 Before the start of the Championship, each participating team shall allot each of its players a number which, except with the permission of the Tournament Director, shall remain the same throughout the Championships and which shall be clearly visible on the back of the player's jersey

5.6 Composition of Team

- 5.6.1 Each participating team may change the composition of its team from one match to another on condition that only those players whose name appears on the entry form participate.

5.7 Interchange of Players During Match



- 5.7.1 Each team is permitted to interchange players during a match provided that not more than sixteen players take part in any one match. Player once interchanged will not be allowed to participate further part in that game.
- 5.7.2 At no time shall there be on the field more than one goalkeeper in each team.
- 5.7.4 All players taking part in any match shall be chosen from amongst those whose names appear on the Entry Form for the Championship.
- 5.7.5 No interchange shall be permitted for a suspended player.
- 5.7.6 Time off shall not be allowed for interchange.

5.8 Duration of Matches.

- 5.8.1 Each match shall consist of two periods of 30 minutes, separated by an interval of 10 minutes, other than the final match referred to in Rule 2.3(b) which shall consist of two periods of 45 minutes separated by an interval of 10 minutes. No time off shall be allowed unless the Tournament Director or one of the officiating referee directs that time is stopped for a particular reason.
- 5.8.2 If at the conclusion of any semi-final or final as referred to in Rule 2.4 (a) and (b) hereof the score is equal, it will be registered by the Organizing Committee as the score of the match. However, in order to have a winner an extra-time of 10 minutes each way will be played.
- 5.8.3 If at the conclusion of the extra time, the score is still equal, five different players, who has taken part in the match, from each of the two teams chosen by their captains, shall take a penalty shoot-out alternatively against one and the same goalkeeper or in the event of incapacitating injury, his substitute, of the other side. The referee shall choose the goal to be used and they shall toss with the captains to decide which team shall appoint one of its five players to take the first penalty shoot-out. Team having been awarded the highest number of goals shall be winner.
- 5.8.4 In the event of an equal number of goals having been awarded, another series of five-penalty shoot-out shall be taken under the same conditions,
- 5.8.5 If after the second series of five penalty shoot-out each the score is equal, the sudden death rule will apply.

5.9 Matches Stopped

- 5.9.1 If a match should be interrupted by the referee on account of atmospheric or other extraordinary conditions, the following shall apply:
 - (a) a game stopped before the end of the 30th minute of play shall be wholly replayed.
 - (b) a game stopped after the end of the 30th minute of play shall be resumed as soon as possible, with the score standing at the time of



the interruption and shall be completed to the end of the regulation time.

5.10 Admission to the Field of Play

5.10.1 No one except the players and referee properly engaged in a given match may enter the field of play unless they are invited to do so by one of the officiating referees or the Tournament Director.

5.10.2 Each team engaged in a given match may have up to eight persons on the team bench, namely, Team Manager (for whom it is compulsory to sit there), five interchange players, the Coach and the Team Doctor (or Masseur).

5.10.3 The Team Manager is responsible for the proper conduct of all persons occupying the team bench.

5.10.4 Teams will be penalized if their supporter misbehaves.

6. UNFORESEEN EVENTS

6.1 Should circumstances arise which are not provided for in these Rules, they shall be dealt with by the Tournament Director and his decision shall be binding on all the parties concerned.