



QUT Social Sport 6-A-Side Football Competition Rules

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GAME PLAY RULES

All players participating in our 6-a-side football competitions must read and understand the rules and outlined below prior to the season commencing.

If you are unsure of any of the rules, please email sports@qut.edu.au or ask the convenor before your game starts or during a game break.

QUT Social Sport 6-a-side football competitions follow the rules outlined in the [FIFA Laws of the Game](#) unless stated otherwise. Decisions made by the game umpires are final and must not be challenged.

Team Composition

- a. A team may have a maximum of **12 registered players**.
- b. A team may have a maximum of **6 players** on the field.
- c. In mixed competitions, a team may have a maximum of **4 male identified players** on the field. Open competitions, a team may have any combination of genders.
- d. A team must have a minimum of **4 players** to start the game.
- e. Players must play a minimum of **3 games** during the regular season to qualify for the finals.

Game Duration

- a. A game is made up of 2 x 20 minute halves and runs for **40 minutes** in total.
- b. Halftime breaks will be a maximum of **5 minutes**.
- d. Games times are generally between the times of **6-10pm**.
- e. The game clock does not stop for any breakages during regular season games. The game clock may stop during finals games and is at the sole discretion of the Convenor.

Starting a Game

- a. Teams shall arrive **10 minutes** before their game to sign in.
- b. A team will have **5 minutes** to field a minimum of **4 registered players** before the game is deemed a forfeit. The game clock will start on time, even if there are not enough players to start the game.
- c. In the event of a team forfeiting due to not having 4 players, the Convenor will organise a scratch match to be played, if possible. The score will be recorded as a forfeit, regardless of the score from the scratch match.
- d. All games must start and finish on time.

You must record attendance by checking in at rego desk. Any unregistered players found to be taking the field will result in the team having a forfeit for that game.

Uniforms

- a. Teams must wear the same playing tops or the same colour and are encouraged to have numbers on the back.
- b. Suitable enclosed footwear must be worn. **No metal studs** to be worn, if worn any damage is liable on the player.
- c. No jewellery is to be worn during play.
- d. Any breach of uniforms may result in loss of game or competition points.

Competition Points

- a. Points are awarded as follows: Win = 3 points / Loss = 1 point / Draw = 2 points / Bye = 3 points / Forfeit = - 3 points.
- b. If multiple teams finish the regular season on the same competition points, their position on the ladder will be determined by for and against.

Finals

- a. In the event of a tied game at the end of regular time, a penalty shoot out will occur.
- b. A penalty shoot out will be 5 different players (maximum 4 males) from each team taking a penalty alternatively. The team with the most goals at the end of all kicks will be deemed the winner.
- c. If after all kicks are taken there is no clear winner alternative goals will be taken until a team makes a goal and the other does not in a round. These can be the same goal kickers in the first 5.

Substitutions

- a. Substitutions can be made at anytime. There is no limit to the number of substitutions that a team can make.
- b. Interchanges may only occur after the player leaving the field of play has entered the interchange area.

Summary of Basic Rules

- a. There is no off-side.
- b. **Slide tackling is PROHIBITED.**
 - i. Any slide tackle deemed deliberate by the match official will result in the offending player being red-carded and sent off for the remainder of the game. In this time, the offending player CANNOT be substituted with a new player.
 - ii. Any slide tackle deemed inadvertent or accidental by the match official will result in the offending player being awarded a yellow card and sin bin of up to 5 minutes. This player cannot be replaced.
- c. Playing off the ground –
 - i. Players are PROHIBITED to play the ball off the ground. Players deemed to have violated this rule may receive a red or yellow card and a sin bin as deemed necessary by the match official. These rules also apply to goalkeepers attempting to challenge the ball with their feet first.
 - ii. Please note playing off the ground is deemed as making contact with the ball at any time other than when you are standing on your feet.

- d. There are no throw-in's. If a ball goes over the sideline play is resumed by a kick-in at the point the ball crossed the sideline. When kicked the ball must be stationary and behind the sideline. The minimum distance an opposing player may be from a kick-in is 5 metres.
 - e. All free kicks (apart from penalties) will be indirect. The minimum distance an opposing player may be from the ball in a free kick situation is 5 metres.
- f. Penalties to be taken from the edge of the 'D' in line with the middle of the goal. Goal Keepers cannot be changed immediately after a penalty or free kick has been awarded. (unless injured).
- g. A yellow card is for a minimum of 2 minutes and determined by the officials.
- h. 2 yellow cards from the same player in the same game will result in a red card.
- i. 3 yellow cards in the same team in the same game will result in a forfeit.
- j. Any player receiving a red card cannot be substituted in the game and that player will receive an appropriate suspension as determined by the Disciplinary Committee.
- k. If a player is carded and they are not registered, the team will lose competition points and might be removed from competition.

Goalkeeper Rules

- a. Goal kicks are optional. If the ball goes out across the goal line then play can also be restarted by the goalkeeper throwing the ball back into play.
- b. The G/K cannot kick the ball past the halfway line on the full from a Goal Kick, otherwise it will result in an indirect free kick to the opposition nearest where the ball crossed the half way line.
- c. The G/K cannot throw the ball over the halfway line on the full, otherwise it will result in an indirect free kick to the opposition nearest where the ball crossed the half way line.
- d. After gaining control of the ball by using his/her hands the Goalkeeper cannot kick the ball over the half way line on the full until the ball has been touched by another player. Catching, picking the ball up, or patting it down, is considered to be having control over the ball. (Punching the ball away for a save is not considered having control.)
- e. The only time a G/K can kick the ball over the halfway line on the full is from general play where the G/K has not used his/her hands to gain control over the ball. (or from a back-pass). Otherwise it will result in an indirect free kick to the opposition on the half way line nearest where the ball crossed.
- f. The Goalkeeper cannot pick up the ball directly from a kick-in by his own team (same as a back-pass). This will result in an indirect free kick to be taken on the edge on the "D" adjacent to where the offence occurred.
- g. The Goalkeeper must release the ball within 6 seconds of gaining control of the ball in his hands. This will result in an indirect free kick to be taken on the edge on the "D" adjacent to where the offence occurred.

FIFA Laws of the Game

Refer to the [FIFA Laws of the Game](#) for more rules.

TERMS & CONDITIONS – QUT SOCIAL SPORT

Players must read and agree to the terms and conditions of registration to acknowledge that playing sport involves an element of risk and adhere to all aspects of competition.

Marketing & Promotions

Participants in our social sport competitions consent to their photographs and videos being used to promote QUT Sport.

Privacy Statement

QUT Sport collects and stores participants personal details only for the purposes of administering our competitions. This information will not be disclosed to third parties without the participants consent, except to meet government or legal requirements.

Player Insurance

A player may wish to submit an insurance claim to cover costs incurred from sustaining an injury while participating in a QUT Social Sport competition.

Once the player has provided proof of registration, completed an incident report with the convenor at the competition, the Recreational Sport Officer will provide the next steps to make a claim if requested.

Please contact sports@qut.edu.au for any inquiries or to make a claim.

Registering a Team or Individual

Head to [RevSport](#) for registration. All players must be registered to be eligible to play in the competition. Any unregistered players found to be taking the court will result in the team having a forfeit for that game.

All players must be registered to the team in RevSport before taking the field of play. Any team or player that is not registered is at their own risk and does not fall under insurance.

Attendance Register

The Team Captain is also responsible for registering all players to the registration desk (or game umpire if applicable) before the game starts for records of who's eligible for finals and insurance. Any player who has not signed in will not be able to play.

Injuries

The officials may stop a game at any time to attend to an injured player. The game clock will not be stopped during grading or regular season games but may be for finals. This is up to the discretion of the Convenor and will depend on the severity of the injury. Should an injury result in less than half a game being played, the game will be deemed a draw and each team will receive two competition points.

First Aid

Each venue is equipped with a first aid kit and ice/instant ice. When an injury occurs during a game, the injured player or one of their teammates must notify the Convenor of the injury so first aid assistance can be provided, and an incident report completed. If an injury is severe, the Convenor will call an ambulance so the player can be assessed by medical professionals.

Incident Reports

A player must fill out an incident report with the Convenor if they suffer an injury. If the injured player is unable to fill out the Incident Report, a member from their team must assist. The Convenor will send the Incident Report to the Recreational Sport Officer to be kept on file in the event the injured player decides to claim insurance. Incident Reports submitted days or weeks after the injury took place will not be accepted.

Waiting List

There are only a limited amount of team and individual spots available each season. Teams and players that miss out on a spot may request to be placed on the waiting list. If a spot becomes available, teams and players on the waiting list will be offered a spot. Head to each sport page on [RevSport](#) to fill out the waitlist form.

Refunds

A refund will not be permitted if a team or individual:

- Withdraws from the season after registration closes.
- Withdraws from the season due to injury.
- Withdraws from the season due to change of circumstances such as moving away.
- Is suspended or removed from the competition due to misconduct.

A refund may be permitted if a team or individual:

- Withdraws from the season prior to registration closing.
- Withdraws from the season due to extreme circumstances. The team or individual must submit a formal withdrawal letter to sports@qut.edu.au with a detailed explanation as to why they can no longer participate.

A refund or transfer credit will be offered to teams and individuals if a competition or season is cancelled due to unforeseen circumstances such as COVID.

Uniforms

It is recommended that teams wear matching uniforms. If a team does not have a uniform, they must choose a team colour and wear that colour each week.

Teams participating in our Basketball, Football and Touch Footy competitions are encouraged to wear matching playing tops with numbers on the back so that players can be easily identified by the referees. At the very least, each team must choose a team colour and wear that colour each week. It is a good idea for teams to bring a backup shirt that is a different colour in case the opposition team wears the same colour. If teams are in the same/similar colour the “away” team must wear bibs provided by convenors.

Teams participating in our Netball competitions must bring their own set of bibs, except for teams made up of individual players, as they will receive a set of bibs for the season. Bibs must be in good condition and have the positions clearly labelled on the front and back. If two opposing teams have the same-coloured bibs, we will provide one team with a different coloured set of bibs to borrow for the game. The bibs must be returned to the Convenor immediately after the game.

Teams participating in our volleyball competitions are encouraged to wear a set of matching playing tops.

Footwear

Players must wear appropriate enclosed footwear while participating in our social sporting competitions. The officials will check footwear prior to the start of the game and anyone who is not wearing appropriate footwear will not be able to play.

Teams playing at the QUT Kelvin Grove field must not wear boots with metal tags. Moulded plastic football boots or runners are appropriate.

Teams playing at the QUT Kelvin Grove stadium must wear non-marking rubber soles.

Shin Pads

Football players are encouraged to wear shin pads in our social football competitions.

Jewellery

Players must remove jewellery prior to the start of the game. This includes rings, earrings, studs, necklaces, bracelets, watches, fitness bands or any other forms of jewellery. Players may use tape to cover piercings if studs cannot be removed but must seek approval from the convenor beforehand.

Fingernails

The officials will check fingernails before the game starts. Any player with long fingernails will be required to trim them or cover them with tape. Players are permitted to wear gloves so long as they have been approved by the convenor beforehand.

Glasses

Contact lenses or prescription sporting glasses are recommended for players with vision impairments as standard seeing glasses can easily fall off during the game. Wraparound style glasses are another good option.

Season Structure*

Semester one and two seasons run for 10 weeks. This includes 3 rounds of grading, 5 rounds of regular season and 2 rounds of finals. Winter and Summer seasons run for 8 weeks. This includes 6 rounds of regular season and 2 rounds of finals.

Grading*

Grading will occur for the first 3 rounds of the semester one and two seasons and is used to determine the most appropriate division for each team. Competitions with 10 or less teams will skip the grading rounds and go straight into the regular season.

Winter and Summer seasons do not have grading as they are only 8 rounds. Teams will be placed into a division based on the skill level they select when registering.

Regular Season

After the grading rounds have been completed, teams will be placed into divisions for the regular season. This will be based off the results from the grading season rounds. Once teams have been placed in a division, they are unable to change to another division during the season.

Semi Finals *

The top four teams at the end of the regular season will progress to the Semi-Finals and all remaining teams will play friendly games. If multiple teams finish the regular season on the same amount of competition points, the team with the best points differential will advance to the Semi-Finals.

Semi-Final 1: 1st VS 4th

Semi-Final 2: 2nd VS 3rd

Grand Final*

The two winners of the Semi-Final games will progress to the Grand Final. All other teams will play a friendly game to finish off the season.

Grand Final: Winner of SF1 vs Winner of SF2

*Subject to change

Fixtures

Players can view the fixtures on [RevSport](#).

Teams must be willing to play all game time slots between 6-10pm (weekdays) and 2-7pm (Sunday). Game time preferences are not accepted.

Player Eligibility

Players must be registered on RevSport to be able to participate in our competitions. It is up to the Team Captain to check each member of their team is registered prior to the start of the season. Individual players are automatically registered online when they sign up.

Players must play a **minimum of 3 games** for that team during the grading and regular season rounds to be eligible to play finals. The Convenor will check the attendance register before the finals and any player that has not played at least 3 games will not be able to play.

Unregistered players will not be permitted to play. If a team fields an unregistered player, they will forfeit their game. Registered players may fill in for other teams if they are short on players so long as they fill out the attendance register and notify the Convenor before the game.

Minimum age is 16 years.

Competition Points

Win = 3 points

Loss = 1 point

Draw = 2 points

Bye = 3 points

Forfeit: Non forfeiting team = 3 points/Forfeiting team = - 3

Forfeits

If a team needs to forfeit their game, their Team Captain/manager must notify QUT Sport – sports@qut.edu.au at least 24 hours in advance of a weekday game, or by 1pm on Friday for games held on Sunday.

Required notice will result in loss of competition points.

Failure to provide the required notice will result in loss of additional competition points being and risk being pulled from competition.

Forfeited games will be scored as follows:

Netball = 0-10

Touch = 0-5

Volleyball = 0-3

Football = 0-5

3X3 Basketball = 0-10

Wet Weather

Outdoor sports may occasionally be cancelled due to wet weather or storms. A decision will be made by **4pm** for weekday games and **12pm** for Sunday games.

Team Captains will be notified if games are cancelled and an alert will be emailed. It is the Team Captain's responsibility to notify their teammates.

There may be occasions when games are cancelled at 4pm and then the weather clears up later in the afternoon. In these circumstances, the original decision to cancel will stand to avoid any confusion among teams and players.

Every effort will be made to reschedule cancelled games during the season. In most cases, cancelled games will be rescheduled to the following week or allocated "Rain Round". If for any reason we are not able to reschedule cancelled games, the result will be considered a draw and teams will be awarded two competition points.

Some sports can be played in the rain, while others cannot. For example, Football and Touch Footy can be played in the rain (if it is not torrential or storming) as we play on astroturf and the field drains quickly. On the other hand, Netball cannot be played in the rain as the courts become too slippery. There may be times when netball is cancelled while Football and Touch Footy go ahead

Player and Spectator Behaviour

Players must conduct themselves in a respectful manner towards their teammates, the opposition, and officials. Unsportsmanlike behaviour such as rough or forceful contact, derogatory language towards players or officials and intimidation will not be tolerated.

Team Captain's must ensure their team plays within the spirit of the game. The Match Officials and Convenor have the right to send players off if they are behaving inappropriately and may ask them to leave the premises. It is up to the Match Officials to determine the period in which the player must sit off and whether the player can be replaced.

Complaints & Disciplinary Procedure

Please refer to the [QUT Sport Complaints & Disciplinary Procedure](#)

Alcohol and Drugs

Players or spectators must not be under the influence of alcohol or drugs while participating in our competitions. Any player or spectator found to be under the influence will be removed from the premises immediately.