



The Social Crew BYLAWS (06/01/2021)

Injury and Insurance

All players participate at their own risk. Personal health/injury insurance is the responsibility of the individual player, and is not provided by The Social Crew for issues relating to injury or death whilst competing in any competition ran by The Social Crew. Players are encouraged to find an appropriate insurance policy to provide cover in case of sustained injury or death. The Social Crew will not be liable for any claims that may arise from participation in its competitions.

Fill-ins

Fill-ins can play if your team is short of players on the night. The fill-in player must sign their name on the team sheet.

Goalkeepers

When the ball goes out of play for a goal clearance, the goalkeeper must use their hands to put the ball in play. The goalkeeper cannot throw the ball over the halfway line without it touching the ground or a player, in either goal clearance or general play. If this occurs the other team is awarded an indirect free-kick from the centre of the halfway line. Players can pass the ball back to the goalkeeper, however, when intentionally passed back to the goalkeeper they cannot use their hands. If this occurs an indirect free-kick is awarded where the goalkeepers hands make initial contact with the ball.

Kick-ins

On a kick-in players are required to place the ball on the line and the ball must be stationary. Failure to do so will result in the kick-in being awarded to the other team. Players defending the kick-in must give 3 meters space, if a defending player deliberately interferes with play within the 3 metre space, an indirect free kick will be given from where they interfered, repetition of this foul may result in a yellow card.

Free kicks, corners & kickoff

Players must be 5 metres away from the ball on all free kicks and corner kicks and must be 3 metres away from the ball at the opposing team kick-off. There are no offsides.

Team & Player fouls

There is no slide tackling permitted under any circumstances. There is no limit to Player Fouls, however, two Yellow cards or one Red card will mean an ejection from the game.

Uniforms, Shin Pads & Shoes

All players must wear shin pads or they will not be allowed on the field to participate in the game. Footballing shoes with plastic studs is recommended, however running shoes are permitted. Metal studs will not be permitted. Any jewellery on the hands, wrist and neck must be removed in order to play. Facial piercings such as nose, lip, eyebrow and ear piercings must be removed if they are not studs. Studs and spacers must either be removed or covered with tape in order to play.

Eye glasses

For any players that require eyeglasses, please note that only official sports glasses or goggles may be worn on the pitch. Contact lenses are highly recommended.

Bib Allocation

In the event that both of the teams jerseys clash a coin toss will determine the team that will wear bibs.

Game length

The game will consist of 2x18 min halves. The clock will not stop through the game.

A team cannot start without 4 or more players. If a team does not have 4 players, the clock will start at the scheduled game time and if the late team does not have a sufficient number of players by 10 minutes after the schedules kick off time, they will forfeit the match.

Forfeits

Your team will be deducted 1 ladder point for a forfeit. If a team forfeits two or more games in a season their team nomination may not be accepted for the following season. Teams who wish to submit a forfeit for an upcoming match will incur the compulsory \$100 forfeit fee. This fee is used purely for the purpose of reimbursing the opposing team for their match fees. This applies to all teams in all competitions.

Rain-Outs

We will make a decision whether the field is safe to play on at 3pm each day. If bad weather occurs, play will be cancelled for the night. If there are more than one rain-out games in a season, every subsequent match's team fee will be added as credit to your team for the following season.

Foul Language

Foul language is not tolerated under any circumstances. Our referees have been given instructions to discourage all foul language by giving two team-wide warnings followed by a Yellow or Red card. Any foul language directed at an opponent will be an immediate Yellow or Red card depending on the severity.

Red Cards

When a player is issued a red card they are ejected from that game. The player is not permitted to sit on their team's bench. They must either leave the venue or sit in the spectator stands. If the player does not comply within 3 minutes of receiving the red card, their team will forfeit the match. A red card can either represent an ejection from that match with no further punishment, or a suspension from future games. When a decision has been reached on the appropriate punishment for the player, their team captain will receive an email confirmation.

Extra Time (Finals Only)

If regulation ends in a draw, an extra time period will be played. Extra time is one period of 5 minutes with a fully running clock. If the score is still even after the extra period of play, a penalty shootout will take place.

Penalty Shootout (Finals Only)

A coin will be flipped to choose which team shoots first. The shot will be taken from the centre of the penalty area line marked on the field. The goalkeeper must stand on the goal line whilst the attacker is shooting. All players who are participating in the penalty shootout besides the current shooter, goalkeeper and opposing goalkeeper must remain at the centre of the halfway line. The goalkeeper who is not in the current shootout must remain at the corner of the field on the right side of the goals and remain there until the current phase of the shootout has ended. Each team will be given 5 shots. Best of the 5 shots will win the match. If the two teams are tied with 5 shots each, a sudden-death penalty shootout will take place where in order to win a team must have a higher number of shots scored in the same number of shots taken as the other team.