

SUMMER FOOTBALL COMPETITION REGULATIONS

St George Football Association trading as
Football St George (“Association”)



FOOTBALL
ST GEORGE

#WEARESTGEORGE

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PART 1 - ADMINISTRATION

1 SCOPE AND APPLICATION

- (a) Football NSW (FNSW) has granted Football St George (FSG) a mandate to be responsible for the organisation, promotion, and regulation of football in the St George region.
- (b) Where the Summer Football Competition Regulations (the Regulations) are silent on any particular aspect, then all teams shall first have regard to the Football St George Constitution, By-Laws, and where applicable rules and regulations of FNSW.
- (c) If any part of these Regulations is void that part shall be severable and will not affect the enforceability of the remaining sections of these Regulations.
- (d) FSG will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties.
- (e) These Regulations apply to Participants in the following competition (the Competition) unless stated otherwise:
 - (i) Football St George Summer Football Competitions.

2 CONTROL OF COMPETITIONS

The administrative control and conduct of the Competitions are vested with FSG.

3 ALTERATION

FSG will have the power from time to time to make, alter, or rescind the Regulations.

4 DISCIPLINARY SANCTIONS AND PROCEEDINGS

All Teams, Players, Team Officials, Match Officials, spectators, or any person participating in any manner at the Competition will submit exclusively to the jurisdiction of the Disciplinary Regulations.

5 CONSEQUENCES FOR BREACH

Any breach of these Regulations or failure to comply with any direction by FSG may result in a fine or other sanction pursuant to the Disciplinary Regulations.

6 CONFIRMATION OF AGE GRADES

- (a) The Competition will be offered in the following Age grades:

Girls	Boys / Mixed
	U6 Mixed
U8 Girls	U8 Mixed
U10 Girls	U10 Mixed
U12 Girls	U12 Boys
U14 Girls	U14 Boys
U16 Girls	U16 Boys
All Age Women	All Age Men
Over 30 years Women	Over 35 years Men
All Aged Mixed	

- (b) Where required to facilitate optimal competition and match opportunities, age grades may be combined. Should this occur, separate Finals may be conducted for the individual age grades.

7 SPECIAL CONSIDERATION

- (a) FSG will have the power to consider individual circumstances outside the prescribed limits of the Regulations should it be clear those special considerations are in the interests of the game.
- (b) The decision by FSG to review and consider individual circumstances under this section is not subject to appeal or review.

8 UNFORESEEABLE CIRCUMSTANCE

Nothing in the Regulations shall prevent FSG from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

PART 2 – TECHNICAL REGULATIONS

1 MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME

All Matches will be played in compliance with the Regulations in force at the time and in accordance with Football Australia and FNSW rule, regulations, codes, and directives, and under the FIFA Laws of the Game.

2 COMPETITION PERIOD

- (a) The competition period is 12 weeks.
- (b) The competition period commences the week starting Monday 25 September 2023.
- (c) The competition period concludes the week starting: Monday 11 December 2023.

3 COMPETITION FORMAT

- (a) For the U6 age grade, the competition is a 4-a-side format, with no goalkeeper and four (4) field players per team.
- (b) For all other age grades, the Competition is a 6-a-side format, with one (1) goalkeeper and five (5) field players per team.
- (c) For the U6 to U10 age grades, only a Premiership Series will be conducted (i.e., there isn't a Championships series).
- (d) For U12 age grades and above, the Competition will be played with a Premiership Series followed by a Championship Series.

4 PREMIERSHIP SERIES

- (a) For the U6, U8 and U10 age grades, the Premiership Series will be scheduled across the full twelve (12) weeks of the competition period.
- (b) For the U12 age grades and above, the Premiership Series will be scheduled across the first ten (10) weeks of the competition period.
- (c) The Premiership Series will comprise of teams playing other teams in their competitions.
- (d) Depending on the number of entries, teams will be placed in one (1) or several divisions.
- (e) Division placement will be determined by FSG.

5 CHAMPIONSHIP SERIES (FINALS)

- (a) The Championship Series will follow the Premiership Series in the U12 age grades and above.
- (b) The Championship Series will be scheduled across the last two (2) weeks of the competition period.
- (c) The Championships Series will comprise of Semi Finals and a Grand Final per relevant age grade.

6 MATCH SCHEDULE

- (a) The official Match Schedule will be uploaded to the Competition Website prior to the competition.
- (b) The team listed first in the match schedule will be considered the home team, the team listed second will be considered the away team
- (c) Teams withdrawing from the Competition after the match schedule is communicated will be replaced with a bye.

7 VENUES

The Venues being used for the Summer football competitions are;

- (a) Peakhurst Park.
- (b) Poulton Park.
- (c) Ador Avenue Reserve.
- (d) J.Graham Reserve.

8 DURATION OF MATCHES

- (a) Duration of Matches will be as follows for all matches:

Age Groups	Duration of Match	Duration of Half Time
U6	Two Periods of 12 Minutes	No Longer than 2 minutes
All other age grades	Two Periods of 15 Minutes	No Longer than 2 minutes

- (b) Five (5) minutes grace only will be allowed from the advised kick-off. If a team does not field the required players on the field within the five (5) minute grace period, they will be determined to have forfeited the match.
- (c) The minutes lost during the grace period will not be added to the match, they will be deducted from the duration of the first half.

9 ADDED TIME

- (a) There will be no added time played in any Premiership Series or Championship Series match.
- (b) Should scores be equal at the conclusion of a Championship Series Match, extra time shall be played as defined in these regulations.

10 EXTRA TIME

- (a) There will be no extra time played in any Premiership Series Matches in the event of a draw at the conclusion of normal time.
- (b) Should scores be equal at the conclusion of a Championship Series Match, extra time shall be played as follows:

Age Group	Duration of Extra Time	Half Time Interval
U12 and older	Two periods of 5 minutes	No Half Time Interval - Teams swap direction and play resumes

- (c) There shall be an interval of two (2) minutes at the end of normal playing time and the commencement of the first period of extra time, for all relevant age groups.

11 NUMBER OF PLAYERS

(a) U6 Age Grades

- i. A team shall consist of a maximum of eight (8) registered players.
- ii. A maximum of four (4) field players per team are permitted on the field at any one time. There is no goalkeeper in the U6 age grade.
- iii. Should a team have less than three (3) registered players, either at the commencement of the match or at any point during the match, that team will have been deemed to have forfeited the match.
- iv. A player whose name is not on the on-line match sheet cannot take the field.

(b) All other Age Grades

- i. A team shall consist of a maximum of ten (10) registered players.
- ii. A maximum of six (6) players, one of whom must be the goalkeeper, per team are permitted on the field at any one time.
- iii. Should a team have less than four (4) registered players, one of whom must be the goalkeeper, either at the commencement of the match or at any point during the match, that team will have been deemed to have forfeited the match.
- iv. A player whose name is not on the on-line match sheet cannot take the field.

12 MATCH BALLS

(a) FSG will provide all match balls for the Competition.

(b) The following sizes are applicable to the different age grades:

Age Grades	Size
U6 and U8	3
All other age grades	4.5 (mid bounce ball)

13 START AND RESTART OF PLAY

(a) Kick-offs and Drop Balls

- i. The procedure for the start and re-start of play (kick-offs and drop-balls) is as per the FIFA Laws of the game.

(b) Goalkeeper

- ii. The goalkeeper is allowed to handle the ball anywhere in the penalty area.
- iii. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.
- iv. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- v. Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play.
- vi. The ball is in play once it is dropped or kicked by the goalkeeper.
- vii. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

(c) Goal Kicks

- i. Goal kicks can be taken from anywhere within the penalty area.
- ii. Opponents remain at least 10 metres outside the penalty area until the ball is in play.
- iii. The ball is in play once it has been kicked.

(d) Corner Kicks

- i. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.
- ii. Opponents must be at least 5 metres away from the ball until it is in play.
- iii. The ball is in play when it is kicked and moves.
- iv. A goal may be scored directly from a corner kick.

(e) Side Kick-ins

- i. The procedure for balls returning to play once they cross the sideline will be kick-ins instead of throw-ins.
- ii. A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the ground or in the air.
- iii. A goal cannot be scored directly from a kick-in
- iv. If the ball enters the opponents' goal direct from a kick-in, a goal kick is awarded.
- v. If the ball enters the kicker's goal direct from a kick-in, a corner kick is awarded.
- vi. The ball must be stationary on the touchline at the point where it left the pitch.
- vii. All opponents must stand at least 5m from the point on the touchline where the kick-in is to be taken.
- viii. The ball is in play when it is kicked and clearly moves.
- ix. If the kick-in is taken and then, after it has been in play, the ball goes off the pitch over the same touchline where it was taken without touching any other player, it is retaken by the opposing team from the same location where the original kick-in was taken.

14 FOULS AND MISCONDUCT

- (a) Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.
- (b) For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 metre penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 metres behind the penalty mark.

15 OFFSIDE

- (c) The official offside rule does not apply to any age grade of the Summer Football competitions. Goals can be scored from the offside position.

16 COMPETITION POINTS

Points will be allocated as follows for all Matches:

Result	Points
Win	Three (3) points
Draw	One (1) point each Team
Bye	No points
Loss	No points
Forfeit	Three (3) points to the Team receiving the forfeit <i>(For Forfeited matches the team winning on forfeit will receive six (6) goals for and zero (0) goals against as well as the three (3) competition points).</i>

17 LEAGUE POSITIONS

- (a) Where all teams within a League have played the same number of matches the following procedure will be used to determine league table positions within the Premiership Series;
- i. Team with the greater number of points
 - ii. If teams are equal on points the following procedure will be used to determine team positions, in descending order;
 1. Team with the greater Goal difference.
 2. Team with the most Goals for.
 3. Team with the least Goals against.
 4. Greater goal difference resulting from the Competition match/s between the teams concerned.
 5. If at the end of the Premiership Series Teams remain on equal standing, their league table position will be determined by the drawing of lots by FSG.
- (b) Where an unequal number of matches has been played within a division, a points per match ratio will be applied to replace Part 2 Article 5 (a) i – *Team with the greater number of points.*
- (c) To determine the points per match ratio, the teams' total points will be divided by the number of matches played.
- (d) The remaining process to determine league table positions will then be applied if the points per match ration is equal.

18 RESULTS

- (a) Referees are responsible for informing the FSG Venue Coordinator of the score at the completion of each match.
- (b) Results will be uploaded to the Competition Management website at the conclusion of each match by the FSG Venue Coordinator.

19 QUALIFYING TO THE CHAMPIONSHIP SERIES

- (a) The following format will be used when determining which teams qualify from the Group Stage to the Championship Series;
- i. The top four (4) teams on the league table at the end of the Premiership Series will qualify to the Semi Finals, where the following match sequence will be applied;

Semi Finals		Grand Final	
Match	Teams	Match	Teams
1	1 st v 4 th	3	Winner Match 1 v Winner Match 2
2	2 nd v 3 rd		

20 DETERMINING THE WINNER BY PENALTY KICKS

- (a) If at the end of extra time, scores are still drawn, alternate kicks from the penalty mark shall be taken to determine the winner.
- (b) The penalty mark is 8 metres from the centre of the goal line.
- (c) For clarity if, after both teams have taken three (3) kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

21 FORFEITS

- (a) Teams will be deemed to have forfeited a Match when;
- i. They fail to fulfill an engagement to play a Match on the appointed date, time, or venue; or
- ii. They refuse or fail to begin a Match within five (5) minutes of the stipulated kick-off time; or
- iii. They field less than the minimum number of their registered Players at the start of any Match, (for U8 and above, the minimum number of players is four (4) players, with one being a Goalkeeper. For U6 competitions the minimum number of players is three (3) players); or
- iv. At any point during the Match, they cannot field the minimum number of players, or
- v. They field or list on a team sheet an ineligible Player; or
- vi. Any other scenario within these Regulations or the Disciplinary Regulations that stipulates a forfeit of the Match.
- (b) In the event of any Team forfeiting its Match, the following procedure will be applied;
- i. Full points allocated for the Match will be forfeited to the opponent Team and the goals recorded according to six (6) goals scored by the Team getting the points and nil (0) by the Team who has infringed the regulation, unless the goal difference for the Team receiving the forfeit is greater than six (6), in which case the result on the field is upheld.

22 ABANDONED MATCHES

- (a) In cases where a Match has been abandoned by the Referee, the Football St George Executive or Disciplinary Committee, as determined by the FSG Executive at their discretion, may investigate the circumstances of the abandonment and impose such penalties as it deems fit on the Team, Team Officials, Players and/or spectators adjudged to be associated with the abandonment.
- (b) Abandoned matches will not be replayed.

- (c) Should a Team, its Players, Officials, or spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Team to the opposition, and the Club, Player, Official or Spectator may be sanctioned pursuant to the Disciplinary Regulations.
- (d) Should a match be abandoned for a reason other than a fault of either or both teams, their officials or spectators, the score at the time of the abandonment will stand.
- (e) Where both teams are held responsible by FSG the abandoned match will be voided, no points will be awarded, and the match will not be replayed.

23 TECHNICAL AREA AND CODE OF CONDUCT FOR THE TECHNICAL AREA

- (a) Only registered and eligible Players, Coaches, and Team Officials are allowed in the technical area during Matches.
- (b) The Team Manager is responsible to ensure proper conduct of all persons occupying the technical area. In the absence of a Team Manager, a Team Official will be responsible.
- (c) Coaching and encouragement in suitable language is permitted from the technical area but no comments are to be directed to or about referees, opposing players or officials.
- (d) Abusive or derogatory comments will not be tolerated. Offenders may be ordered from the venue by the Match Officials or FSG representative.

24 RETURN SUBSTITUTION (INTERCHANGE)

- (a) Unlimited substitution of all players listed on the team sheet is permissible during the game.
- (b) Interchange Procedures;
 - i. "Interchange zone" will be an area one metre either side of the halfway line
 - ii. An interchange is one, which is made when the ball is out of play, and for which the following conditions shall be observed:
 1. the player leaving the field shall do so from the sideline, crossing over at the sector called the interchange zone;
 2. the player entering the field shall also do so from the interchange zone, but not until the player leaving the field has passed completely over the sideline;
 3. A player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not;
 4. The interchange is completed when the player who was off the field, enters the field. From this moment they become a player and the player whom they replaced ceases to be a player.
- (c) The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
- (d) At the completion of extra time (where extra time is applicable) the interchanging of players will cease.
- (e) If after the conclusion of extra time penalty kicks are required to determine the winner of the match, only the players on the field when extra time concludes are eligible to participate in the taking of penalty kicks. The only exception to this rule is the goalkeeper, who may be substituted if they are unable to continue during the taking of penalties. For clarity, once replaced by an eligible substitute, the goalkeeper cannot return to participate in the taking of penalties.

- (f) Substitution players cannot be used to replace any player who has been dismissed from the Match by the Referee.
- (g) The referee may decline individual substitutions in the final 2 minutes of the match if the referee believes a team is making excessive substitutions for the purpose of wasting time. The referee must not apply this discretion if there is an injured player being substituted.

25 PROTESTS

Should a Team wish to protest the result of any match, they must lodge the protest in writing to FSG using the [Incident Report JotForm](#) within 48 hours of the match being played.

PART 3 – ELIGIBILITY AND REGISTRATION

1 PARTICIPANT ELIGIBILITY

- (a) Players, Coaches, and Team Officials must have a current and active Registration on PlayFootball.
- (b) Players, Coaches, and Team Officials must be registered into their appropriate team for the Competition.
- (c) Players can only participate in one team per division (i.e., players cannot play for two teams in the same competition).
- (d) Players, Coaches, and Team Officials must be listed on the online Team Sheets on the Competition Administration system used by FSG.
- (e) Players must meet the age requirements for their particular age category.
- (f) Players, Coaches, and Team Officials agree to be bound by the Football Australia Code of Conduct and competition Disciplinary Regulations.

2 AGE ELIGIBILITY

- (a) Age Eligibility is determined by a player's age as of 31 December 2023 for all competitions other than over age Competitions.
- (b) Age Eligibility for over age competitions is determined by the players age at 30 June 2023.
- (c) The following table details the birth dates applicable to the age grades:

Age Grade	Birth Date
Over 35	A player is eligible to register for Over 35 if they have turned 35 years of age on or before 30 June 2023
Over 30	A player is eligible to register for Over 30 if they have turned 30 years of age on or before 30 June 2023
All Age	Players must have turned at least 16 years of age before playing a game in all Age Competitions.
Under 16	For players born on or after 1 January 2007
Under 14	For players born on or after 1 January 2009
Under 12	For players born on or after 1 January 2011
Under 10	For players born on or after 1 January 2013
Under 8	For players born on or after 1 January 2015
Under 6	For players born on or after 1 January 2017

- (d) Players cannot be more than 2 years younger than the age grade in which they are registered (i.e., to play in the U12 competition a player must have already turned 10 years of age).
- (e) Players must have turned 16 years of age to play in All Age Competitions.

3 REGISTRATIONS

- (a) All Players, Coaches and Team Officials must Self-Register through PlayFootball prior to the Registration deadline.
- (b) Any Player, Coach, or Team Official who has not registered or does not have a suitable head and shoulders photo uploaded into PlayFootball prior to the registration deadline may not be able to participate in the Summer Football Competitions.

- (c) U6 teams are able to register up to eight (8) players.
- (d) Teams in all other age grades are able to register up to ten (10) players.
- (e) There is no restriction on the number of Coaches or Team Officials that can be registered to each team.
- (f) No player will be allowed to fill in for another team in any age grade.

4 REGISTRATION PERIODS

Registration periods for the 2023 Summer Football competitions will be as follows:

Open Date & Time	Closing Date & Time
Monday 28 August 2023	To be eligible for the first match week Friday 15 September 2022 Final Registration close date Tuesday 31 October 2023

PART 4 – TEAM SHEETS AND RESULTS

1 TEAM SHEETS

- (a) Match details and results are to be recorded on the online match sheets (DRIBL software).
- (b) The digital match sheet will be an online version only and players' names and ID number will be imported from the database.
- (c) Players are to retain one shirt number for the duration of the Competition.
- (d) Teams are not required to select starting or substitute players for Summer Football Competitions.
- (e) It is the responsibility of each team to ensure that the players they field are available and eligible (i.e., are registered and are not suspended).
- (f) It is the responsibility of the FSG Venue Coordinator to upload the match data at the conclusion of each match following consultation with the Referee.

2 RECORDING OF STAND DOWNS

- (a) Stand downs will be entered by the Competition Coordinator to the DRIBL software.
- (b) It is the responsibility of the Team Manager to ensure suspended players do not play.
- (c) Any team that fields a suspended player will be deemed to have forfeited the match.

3 ONLINE RESULTS

FSG will be responsible for recording the results online for each match at the competition.

PART 5 – MATCH OFFICIALS

1 MATCH OFFICIALS

- (a) Match Officials will be supplied by the St George Football Referees Association.
- (b) Match Officials must abide by the Football Australia Code of Conduct.

2 MATCH OFFICIAL APPOINTMENTS

- (a) The appointment of all Match Officials will be made by the St George Football Referees Association.
- (b) One (1) Match Officials will be appointed to each Match of the Competition.

3 MATCH OFFICIAL PAYMENTS

- (a) Football St George will pay the Match Officials by electronic funds transfer the week following matches being played.

PART 6 – AWARDS

1 MEDALS AND TROPHIES

FSG will present the following;

- (a) Champions in each age grade from U12 and above;
 - i. 11 medals per team.
 - ii. One Champions Trophy.
- (b) Runners Up in each age grade from U12 and above;
 - i. 11 medals per team.
- (c) Match Officials of the Finals;
 - i. 1 medal per age grade.

PART 7 – EQUIPMENT REGULATIONS

1 AUTHORITY AND SCOPE

- (a) The wearing of any clothing or apparel onto the field is subject to the approval of the Match Officials regardless of any article contained in these Regulations stating otherwise.
- (b) Match Officials may request that any item breaching these Regulations be removed.
- (c) All equipment and clothing used for any Competition Match must comply with the FIFA Equipment Regulations and as elaborated in these Regulations.

2 PLAYERS BASIC EQUIPMENT

- (a) Player's basic equipment includes shirts, shorts, socks, shin guards and suitable footwear.
- (b) Players are required to wear all items of basic equipment for each Match.
- (c) Goal keepers can wear either shorts or tracksuit pants. They may also wear knee or elbow pads, goal keeping gloves, and a cap.

3 REVERSIBLE SUMMER FOOTBALL JERSEYS

- (a) All field players are required to wear the FSG Reversible Summer Football jersey for all matches.
- (b) The team listed first on the match schedule uses the pink or red side of the jersey for field players.
- (c) The team listed second on the match schedule uses the grey or black side of the jersey for field players.
- (d) Goalkeepers may wear a goalkeeper jersey or bib in a colour different to the reversible field player jersey.

4 SHORTS AND SOCKS

- (a) Teams are required to provide their own shorts and socks.
- (b) All field players in a team must wear the same colour shorts, and same colour socks.

5 ITEMS WORN UNDER THE PLAYING KIT

- (a) Players may wear an under shirt or under shorts / tights as long as the under shirt or shorts / tights are the same tonal colour as the predominant colour of the shirt sleeve for short that they are worn under or are black or white.
- (b) All under shirts worn by field players must be the same colour.
- (c) All under shorts / tights worn by field players must be the same colour.

6 JEWELLERY AND GLASSES

- (a) The only jewellery that is permitted to be worn by players is a medical alert bracelet or necklace. The bracelet or necklace must be taped or bandaged to the body, covered by a wrist band, or otherwise appropriately padded.

- (b) Players are permitted to wear sports goggles, sports glasses, and sports sunglasses as long as, in the Match Official's opinion, the glasses pose no danger to the player wearing the glasses or to any other player on the field.

7 MISCELLANEOUS HEAD WEAR

- (a) Where headcovers are worn they must;
 - i. Be black or of the same main colour as the jersey (provided that the players of the same team wear the same colour head cover).
 - ii. Be in keeping with the professional appearance of the player's equipment.
 - iii. Not being attached to the jersey.
 - iv. Not posing a danger to the Player or any other Player on the court (e.g., opening / closing mechanism around the neck).
 - v. Not have any part(s) extending out from the surface (protruding elements).
- (b) For religious reasons, Match Officials shall not check the affixing of the head covers of a Player and under no circumstances touch the garment.

8 MISCELLANEOUS PROTECTIVE EQUIPMENT

- (a) Modern protective equipment such as headgear, face masks and knee and arm protectors made of soft, lightweight padded material are not considered dangerous and are therefore permitted.
- (b) Plaster casts or rigid protection , even when covered with padding, are considered dangerous and are not permitted.

9 OTHER EQUIPMENT

- (a) Cloth head bands and wrist bands are permitted.
- (b) Material and elastic hair ties are permitted.
- (c) Tape of any colour to assist hold up socks or keep shin guards in place is permitted. (i.e., it does not have to be the same colour as the socks).

10 CAPTAINS ARM BAND

- (a) The captain of each team may wear a distinguishing arm band to indicate their status.
- (b) The arm band cannot contain any commercial advertising.

11 MATCH OFFICIALS KIT

- (a) The Match Official's first choice kit colour is Black.
- (b) Match Official's may carry with them other colours as agreed with FSG.

12 NUMBERING

- (a) All players must wear unduplicated numbered shirts that coincide with the numbers listed on the on-line team sheet.



**FOOTBALL
ST GEORGE**

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