

Ballina 6s (6-a-side) Football Registration

Terms and Conditions

By registering with Ballina 6s you (the Participant) (and, if under 18, your parent or legal guardian) acknowledge and agree to the following terms and conditions:

1. General Obligations

- 1.1. By completing the registration process, you confirm that all information provided is accurate and up-to-date.
- 1.2. You agree to abide by all competition rules, referee rules/decisions and Ballina Shire Council Open Spaces regulations.

2. Image and Media Consent

- 2.1. By registering, you grant Ballina 6s the right to use your image and audiovisual recordings taken during the competition for promotional and advertising purposes, without additional compensation.
- 2.2. Participants not consenting to the use of images and audiovisual recordings must contact Ballina 6s organisers directly.

3. Insurance and Liability

- 3.1. Ballina 6s provides basic public liability and basic accident/ injury insurance coverage for participants.
- 3.2. Participants acknowledge that:
 - The provided insurance does not cover salary continuance insurance.
 - Participants are strongly encouraged to consider obtaining private health and salary continuance insurance if additional insurance coverage is required.

3.3. Ballina 6s are not liable for any loss, damage, injury, or illness incurred during participation in football activities, except as covered by applicable insurance.

4. Risks of Participation

- 4.1. You acknowledge and accept the inherent risks associated with participating in 6 a side football, including potential injuries and exposure to communicable diseases.
- 4.2. In the event of injury, you authorise First Aid trained Ballina 6s staff and volunteers to administer first aid and, if necessary, arrange for emergency medical treatment at your expense.

5. Fees and Payments

- 5.1. Registration fees are payable via bank transfer. Registration details can be found on Ballina 6s socials or on ballina6s.com.au.
- 5.2. Registration is not complete until fees are fully paid, and failure to pay may result in cancellation of registration.

6. Privacy and Data Use

- 6.1 By registering, you consent to your personal information being collected for administration, organisation, first aid and communication purposes.

7. Behaviour and Conduct

- 7.1. Participants agree to uphold the principles of fair play, respect, and sportsmanship; agreeing to follow the direction of referees at all times.
- 7.2. Misconduct, including unsporting behaviour, abuse, or breach of any competition rules, may result in disciplinary action, including suspension or deregistration.
- 7.3. Ballina 6s reserve the right to de-register players or teams from the competition for serious breaches of behaviour and conduct. In such cases, registration fees will be forfeited.

Ballina 6s BYLAWS

1. Fill-in Players

- Fill-in players must be approved by the Ballina 6s committee and/or referees and be a registered player in the Ballina 6s competition. Fill-in players incur a 3-goal penalty per player. (Maximum of 3 fill in players allowed before a match is forfeited).
- Forfeit due to 4 + fill-in players will be recorded as a 5-0 victory for the opposition team.
- Fill-in players cannot play down age groups. Junior/ youth players cannot fill in for senior teams unless conditionally approved.

2. Goalkeepers

- Goalkeepers are interchangeable throughout the duration of a match, and can be changed at any time under the following conditions:
 - They announce to referee that they are changing the goalkeeper and wait for the referee's acknowledgement.
 - Unless the interchange is during a break in play, no stoppage is made to accommodate a goalkeeper interchange.
- Goalkeepers are permitted to play the ball to themselves after handling the ball in general play, however, once the ball has been rolled to their feet from their hands, the goalkeeper can no longer pick the ball up during that passage of play.
- Goalkeepers must be wearing a shirt to differentiate themselves from their other teammates, at their request, referees can issue them a different coloured bib that must be handed over to the replacement goalkeeper in the process of an interchange.
- Goalkeepers will have a maximum time of 5 seconds with which they can hold the ball in their hands, after which the ball must be put in play. If the ball is not put in play within the time limit, the team is penalised with a corner awarded to the opposing team.
- When the ball crosses the by line by an opposing player, goal keepers resume play through a kick within the specified goal box.
- The goalkeeper CAN throw or kick the ball over the halfway line without it touching the ground or a player, in either goal clearance or general play.

- Players can pass the ball back to the goalkeeper an unlimited number of times, however, when intentionally passing back to the goalkeeper, the goalkeeper cannot use their hands. If this occurs an indirect free kick is awarded where the goalkeepers hands make initial contact with the ball.

3. Throw ins

- On a throw-in players are required to throw the ball in at the location the ball crossed the sideline. Players are not allowed to gain an advantage by moving closer to the opposition goals during a throw in. Advantages gained by moving the location of a throw in will result in a throw-in being awarded to the other team. Players defending a throw in must give 5 meters space, if a defending player deliberately interferes with a throw-in, an indirect free kick will be given from where they interfered.

4. Free kicks, penalties, corners & kick-off

- Players must be 5 metres away from the ball on all free kicks and corner kicks and must be in their defensive half and 5 metres away from the ball at the opposing team kick-off.
- A player can take a maximum of 2 steps prior to striking the ball during a free kick or penalty.
- On a penalty kick, all players must be outside the penalty box and 5 meters away from the ball prior to the kick. Penalties are taken 6 meters from the centre of the goals.

5. Offsides

- The offside rule is not being used under any conditions in Ballina 6s.

6. Game length

- The game will consist of 2 x 25 min halves.
- When the full-time buzzer sounds referees reserve the right to stop play immediately.
- We emphasise that there are usually no stoppages in time however, if a serious injury occurs where a player cannot be moved off the field or must be tended to, at the discretion of the referee and competition organisers, the clock may be stopped. In the event a serious injury

causes a major delay, we reserve the right to reduce the game time, reschedule matches or postpone/cancel fixtures.

7. Slide tackles

- Slide tackling or playing the ball while on the ground is not permitted under any circumstance.
- Slide tackles result in a direct free kick at the location of the infringement.

8. Uniforms, shin pads & shoes

- All players must wear shin pads, or they will not be allowed on the field and participate in the game. Plastic studded football boots are recommended; however flat sole running shoes are permitted. Metal studs are not permitted.
- All players must wear matching design and colour uniforms. Uniforms must have a number clearly printed on the back.
- Any jewellery must be removed to play. Facial piercings such as nose, lip, eyebrow and ear piercings must be removed. Jewellery cannot be covered by tape.

9. Bib allocation

- In the event that both team's jerseys clash the referee will allocate a team to wear provided bibs. If a team doesn't have all players in correct uniform or is running late, they will default to wearing bibs.

10. Late starts

- 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 enough players by 10 minutes after the scheduled kick off time, they will forfeit the match.

11. Forfeits

- Forfeiting teams will have the result recorded as a 5-0 loss.

- No fees will be reimbursed due to continued forfeits.
- A fill in team consisting of other registered players in the competition will be created to avoid BYES due to forfeits.

12. Wet weather / Extreme heat

- Ballina Shire Council and Ballina 6s decide if the field is safe to play on. Decisions will be announced by 4pm on match day. If bad weather occurs, play will be postponed/cancelled for the night. Rained out games will be replayed on an alternate night or during a dual round format. Postponed competition rounds will be announced via Ballina 6s socials & all team captains notified.
- Forecasted extreme temperatures will result in the competition start time being delayed. (Youth 32 degrees & Seniors 35 degrees).
- Electrical storms and extreme weather warnings may result in the postponement or delay of competition.

13. Foul language

- Foul language is not tolerated at Ballina 6s 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.

14. Red & yellow cards

- When a player is issued a red card, they are ejected from that game. The player is not permitted to sit on their teams' bench/ sideline. They must either leave the venue or sit in the spectator stands. If the player does not comply immediately after 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 a written confirmation.

- Yellow cards will be issued for consistent personal fouls or dangerous conduct. Two yellow cards issued in the same match to the same player will result in a red card.
- An accumulation of 3 yellow cards during regular round games of competition will result in a one game suspension.

15. Semi-Finals and Finals

- Semi-finals formats will depend on ladder/ pool standings at the end of the term. If a team is tied on ladder points at the end of regular season overall goal difference will be used to determine the ranking. If more than two teams are tied on ladder points, table ranking is decided based on player discipline (least number of yellow/ red cards).

16. Player and Fill-in Players Eligibility (Semi-Finals and Finals Only)

- Fill-in players are not eligible for the semi-finals and finals. For men's and women's teams, if a team has fewer than 4 players, a forfeit will be recorded, and fill-in player(s) will be allowed, and a friendly/ non contested game will be played.

17. Extra Time (Semi-Finals and Finals Only)

- If regulation ends in a draw, a drop off will occur, with an additional player leaving the field every 2 minutes. Extra time begins with 5v5. During drop off, golden goal applies.

18. Field of play

- Field size will vary to suit available bookings.
- Field size range 25-35m x 35-45m.
- Corner flags will indicate field numbers.
- Goal box 3m x 8m.
- Size 4 footballs used in all both senior and junior competitions.

19. Registration

- Players must be turning the age or younger than the division they are playing in. (Example: Junior U14s competition is open to players turning 13 or 14 within the competition calendar

year). Dispensation for players to play up in age groups may be approved subject to registers advice.

- Players are not eligible to play in the senior competition unless they are turning 15 years of age or older.
- All players MUST be registered prior to participation in the competition.
- Teams can apply for changes to their registration during the competition – For example: Additional players added, injured players removed and replaced by another player. All changes must be approved a minimum of 1 day prior to day of competition.

20. Match cards

- Team captains are responsible for accurately filling out their team sheets. Any intentionally falsification of match cards results in a forfeit.
- Junior teams must specify a coach / team captain as a responsible adult representative. The nominated person will be the point of contact for the team.

21. Rules/ Regulations

- Ballina 6s reserves the right to amend or alter the competition rules and regulations as deemed necessary. Any changes to competitions will be communicated at least 24 hrs prior.

Ballina 6s CODE OF CONDUCT

1. Players

- Play may be active and spirited, but should never be unsportsmanlike or forceful. Recurring offenders will be suspended from the competition.
- Players exhibiting aggressive behaviour will receive ensuing warnings and further behaviour will put the player under review for suspension.
- A player who receives two yellow cards, or a red card will be sent off the field of play and put under review for suspension.
- Verbal abuse will not be tolerated. This includes verbal abuse to the referees, the opposing team, the spectators, and teammates. A player who is excessively swearing will be given a yellow or red card.
- Players should not react with violence to any physical or verbal provocation. A retaliation will be dealt with at least as severely as the original provocation.
- A player is allowed to approach a referee to question a decision they have made with respect and good will. A player should never argue with the referee or yell at them about a decision that was made. A referee has the right to take away the privilege of communication and request only communication from the team captain.
- Any on-going antagonistic behaviour towards the referees, bench or any other officials will be dealt with a yellow card, and the player will be put under review for suspension.
- Players on the bench are also subject to the above rules and can be given a yellow card at the discretion of the referee.
- The Code of Conduct is enforced at the discretion of the referee and management and can result in yellow or red cards (referee). A player who is red carded will not be permitted to return to the field of play for the rest of the game.
- Players are encouraged to play in a sportsmanlike manner and to extend courtesy to the opposing team. This includes post-match courtesies such as shaking hands with the opposing team and extending thanks to the referees after the match.