



TUFC Delta Summer 6s Rules and Regulations 2026

Rules and Regulations

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Team Set Up

1. TEAM MANAGERS

- 1.1 Each team must nominate a team manager who will be the contact point for all competition, payment and disciplinary matters.
- 1.2 Team and player registrations, including payment of whole team fee, will be sent to the team managers with a 360player app link. All payments will be via 360player, do not pay via any other payment option.
- 1.3 Team managers are responsible for all **Team Set up Rules** being followed.
- 1.4 Team managers are responsible for **Rule 6. Team Sheets** being followed.
- 1.5 All junior teams must have a manager registered with an active Working With Vulnerable Peoples card, and it is the responsibility of the registered manager that all WWVP safeguards are always followed. Failure to do so may result in the deregistration of the team.

[2026 TUFC Policy Document - Working with Venerable People Policy](#)

2. REGISTRATIONS

- 2.1 ALL players must have a valid and current FFA number in order to play.
- 2.2 All players need to be registered via playfootball and in the team group on 360player. The link will be sent to team managers.
- 2.3 If you have never been registered, instructions for completing registration and obtaining an FFA number are available on our website or follow the instructions on the Football Australia website.
- 2.4 Creating a new FFA number to avoid current Capital Football or Tuggeranong United Football Club suspensions will result in the immediate and permanent expulsion from the competition.
- 2.5 A minimum of 8 and maximum of 16 players can be registered to a team. Teams will not be accepted outside of this range.

3. MATCH BALLS

- 3.1 Each team must supply the following sized match balls.
 - Senior teams – Size 5.
 - Junior teams U14 – Size 5.
 - Junior teams U10 to 12 – Size 4.
 - Minirooms team U8 to U9 – Size 3.

4. SHIN PADS

- 4.1 Shin Pads are compulsory and the Summer Sixes follows IFAB Laws of the Game in this regard.

5. PLAYER STRIPS

- 5.1 Each team is responsible for playing strips for its players, including shirts, shorts and socks.
 - Each strip must be matching (or at least the same colour) to ensure identification of team members.
 - Each shirt of each team's strip must have a number at least 150mm high to enable the unique identification of each player in a team.
- 5.2 If playing strips of opposing teams are considered too similar in colour, a set of bibs can be borrowed from the canteen to distinguish teams. In this case the 'away' team on the draw will wear bibs.
- 5.3 Teams are reminded that they must have a strip prior to the first match of the Summer Sixes competition – no exemptions will be allowed. Failure to have matching and numbered strips will result in game forfeits until the teams comply.

Rules of Competition

6. TEAM SHEETS

- 6.1 Team Sheets MUST be filled out in full. Players Full First and Last Name and Players Jersey Number must be correct. Failure to do so will result in a forfeit, if both teams do this it will be recorded as 0-0 draw and no points recorded.
- 6.2 Each team can list up to ten (10) players on the team sheet.
- 6.3 A team can have a maximum of 2 borrowed players on the team sheet.
- 6.4 A borrowed player cannot be registered to a team in the same division. This includes from a different pool in the same division.
- 6.5 A borrowed player cannot be registered to a team more than a single division higher than the game being played.
- 6.6 Any team found with a player playing under another player's name will result in a forfeit. In addition, both the player on the team sheet and the player who played will receive one (1) game suspensions.
- 6.7 If a team fields a suspended player, it will result in a forfeit.
- 6.8 In the case of issues with the 360player team sheet, spare match cards will be available if required from the canteen each week.
- 6.9 Team sheets must be uploaded to 360player 10 minutes before the commencement of the game. Failure to do so will result in a forfeit.
- 6.10 Each referee must submit the game result into 360player no later than 30 minutes after the final game of the night. The goals scored for each team, the winning team and any cautions and incidents must be provided. Each team's manager must can contest the result of documented cards within a 24 hour period. After which all results are final.

7. REFEREES

- 7.1 If an official referee is not available to start a game, a stand-in referee will be supplied where possible. Otherwise, the 'home team' on the draw must nominate a referee, unless the 'away team' agrees to nominate a referee. The nominated referee must officiate the whole match.
- 7.2 The stand-in referee will have the same authority on the field of play as an official referee and must be given the same respect by players due to an official referee.

8. GAME RULES

- 8.1 IFAB rules apply, except for the following Six-A-Side variations.
- 8.2 Each player agrees to abide by the FFA Code of Conduct
- 8.3 Each team can list up to ten (10) players on the match card – all players must be registered in the team they play for or following **Rule 6.3** for borrowed players.
- 8.4 Teams must start play at the nominated time for their division with a minimum of four (4) players. Teams unable to field at least four (4) players within 5 minutes of when the match was scheduled to commence (indicated by the draw) will forfeit the game. The referees watch starts at the scheduled time; any delays will result in a reduced play time.
- 8.5 If a team is unable to field the required players in time, at the discretion of the opposing team a "friendly" game will be allowed to enable those that have turned up to participate. The result of any friendly game will be disregarded. A result of 3 – 0 win will be awarded to the non-forfeiting team.
- 8.6 If at any time during the game a team is unable to continue to field the minimum number of four (4) players, the game will be abandoned, and a 3 – 0 win will be recorded for the opposing team.
- 8.7 No more than six (6) players on the field of play at any one time.
- 8.8 Unlimited substitutions from halfway.
- 8.9 In line with IFAB laws of the game, players must leave the field of play before the new player can enter and can only be made during a stoppage in play
- 8.10 No offsides.
- 8.11 NO TACKLING FROM BEHIND. This will result in an automatic yellow card to the offending player. Depending on the foul, further sanctioning is available at the discretion of the referee.
- 8.12 SLIDE TACKLING – If the player makes an effort to keep the ball in play or stop it going into the goal, block a pass or shot where an opposition player was at NO RISK OF CONTACT, then NO sanction will occur.
- 8.13 If a player does make contact with an opposition player, while performing a sliding tackle, then the player will be sanctioned. Sanction: Player sent for a 5-minute temporary Dismissal (TD) with a player replacement.
- 8.14 LUNGES – If the player lunges at an opposition player to affect a tackle, if he misses the player and the ball – NO sanction is made but the player is WARNED.

- 8.15 If a player makes contact with an opposition player, while performing a lunging tackle. This will be deemed a STUDS-UP tackle then the player will be sanctioned. This will result in an automatic yellow card to the offending player. Depending on the foul, further sanctioning is available at the discretion of the referee.
- 8.16 Goalkeeper can only handle the ball inside the box. In senior games players inside the box can score a goal. In junior games players inside the box can score a goal.
- 8.17 All players can score within the box.
- 8.18 Junior grades play two periods of 20 minutes each with a 5-minute break for half time.
- 8.19 Senior grades play two periods of 20 minutes each with a 5-minute break for half time.
- 8.20 Minirooms grades play two periods of 15 minutes each with a 5-minute break for half time.
- 8.21 If a game is stopped before the allocated full-time (except for failure to field the minimum numbers of players): Scores will be considered valid and the game considered completed if 50 percent or more a game of the allocated match time is played: a game stopped before 50 percent of allocated full-time will result in a nil-all score for both teams and be considered completed.
- 8.22 MIXED COMPETITION teams must always have a minimum of two female players on the pitch at all times.
- 8.23 1 Goal scored by a FEMALE player will count as 2 goals for the match score in Mixed Competition only.

9. FINALS

- 9.1 The last game week of the competition is the Finals.
- 9.2 The finals will be determined by the competition ladder. With the games being 1st vs 2nd, 3rd vs 4th, etc.
- 9.3 The finals game of 1st vs 2nd will determine the competition champion.
- 9.4 Ladder position will be determined by competition points. If equal the positions will be determined by goal difference, then goals scored and then head to head. If all is equal the disciplinary records and fair play will be the tie breaker. This is to be determined by the Disciplinary Panel.
- 9.5 All finals will go straight to penalty shootout.
- 9.6 All penalty shootouts are taken from the spot 8m from the goal and will always be at the goals closest to the middle of the playing fields. (away from the car park and school)
- 9.7 Standard Capital Football rules for penalties apply apart from the following changes.
- 9.8 The penalty shootout will be three (3) alternating shots for each team, then sudden death.

- 9.9 All players on the team sheet must take a shot before the order resets. This will include all players on the bench at the end of regular time. Exceptions can be made for players who exited the field of play with an injury before the end of regular time.
- 9.10 Any interference from either the goalkeeper or kicker will result in a yellow card. This can include but not limited to:
- Moving the goal post or bar.
 - Slowing down the kick being taken.
 - Goalkeeper moving the ball after being placed by the kicker.
 - Any disruption to the penalty spot.
 - Any opposition player or person touch any item of the goalkeeper (eg. hate, water bottle, towel.)
 - Any verbal taunting of a player.

Rules of the Grounds

10. ALCOHOL AND SMOKING POLICY

- 10.1 Taking into account the social aspect of this competition and these fields being public spaces, alcohol will NOT be allowed in the general playing fields precinct during the junior competition night (Friday), or any particular field which is hosting a junior game.
- 10.2 There will be NO drinking of alcohol during the course of your games.
- 10.3 NO GLASS BOTTLES will be allowed as they present an obvious danger. (Any soft drinks brought to the field, should also be in cans) GLASS Bottles will be taken off teams and placed with the TUFC Coordinator until the team leaves the fields for the night.
- 10.4 The entirety of the playing fields used for the competition is a smoking free area. No smoking is allowed at any time.
- 10.5 Any persistent infringement of this policy (after a formal warning) could result in a TEAM dismissal from the tournament.

11. TEAM DUTIES

- 11.1 SET UP AND TAKE DOWN: Each field needs two goals, two nets and 4 corner flags. Please return immediately any unused corner flags to the container.
- 11.2 For each round of the competition, if you are a team that is playing in the first game of the evening, you must organise to collect one goal, one net and two corner flags from the container and place the goal frame and corner flags in the correct position on the field on which you are playing.
- 11.3 For each round of the competition, if you are a team playing the last match of the evening, you must organise to take down, return goal frame, nets and corner flags

- and pack neatly into the container. The team that is named as the 'Home' team is responsible for goal, net and corner flags on the end that has the canteen on it.
- 11.4 The team that is named as the Away team is responsible for goal, net and corner flags on the end that has the school on it.

12. BAD WEATHER

- 12.1 Scheduled competition games will be cancelled in the event of an ACT Government enforced field closure.
- 12.2 The Competition Coordinator will notify team managers ASAP of field closures on TUFC 360player app.
- 12.3 Cancelled games due to field closures will not automatically be rescheduled. The Competition Coordinator will determine if games can be rescheduled within two weeks and team managers will be notified only if games are re-scheduled.

Disciplinary

13. PLAYER SUSPENSIONS

- 13.1 A disciplinary panel of (3) board appointed club members will be available on all competition nights for review of sanctions. This process is a majority vote from the three (3) panel members and is only for the review of red cards and serious misconduct.
- 13.2 A player or manager dismissed for two (2) yellow cards offences in the same game will not be reviewed by the disciplinary panel and will receive a one (1) scheduled game suspension for all competitions in any division.
- 13.3 Suspensions under **Rule 13.2** are only appealable if the suspension will impact the players legibility for the finals. This type of appeal must be submitted via email to tufcsummersixes@tufc.org.au within 24 hours of the game's conclusion.
- 13.4 A player or manager dismissed for a straight red card offence will receive a minimum of one (1) game suspension for all competitions in any division. The disciplinary panel will review the incident, and the team manager will be informed of any additional suspension amount via the email tufcsummersixes@tufc.org.au within 24 hours of the games conclusion.
- 13.5 All suspensions are active from the moment the red card is issued.
- 13.6 Additional games suspension related to the nature of the offence may be given to the player based on Capital Football 'Disputes and Disciplinary regulations 2022.
- 13.7 Four (4) yellow cards accumulated by a player across all competitions/divisions will receive an automatic one (1) game week suspension to be served across all competitions/divisions. Suspensions under this category are not appealable.
- 13.8 Six (6) yellow cards accumulated by a player across all competitions/divisions will receive an automatic one (1) game suspension to be served in the

competition/division in which the last yellow card was received. Suspensions under this category are not appealable.

- 13.9 Any teams accumulating SIX (6) or more yellow cards in a single game will have three (3) competition points deducted from the team cumulative score.
- 13.10 Any team's accumulation THREE (3) or more red cards will have three (3) competition points deducted from the cumulative team score.
- 13.11 Any further red cards for the team will result in another three (3) competition points being deducted for each red card. The competition coordinators have the right to dismiss from the competition any individual player or team that consistently flouts the rules and accumulates cards or endangers other players.
- 13.12 Any player found playing under another player's name will face a one (1) week suspension for each time the offence occurs. This can be back tracked and combined to be a multi week suspension.
- 13.13 A suspended player or manager is only eligible to participate once the suspension is served. The player or manager is not eligible for any competition/division until the suspension is served.
- 13.14 A suspended player or person may also be banned from attending the competition for the full or part of the duration of the suspension.
- 13.15 Any breach to the suspension conditions may result in additional games suspended.

14. FIGHTING

- 14.1 Violent Conduct will not be tolerated and be dealt with in line with IFAB laws of the game.
- 14.2 The Disciplinary Panel will decide the initial suspension for the player or person. The Panel will then request information from the referee and statements from those involved before providing the final suspension decision.
- 14.3 The team manager will be informed of the initial suspension via the email tufcsummersixes@tufc.org.au within 24 hours of the game's conclusion.
- 14.4 An additional suspension will be provided via the email tufcsummersixes@tufc.org.au within 1 week of the game's conclusion.
- 14.5 Where multiple players are determined to be involved in the fighting, the Disciplinary Panel may suspend or expel offending players, persons or teams from the current season, or for the life of the competition.

15. RESPECTING REFEREES

- 15.1 Offences against referees, including stand-in referees, will not be tolerated.
- 15.2 Players dismissed for offences against referees will be suspended in line with **Rule 12 Player Suspensions**, with a minimum one (1) game suspension for a yellow card offence and four (4) games suspension for a red card offence.

- 15.3 A player who receives a suspension for an offence against a referee will, if convicted of a second offence, receive a minimum two-year ban from Summer Sixes competition. If the same player returns after two years and receives a third ban for an offence against a referee, the Disciplinary committee may ban the player from participation in the Summer Sixes competition for life.

16. CAPITAL FOOTBALL SANCTION

- 16.1 Capital Football has sanctioned the Summer Sixes competitions conducted by Tuggeranong United Football Club Inc.
- 16.2 Any suspensions given exceeding one week will be notified by the Competition Coordinator to Capital Football.
- 16.3 The suspension of a player during the Summer Sixes competition may be carried over to other Capital Football competitions.
- 16.4 It is the separate discretion of Tuggeranong United Football Club Inc to extend suspensions to all other Tuggeranong United Football Club competitions, events and registrations.
- 16.5 Carry over Suspensions: a suspension issued in one season will be carried over to the following Summer Sixes Competition season, for example a three-week ban issued in a final will be carried over into the next season and the player will be required to serve the full suspension before he / she is allowed back onto the pitch. A list of suspended players will be displayed at the canteen on match night.