MANLY WARRINGAH
FOOTBALL ASSOCIATION

MANLY WARRINGAH SUMMER FOOTBALL 2026 PLAYING RULES

Version 1 – Approved 9/9/2026

The rules of FIFA will generally apply except for specific Summer Football rules listed below.

1. PLAYING RULES

(a) All games are played 6v6 (including goal keepers).

(b) There is no offside.

(c) There is no slide tackling. A free kick will be awarded to the opposing team for any slide tackle.

(d) There are no throw-ins.
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 on or behind the sideline.
The minimum distance an opposing player may be from a kick-in is 5 metres.
A goal cannot be scored directly from a kick-in.

(e) All free kicks or any restarts e.g. Corner 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 a spot 6 metres out and in line with the middle of the goal. Goalkeepers cannot be changed immediately after a penalty or free kick has been awarded (unless injured).

(g) There is unlimited interchange which can only be done when the ball is out of play. When interchanging the player leaving the field must do so before the replacement player enters the field.

2. GOALKEEPING

(a) Goal kicks. If the ball has been made dead behind the goal-line by the opposing team, it is a goal kick and play can be restarted by either a place kick, a punt kick from the goalie's hands or a throw, ie. the ball does not need to be placed on the ground as per a traditional goal kick. The most important thing is to restart the game with the minimum loss of time.

(b) The overarching rule of a goal kick is that the ball cannot be propelled by any means past the halfway line on the full. If a ball is kicked or thrown over the halfway line on the full, an indirect free kick will be awarded to the opposition nearest to where the ball crossed the halfway line.

(c) Similarly, in general play, after gaining control of the ball by using his/her hands, the goalkeeper cannot kick or throw the ball over the halfway line on the full.
Catching, picking the ball up, or patting it down, is considered to be having control of the ball (punching the ball away for a save is not considered having control).

The only time the goalkeeper can kick the ball over the halfway line on the full is from general play where they have not used their hands (e.g. after receiving a back-pass from a teammate, when clearing the ball, or making a save with their feet.

(d) The goalkeeper cannot pick up or touch the ball with his/her hands directly from a kick-in by a teammate (as this will be adjudged as a back-pass). As with a back-pass made during general play, this will result in an indirect free kick to be taken on the edge on the "D" adjacent to where the offence occurred.

(e) The goalkeeper must release the ball within 4 seconds of gaining control of the ball in his hands. If not released, this will result in an indirect free kick to be taken on the edge on the "D" adjacent to where the offence occurred.

(f) To avoid time wasting the goalkeeper can only be changed at half time. (Unless injured).

3. REGISTRATIONS

(a) To keep Manly Warringah Summer Football primary a club-based tournament no team can register or play more than two (2) "Rep" players. A "Rep' player is defined as…..

- A Manly United or Youth League player.
- A Manly United JDL player (Junior Development League)
- Any player outside the above categories in an equivalent "Rep" program as determined by the Summer Football Grading Pannel.

Exceptions to the above are Development Squad players that are all playing for the same winter club team, and Manly United girls who are playing in a mixed summer football competition**.**

NOTE: Separate divisions for teams with Manly United and other "Rep" players are available

(b) The minimum number of registered players in a team is seven.
Additional players may be registered at any time during the tournament.

(c) Players can register in more than one team.

(d) No unregistered player shall take the field of play.
Any team playing an unregistered or suspended player will lose competition points as determined by the Disciplinary Committee.

(e) Girls can play in a mixed team.

(f) Team Managers must be registered. (There is no cost to register as a manager)
Managers of all junior and youth teams (U/6 to U18) must be the parent of one of the players in that team.
The manager of U/6 to U/18 teams (or the parent of a player in the team) must be present at every game to manage the team.

(g) If Senior Teams have players that are under the age of 18 – Rule (f) applies

4. PLAYING STRIP

(a) A player cannot take the field unless he/she is wearing the official competition shirt. If a player does not bring their playing shirt to the game, they must obtain a bib from the admin desk (and return it after the game)

(b) It is the responsibility of each team to provide their own shorts and socks. All players in the same team must try to wear the same (or similar) colour shorts and socks (shorts do not have to be the same colour as the socks).

(c) No player can take the field without shin pads.

5. BORROWED PLAYERS

NOTE: In keeping with the spirit of Summer Football the following borrowing rules are NOT to be used to simply "stack" a team with stronger players. The borrowing rules are primary designed to avoid a team forfeiting and allow a "fair" game to be played.

(a) A team must field a minimum of four (4) players (including any borrowed players) or forfeit their game.

(b) The maximum number of borrowed players allowed in a team is two.

(c) A Team can only borrow players to bring the team up to six (6) players (eg. if your team has five players available you can only borrow one player to bring your team up to six players),

(d) A team cannot field more players than the number of registered players in that team. (ie. if your team only has five registered players, you cannot borrow more players to bring your team up to six players)

(e) In competition grades (U12 and above), players cannot be borrowed from a team in a higher age group/division.

6. ADDITIONAL PLAYING RULES FOR MIXED All Age & MIXED O/35

(a) Teams must have at least three (3) female players among their five (5) field players at all times. A maximum of two (2) field players may be male. The goalkeeper may be either male or female and does not count towards the minimum of three (3) female field players.

(b) A goal (including penalty goal) scored by a female player will count as two team goals. (this rule does not apply to an "own goal" which will count as one goal)

(c) All players must strictly abide by the spirit in which the Mixed Divisions are intended to be played. **Rule 7(a) will be firmly applied by the referees in the Mixed Divisions, including a strict interpretation of excessive men v women shoulder/shoulder challenges.**

7. CAUTIONS, RED CARDS & TEAM FOULS,

(a) All players must abide by the spirit of Summer Football which is biased towards being noncontact and played primary for enjoyment and practice.

Any unnecessary aggression or forceful challenges, slide tackling or tackling from behind will result in a free kick and a possible yellow or red card.

(b) Should the players in a team commit a total of five contact fouls within any 18-minute half, each subsequent contact foul (the 6th, 7th etc.) by the same team in that half will result in the opposition team being awarded a penalty kick, taken as per Rule 1.(e)

(c) Any player who accumulates three yellow cards in the tournament will receive a one game suspension.

(d) 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.
Any appeal by the player must be made in writing and received within 48 hours from the date of the suspension being announced. Appeals received after this time will not be heard and the suspension will stand.

(e) To enforce the ethos of this tournament, the Disciplinary Committee has the authority to impose an appropriate suspension on any player (or team) who does not abide by the rules or the spirit by which the rules are intended.

8. TOURNAMENT STRUCTURE

(a) Games are played over two halves with each half being eighteen (18) minutes with a one (1) minute break for half time. Games will start and stop by the referee's whistle.

(b) Competition Points will be awarded as follows for grades U/12 and above:
3 points for a win. 1 point for a draw. 0 points for a loss.
(A forfeit will be treated as a 0-5 score with 3 points awarded as a win to the other team.)

(c) The maximum winning goal difference in any game is 9 goals.
e.g. a 13-2 win will be counted as 11-2

(d) At the end of the game it is the responsibility of both teams to confirm the final score with the referee and enter the score in Dribl.

(e) There is no competition table for U/6 to U/11 and W/6 to W/11.
Football Federation Australia guidelines ask that the emphasis of these younger players be towards developing ball skills (and having fun) instead of just simply playing to win.

Consequently, the draw for the U/6-U/11 and W/7 to W/11 may be amended during the tournament (if required) to minimise the number of one-sided high scoring games.

9. FINALS

(a) If teams are equal on competition points at the end of the last round, the finals placing shall be decided by the following order.
- The Team with the most Competition Points
- The team with the better goal difference. (ie goals for less goals against)
- If still equal, the team with the most goals scored.
- If still equal, the win-loss result in the game/s between the teams.
- If still equal, a toss of the coin will decide the higher placed team.
- As all grades from U/12 and under are non-competitive, these teams will play either a regular game on finals night, or a game as selected by the grading committee as appropriate for the occasion.

(b) Please review the Competition Structure document on the MWFA website for breakdown on competitions and each finals series.

10. REFEREES

(a) Official referees will be appointed to all games.

(b) In the unlikely event of no official referee being available, either team can provide a suitable referee via mutual agreement (it is permissible for each team to referee a half).
If no agreement can be reached between the teams the match will be abandoned and no competition points awarded.