



**SUNSHINE COAST CHURCHES
SOCCER ASSOCIATION Inc**

www.sccsa.org.au

**OFFICIAL TEAM SHEET
and
INFORMATION BOOK**



For God Through Sport

2012 Year of Christian values.



SUNSHINE COAST CHURCHES SOCCER ASSOCIATION Inc.

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Affiliated with the Queensland Christian Soccer Association Inc.

2012 EXECUTIVE COMMITTEE

PRESIDENT: Wendy Netting 0411 249 455

V. PRESIDENT: Andrew Halliday 0409 041 015

TREASURER: Lynne Kornbrekke 5491 9965

SECRETARY: Jo McCudden 5456 2069

MATCH CONTROLLER: Gary Jones
0467 936 208

SENIOR COMP Mens & Ladies: Kerry Wolski
0400 221 281

REFEREES: Mitchell Poole 0431 834 066

CHAPLAIN: Pastor Dale Dowler 0402 204 961

MEETINGS: Council of Clubs meetings are
7:15pm Immanuel Lutheran College, Wises Rd,
Maroochydore. Refer schedule

HONOUR ROLL

FOUNDER PATRON: Evan Adermann

LIFE MEMBERS:

Ron Alexander Noel Crawford
Howard Dempsey Hardy Fuhrhans
John Hehir Len Kerle
Mary Kerle Pastor Alan Leane
Dave Maybury Gaye McKeown
Gordon Meadows Wendy Netting
Robert Taylor Kerry Wolski
Ross McMaster Brad McKendrick
Cheryl Rodgers

Year	President	Secretary	Treasurer
1974	Pastor Alan Leane	H.R. Dempsey	R. Whittaker
1975	Pastor Alan Leane	H.R. Dempsey	R. Whittaker
1976	Rev. M. Spengler	H.R. Dempsey	J. Dunner
1977	Rev. M. Spengler	H.R. Dempsey	J. Dunner
1978	Rev. Dregmans	Jeff Peterson	K.Jenner
1979	Rev. Dregmans	Jeff Peterson	K.Jenner
1980	Keith Harrison	Rod Chapman	Graham Wood
1981	Keith Harrison	John Goodall	Frank Vance
1982	Keith Harrison	John Goodall	Frank Vance
1983	John McDonald	Vern Schultz	Warren Wotton

Year	President	Secretary	Treasurer
1984	Mike Jeffs	Vern Schultz	Helen Donaldson
1985	Mike Jeffs	Ray Meade	Helen Donaldson
1986	Mike Jeffs	Tina Miller	Sue Hope
1987	Ray Meade	Debbie Moller	Sue Hope
1988	Ray Meade	Debbie Moller	David Johnston
1989	Peter Henry	Debbie Moller	David Johnston
1990	Viki O'Flynn	Patti McDonald	David Johnston
1991	Norman Lightbody	Patti McDonald	Ron Alexander
1992	Murray O'Flynn	Patti McDonald	Ron Alexander
1993	Murray O'Flynn	Patti McDonald	Ron Alexander
1994	Michael Martin	Patti McDonald	Rebecca Dickson
1995	D. Billsborough	Ann-Maree Gorman	Ron Alexander
1996	David Billsborough	Noel Crawford	Ron Alexander
1997	Len Kerle	Noel Crawford	Kerry Wolski
1998	Len Kerle	Noel Crawford	Kerry Wolski
1999	Len Kerle	Noel Crawford	Ron Alexander
2000	Len Kerle	Lorraine Wright	Ron Alexander
2001	Len Kerle	Lorraine Wright	Ron Alexander
2002	John Hehir	Jenny Adermann	Cheryl Rodgers
2003	John Hehir	Rebecca Dickson	Annette Koch
2004	Wendy Netting	Karen Savage	Annette Koch
2005	Wendy Netting	Karen Savage	Annette Koch
2006	Wendy Netting	Karen Savage	Annette Koch
2007	Wendy Netting	Jo McCudden	Pam Hohn
2008	Wendy Netting	Jo McCudden	Claire Francis
2009	Wendy Netting	Jo McCudden	Claire Francis
2010	Wendy Netting	Jo McCudden	Lynne Kornbrekke
2011	Wendy Netting	Jo McCudden	Lynne Kornbrekke
2012	Wendy Netting	Jo McCudden	Lynne Kornbrekke

SUNSHINE COAST CHURCHES SOCCER ASSOCIATION Inc.

CLUBS

BLI BLI SOCCER CLUB

Colours: **Maroon/White**
Contact: Charles Cook 0418 940 401
Grounds: Lefoes Road Bli Bli

BUDDINA SOCCER CLUB

Colours: White/Royal Blue
Contact: David Bellamy 0423 539 966
Grounds: Buddina State School
Iluka Avenue Buddina

BUDERIM UNITED SOCCER CLUB

Colours: **Royal Blue/White Trim/Sky Blue**
Contact: Jo McCudden 0418 799 159
Grounds: Maroochydore Multisports Complex
Fishermans Road Maroochydore

CALOUNDRA CITY SOCCER CLUB

Colours: **Black/White/Red Trim**
Contact: Craig Russell 0423 823 734
Grounds: Russell Barker Park
Caloundra Rd Caloundra

CHANCELLOR PARK SOCCER CLUB

Colours: **Teal/Navy/Yellow**
Contact: Gavin McLardie 0435 232 405
Grounds: University of the Sunshine Coast

CITY SCHOOL SOCCER CLUB

Colours: **Maroon/Sky Blue/Navy**
Contact: Katrina Carmichael 0417 588 816
Grounds: Pelican Waters Blvd
Pelican Waters

CURRIMUNDI UNITED FOOTBALL CLUB

Colours: **Green/Gold**
Contact: Andrew Hussey 0450 607 330
Grounds: Frank McIvor Park
Gothic Parade Currimundi

IMMANUEL LUTHERAN SOCCER CLUB

Colours: **Blue/Gold**
Contact: Liz Wilton 0416 105 062
Ground: Immanuel Lutheran Junior School
Wises Road Buderim

MOOLOOLAH HINTERLAND SOCCER CLUB

Colours: **Purple/Black/White/Teal**
Contact: Simon Smith 0448 509 139
Grounds: Mooloolah Valley Country Club
200 Connection Rd Mooloolah

NAMBOUR WILDCATS SOCCER CLUB

Colours: **Bottle Green/White**
Contact: David Wood 0400 574 081
Grounds: North Shore Multisports,
Mudjimba Beach Road Mudjimba

NOOSA EAGLES SOCCER CLUB

Colours: **Gold/Black**
Contact: Val Gartrell 5449 9713
Grounds: Good Shepherd Lutheran College
Eumundi Rd Noosaville

PACIFIC LUTHERAN SOCCER CLUB

Colours: **Dark Blue/Teal**
Contact: Ian Barnes 0418 873 320
Grounds: Pacific Lutheran College
Woodlands Blvd (via Erang St)
Birtinya Currimundi

PALMWOODS WARRIORS FOOTBALL CLUB

Colours: **Red/Black/White**
Contact: Tammy Milligan 0427 692 679
Grounds: Jubilee Drive Palmwoods

RANGE UNITED SOCCER CLUB

Colours: **Royal Navy/Green/Gold Trim**
Contact: Andrew Pettigrew 0419 799 562
Grounds: Montville Sports Ground
Belmoral Road Montville

SIENA FOOTBALL CLUB

Colours: **Grey/Black**
Contact: Andrew Halliday 0409 041 015
Grounds: Siena Primary School
Sippy Downs Drive Sippy Downs

STELLA MARIS SOCCER CLUB

Colours: **Royal Blue/White/Black**
Contact: Damien Faux 0411 283 065
Grounds: Stella Maris School
Tepequar Drive Maroochydore

MOOLOOLABA / SUN CITY ROVERS SOCCER CLUB

Colours: **Silver-Grey/Blue**
Contact: Paul McKeown 0408 061 552
Grounds: North Shore Multisports,
Mudjimba Beach Road Mudjimba

SUNSHINE BEACH SOCCER CLUB

Colours: Orange Black
Contact: See website
Grounds: Sunshine Beach State Primary
David Low Way Sunshine Bch

UNITY COLLEGE SOCCER CLUB

Colours: **Navy/Green/White**
Contact: Michael Casey 0406 525 191
Grounds: Unity College
Lomond Cres Caloundra West

IMPORTANT INFORMATION

SMOKING

In keeping with current State Legislation smoking is not permitted within the following areas: official's tents, erected marquees, playing areas, toilets and food outlets. The area of a playing field includes the technical area and the spectator areas of each playing field.

All School grounds are non smoking.

ALCOHOL

In accordance with the SCCSA By-Laws, no alcohol is to be consumed at Association sanctioned games or training.

DOGS

Under SCCSA by-laws, **NO DOGS** are permitted on SCCSA controlled grounds for fixtures, finals, training, representative games or carnivals.

HOME GROUNDS/TEAMS

Ground Official can be called on if required and should be identified clearly at home grounds.

Seating for coaches, managers and reserves must be provided at least 1 metre from one touch line, either side of the centre line or flag. (Under 11s up) A barrier, 2 metres from the touch lines, and parallel to them must be in place.

No one is allowed behind the goal lines.

Games must start and finish on time – no period of grace is permitted.

Five minutes before the scheduled kick off time, each team shall give the referee a properly completed team sheet and one match ball.

A responsible person from each club will act as a lines-person as directed by the match referee to indicate whether the ball is in or out of play. (9s up) The Home Team is the team that is listed **first** in the fixtures.

When two teams from the same club are playing each other, or where there is a clash of playing strip colours, the '**away**' team must change strip or wear bibs for the game.

POINTS

Allocation of points for ages 11 (eleven) and upwards are: Win 3, Draw 1, Loss 0.

Allocation of points for senior men are: Win 3 points; Score Draw 2 points; No-score draw 1 point.

There are no points for U6's to U10's because they play non-competitive Roo Ball.

TEAM SHEETS (PLEASE PRINT)

These must be filled out, with full names signed by the team manager or coach and handed to the referee five minutes before the scheduled kick-off time.

Under 6, 7 & 8s do not need to sign – all other players **must** sign before entering the field of play.

Please encourage players to sign full name

If a player is late, place their name on the sheet and have them sign the team sheet as soon as possible. When a player is 'playing up', his registered age group is to be placed beside his name on the team sheet.

After the game, the team managers shall check with the referee and sign the team sheet again to confirm the results. For **rooball age groups**, please hand the team sheet into the canteen. For **competitive age groups**, the coach/ manager will inform the referee of their choice for the **best and fairest player** from the opposing team.

INJURY

If the player/coach etc sustains an injury during the game or at training then an incident report must be completed. We need to stress the importance of this due to the possibility that this could result in an insurance claim. An Incident Claim Form needs to be completed by your club secretary and sent into the SCCSA within ONE (1) WEEK of sustaining injury these can be acquired by emailing admin@sccsa.org.au.

PLAYING UP

A player cannot play up more than **one** age division without prior, written permission from the Association. Coaches & managers should be aware of the physical limitations of young players playing in a higher age division.

No player may play down a division without prior, written permission from the Association. This **must** be attached to the Team Sheet Book.

A player must be turning 10 (ten) or older to play in fixtures competitions.

"A" division players may not play down in a "B" division game in the same age group, or cross play refer to Flexibility Plan.

All players (including those playing up) must play 4 (four) fixtures in the same team to be eligible to play in the finals series for that team.

Players that play up in a higher division 6 (six) times must remain in a higher age division team for the remainder of the season.

A player may only play in the finals series in one team and in one age group.

REPRESENTATIVE PLAYERS

Representative Player trials are held at the end of the season so that squads/teams may be selected for the following year State Titles. Usual teams are: U10 - U16 North & South, U16 Girls, U18 & Senior Men & Ladies. Contact your secretary for further details.

Only 5 representative players are allowed in one club team unless all the Rep players are 'home grown'

COACHES/MANAGERS

Coaches and Managers must wear distinguishing badges or shirts and should conduct themselves in an appropriate manner from the technical (interchange) area.

Please refer to the 'Codes of Behaviour' in this book.

IMPORTANT INFORMATION

Coaches and managers are responsible for the well being of their players and for them being correctly attired throughout the game; i.e. shirts tucked in, socks pulled up, shin guards in place, no sharp studs. No jewellery is to be worn

RESULTS

Both team sheets and any reports are to be given to the Ground Official or Canteen who will E-mail all scores from that venue to the admin & match controller on Sunday before 7pm.

FORFEITS

The forfeiting team must notify both the opposing team and the match controller by 5pm on the preceding day of the fixture. The match controller will notify the referee. The forfeiting team will be responsible for the referee's fee if insufficient notice is given.

The opposing team will receive 3 goals and 3 points for a forfeit.

WET WEATHER

(a) If only one (1) ground-hosting club advise that their grounds can be played on, then there will be cancellation across the board of all matches.

(b) If two (2) or more ground hosting clubs advise that their grounds can be played on, then the competition will continue with the competitive age groups that are not able to play, having their games rescheduled to a time and venue to be advised by the SCCSA Match Controller.

(c) When ground hosting clubs advise that their grounds are unable to be played on, those games

MATCH DETAILS

AGE	Period of Play (mins)	Each Half (mins)	Half-Time (mins)	Ball Size
6, 7 & 8	45	20	5	3
9 & 10	55	25	5	4
11	55	25	5	4
12	55	25	5	4
13	65	30	5	4
14	65	30	5	5
16	80	40	5	5
18	90	45	5	5

scheduled to be played at these grounds can be rescheduled by the SCCSA Match Controller to an alternative venue that is still playable on that same day. The decision to reschedule games to an alternative field must be made no later than 6.30 pm on the Thursday prior to play (earlier if possible).

Only the club official is to contact the match controller in this regard.

Under no circumstances are club coaches, managers or parents to contact the match controller on Saturday mornings.

Players & parents should listen to 106.5 Rhema FM on Saturday mornings listen for cancellations and regular updates; visit our website www.sccsa.org.au or Facebook or telephone the coach/ manager of your team. Games are not cancelled simply because it is raining.

SOCER RULES! – The Official Laws of the Game. Each club should have a current edition of the Laws of Soccer for coaches, managers and players to refer to. Familiarisation of these laws is recommended to ensure that the game is played fairly.

N.B. THE INFORMATION ON THESE PAGES IS MOST IMPORTANT- FAILURE TO COMPLY MAY RESULT IN FINES BEING ISSUED OR POINTS BEING DEDUCTED.

***All information is correct at the time of printing.
Please check the web site for full By Laws and updated information. www.sccsa.org.au***



CHILD PROTECTION POLICY SUMMARY - COACHES & MANAGERS

In 2007 the Government introduced a requirement for all Associations to have a Child Protection Policy. The Sunshine Coast Churches Soccer Assn policy has been adopted and a player register is required to be maintained. Therefore it is important that you read below and keep the training register and team sheet up-to-date.

1. SCCSA requires that anyone who reasonably suspects that a child has been or is being abused by someone, to report it immediately to the police or relevant government agency. Incidents should also be reported to the Club President/Chairman and Chairman of SCCSA if the allegations are made against a member of a club or the SCCSA or those associated with these organisations, for example contractors.
2. Management, Coaches or Managers have a right to ask for proof of ID when a visitor or parent is unknown to them. Visitors and parents are never to be left alone with children out of sight.
3. Attendance sheets should be kept for all practices, games and other activities etc.
4. Coach and/or manager should arrive well before an activity (practice and/or games) and ensure all children are picked up by parent or pre-arranged care giver before leaving.
5. Each person with a position of responsibility to be aware of their Duty of Care, and responsibility to provide a safe, caring environment for the children, they must be alert and watchful at all times, putting the needs of the children before their own.
6. All aspects are open to the observation by parents and other related adults.
7. The age of individuals be recognised as one of the determinants in deciding what is acceptable and unacceptable behaviour.
8. A child should never be left alone or a leader should always avoid one on one situations with a child in a closed environment or be left with a lone child at the end of an activity. Always stay in an open environment where you can be seen and the children can be seen.
9. Younger children must be accompanied by an adult when visiting the toilet. The adult is to check the toilets and leave the child in the toilet with door closed and then stand near the toilet entrance. If a child needs assistance it again should require two people to be present. Special attention is required at toilet blocks in parks where toilets should be checked and children closely supervised but still observing their privacy.
10. When coaches etc are in physical contact with children, care should be taken to respect the child's feelings and privacy. Ensure that any physical contact cannot be misinterpreted.
11. Adults and children are expected to respect the privacy of others during activities that require undressing, dressing or changing clothes.
12. A Risk Management Assessment is to be undertaken before training, games or other activities. (eg. Check for glass, needles or other potential dangers)
13. Members should not visit children in their own homes unless a parent/carer is present and/or the member visits with another adult.
14. Coaches, Managers or other members should not drive a child unaccompanied.
15. When counselling or consoling a child it should be done in view of others yet out of hearing range.
16. When a child confides in a member that they are a victim of abuse, that member will refer the matter to the Club President/Chairman who will follow the procedures of Disclosure outlined in Part C.
17. Any person in breach of policy may be suspended immediately from any positions of responsibility until such time as the matter is resolved to the satisfaction of the Club and SCCSA.
18. Any member charged with abuse shall be suspended immediately until proven innocent.



TOURNAMENTS, COMPETITIONS & AWARDS

PREMIERSHIP

For Under 11s and above, points are allocated: Win – 3 points, Draw – 1 point, Loss – 0 points.

For senior men.; Win – 3 points, Score Draw – 2 points, No Score Draw – 1 point, Loss – 0 points.

Byes/forfeits are 3 points and 3 goals for the team that has a bye or does not forfeit.

The team that finishes on top of the fixtures ladder is declared Premiers. In the case of a tie, the team with the best goal difference will be declared Premiers. Progress may be followed by the points table published in the Sunshine Coast Daily or on the S.C.C.S.A. Web site: www.sccsa.org.au

CHAMPIONSHIP

At the end of fixtures, the top 4 teams in each age group/division will play the final series.

SEMI FINALS: (A) 1 v 2 - winner to finals. (B) 3 v 4

PRELIMINARY FINALS: Loser (A) v Winner (B)

GRAND FINAL: Winner (A) v Preliminary Winner

Should there only be 8 or more teams in a competitive age group and there is no "A" and "B" divisions, then we will have a "Plate Competition". It shall be conducted between teams 5 to 8 in each competitive division at the end of the Premiership competition. The minor Semi Final shall be between the 7th and 8th teams on the ladder. The loser is to vacate the competition. The major Semi Final shall be between the 5th and 6th teams on the ladder. The winner to go into the Plate Grand Final, and the loser to play against the winner of the minor Semi Final, called the Preliminary Final. The winner of the Preliminary Final to enter the Plate Grand Final, the loser to vacate the competition. The winner of the Plate Grand Final will be called the "The (Age Division) Plate Champions"

The winners of the Grand Finals will be declared Grand Champions.

For the Finals Series Penalty Shoot-Out rules will apply.

A boot inspection for players will be done 30 minutes before kick off.

STATE TITLES - These are held on the Saturday and Monday of the Queen's Birthday long weekend in June. SCCSA enter teams from Under 10s to senior men. Venue to be announced.

AWARD PRESENTATION NIGHT

Presentation of trophies and awards will be made at the end of season Gala Presentation Night

- **EVAN ADERMANN AWARD** commemorates the patron of the Sunshine Coast Churches Soccer Association and is presented to the player that accumulates the most votes for being the best and fairest player during the fixtures part of the season. Best and fairest medals are also awarded in each competitive age group. Points are awarded during each game; the final tally is kept secret until the S.C.C.S.A. Presentation Evening.
- **TERRY REYNOLDS TROPHY**. Awarded to the representative player that most consistently demonstrates the skills, attitude and behaviour befitting an ambassador to Churches Soccer.
- **FAIR PLAY AWARD**. For the team that demonstrates a positive spirit and attitude, shows respect to all officials and having the best sideline support.
- **CHAMPIONSHIP CLUB**: Clubs require a minimum of 3 teams in the competitive fixtures competition. Their total games won for the Season averaged over the number of teams fielded in all competitive divisions determines the winner.
- **10 YEAR MEDAL** : Presented to members who have been registered with SCCSA for 10 yrs or more.
- **LIFE MEMBERSHIP**

S. C. C.S.A.

AWARD WINNERS



PREMIERS

AGE	2000	2001	2002	2003	2004	2005
11A	Bli Bli Bandits	Immanuel Terminators	Currimundi Stingrays	Buderim Ninjas	Caloundra Blacks	Curri Hammerheads
11B	Buderim Cowboys	Stella Maris Taipans	Nambour Bengals	Immanuel Invaders	Immanuel Strikers	Stella Taipans
12A	W,bye Red Warriors	Buderim Blues	Buderim Warriors	Noosa Gold	Stella Stingrays	Bli Bli Bandits
12B	Stella Maris Sharks	Range United	Currimundi Hammerheads		Immanuel Invaders	Mooloolah Falcons
13	Bli Bli Bandits (13A) Cal'dra Warriors (13B)	W'bye Red Warriors	Woombye Red Raiders 13/14	Sun City Spurs 13/14	Buderim Legends	Stella Stallions 13/14B
14	C'mundi Barracudas	SCR Hurricanes				Noosa Black 13/14A
15				W'bye Red Warriors	SCR Spurs	
JC						
Snr Men A	Bli Bli Colts	Noosa Eagles	Buderim	Caloundra	Caloundra City	Buddina – St George
Snr Ladies						

GRAND CHAMPIONS

AGE	2000	2001	2002	2003	2004	2005
11A	Bli Bli Bandits	Woombye Redbacks	Currimundi Stingrays	Buderim Ninjas	Chancellor Cannons	Curri Hammerheads
11B	North Shore Barracudas	Woombye Red Roos	Nambour Bengals	SCR Stormers	Immanuel Strikers	Chancellor Coyotes
12A	SPR Megas	Woombye Redbacks	Woombye Red Hornets	Noosa Gold	Stella Stingrays	
12B	Stella Maris Sharks	Nambour Tigers	Noosa Black Eagles	Mooloolah Ravens Chancellor Panthers	Immanuel Invaders	Bli Bli Bandits
13A	Buderim Bears	Woombye Red		13/14A Woombye Red	Woombye Reds	Buderim Warriors
13B	Nambour Bobcats		Woombye Red Raiders		Noosa Gold	Noosa Black
13/14	Immanuel Wolves (14B)			13/14B Buderim Bears		Chanc Chargers
14A	Currimundi Barracudas	SCR Cyclones				Noosa White
15		SCR Hurricanes		Stella Maris Roos	SCR Spurs	
JC						
Snr Men	Bli Bli Colts	Noosa Eagles (A div)	Buderim	Caloundra Men	Caloundra City	
		S.C.C.F. (B div)	Mudjimba Lightning			

AGE	2006	2007	2008	2009	2010	2011
11A	Buderim Spirit	Noosa Gold	Noosa Gold	Noosa Gold	Buderim Lightning	Buderim Lightning
11B	Bli Bli Bandits	Nambour Servals	Kuluin Cherokees	Caloundra Reds	Caloundra Red	Currimundi Stingrays
11C				Nambour Bengals	Bli Bli Knights	Caloundra Black
12A	Stella Eagles	Buderim Swordfish	Noosa Gold	Stella Predators	Caloundra White	Pacific Jets
12B	Chancellor Cannons	Plate A Caloundra Blacks B Kuluin Navahoes	Chancellor Cobras	Kuluin Cherokees	Immanuel Aces	Palmwoods Celtics
12C						Buderim Bull Dogs
13A	Currimundi Hammerheads		Buderim Swordfish		Caloundra Black	Stella Leopards
13B			Immanuel Storm		Plate Mooloolah Condors	Nambour Sabre Cats
13/14A		Curri Hammerheds		Buderim Swordfish		
13/14B		Palmwoods Titans plate A		Nambour Tigers		
14 A		Mooloolah Falcons plate B	U14/15A Buderim Hawks		U14/15 A Nambour Cougars	Nambour Mountain Lions
15	Noosa Gold 14/15 A		14/15B Currimundi Bluebottles	15/16 Nambour Pumas	14/15 Plate Immanuel United	14 Plate Chancellor Crushers
U16A	SCR Zephyrs 14/15B	Bli Bli Knights 15/16A		U15/16 Plate SCR Hornets	U16/17Currimundi Hammerheads	Nambour Cougars
U16B		Nambour Ferals 15/16B				16 Plate Currimundi Sea Dragons

AGE	2006	2007	2008	2009	2010	2011
Snr Men 1	Caloundra Black	Mooloolah One	Mooloolah One	Currimundi United	Currimundi United	Buderim United
Snr Men 2	Noosa Eagles	Currimundi Glory	Caloundra Red	Currimundi Glory	Mooloolah 2FAST	Mooloolah
Snr Ladies	Caloundra	Caloundra		Currimundi Comets	Buderim Blitz	Currimundi Comets
Over 35s						Mooloolah 2FAT

Championship Club

1991	Stella Maris	1994	Stella Maris	1997	Stella Maris	2000	Bli Bli	2007	Buderim
1992	Stella Maris	1995	Sun City Rovers	1998	Shelly Park Rangers	2001	Woombye Warriors	2008	Currimundi
1993	Stella Maris	1996	Stella Maris	1999	Shelly Park Rangers	2002	Nambour Pumas	2009	Stella Maris
2003	Woombye Warriors	2004	Stella Maris	2005	Chancellor Park	2006	Currimundi	2010	Currimundi
2011	Buderim United								

Terry Reynolds Trophy winners

2000 Luke Alderson Woombye Warriors	2001 Mark Polley Sun City Rovers	2002 Tavis Read Buderim	2003 Alycia Catchpole & Jacob Sainty Stella & Buderim	2004 Tayler Jones Bli Bli	2005 Krystal Kerr Suncity Rovers
2006 Dalton Schloss Noosa Eagles	2007 Jake McDonald Kuluin	2008 Keaton Dell & Lucy McEachen Buderim & Immanuel	2009 Julie Fenwick & Peter McMaster Nambour	2010 Matthew McNeill Jones Currimundi	2011 Mitchell Gilligan Siena

Evan Adermann Award Winners

2002 Liam Kelly Chancellor Park	2003 Ben Grogan Noosa Eagles	2004 Jeremy Chapman Woombye	2005 Peter Hehir Stella Maris	2006 Sam Newton Noosa Eagles	2007 Anthony Akkermans Buderim	2008 Tiago Vieira Immanuel
2009 Thomas Horsey Nambour	2010 Maayan Grace Nambour	2011 James Nelson Caloundra	2012	2013	2014	2015

Fair Play Team Award

2007 U10 Nambour Mountain Lions	2008 U9 City School Osprey	2009 U12 Nambour Sandcats	2010 U12 Immanuel Aces	2011 U10 Unity Pythons	2012	2013
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ROO BALL RULES

U6, U7 and U8

(June 2001)



*These rules are for teams playing within the SCCSA and may differ slightly from the rules used by other soccer associations.

GAMES ARE NON-COMPETITIVE (There are no points tables or championships)

TIME OF PLAY: 2 x 20 minutes (5 minutes half time break). Games will start at the advertised time; there is no time added on for stoppages or injuries.

THE PLAYERS: Teams each consist of not more than 6 (six) players and 3 (three) interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. All players must wear training shoes or soccer boots and shin pads. Only goalkeepers may wear caps. Field players may wear soft brimmed hats. Players may be interchanged (3 players per team) at any time. Interchanging is encouraged to provide all players equal game time.

THE COACHES: Coaches should rotate players so they don't think of themselves as 'keepers, defenders or strikers, but as ROO BALL SOCCER PLAYERS. Coaches are permitted on the full field to give his/her players guidance but must stay away from the goal area. The coach or a parent is expected to referee one half of the game.

TO START: Before the match begins the referee/coach will toss a coin. The team winning the toss chooses ends, the other team kicks off from the centre mark. Opponents must be **6** metres from the ball. From a kick-off, the ball must be played forward and the kicker must not play the ball again until it has touched another player. A goal may be scored directly from a kick-off. After a goal has been scored, the team conceding the goal takes the kick-off to restart play. For the second half of the game the teams change ends. The kick-off is taken by the side that did not start the game.

IN/OUT OF PLAY: The ball is not out of play until the **whole** of the ball has crossed the **whole** of the goal line or touch line. The lines are part of the field of play. The ball is still in play if it rebounds off the goalpost, crossbar, corner flag or referee into the field of play.

THROW-INS: A throw-in is awarded to the opponents of the last player to touch the ball before it wholly crossed the touchline. The thrower must face the field, keep part of both feet on the ground either on or behind the touchline, delivering it from behind his/her head using both hands. A player who has thrown in the ball shall not play it again until it has touched another player. Coaches/Referees may assist players to achieve the correct method. A second attempt is given. Following 2 foul attempts, possession passes to the opposing team. A goal can not be scored direct from a throw-in.

GOAL KICKS: A goal kick is awarded to the defending team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the attacking team. Opponents must be **6** metres away from the ball. Only the goalkeeper is permitted to take the goal kick. A goal can be scored directly from a goal kick.

CORNER KICK: A corner is awarded to the attacking team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the defending team. The kick is taken at the nearest corner. The corner flag may not be removed. Opponents must be **6** metres away from the ball. A goal can be scored directly from a corner kick.

FREE KICK: A free kick is awarded to the opposing team for foul play, dangerous play, obstruction, handball by a field player or an intentional back pass or throw-in that is handled by the goalkeeper. All free kicks are **indirect** – a goal can **not** be scored unless the ball touches another player before it goes into the goal. All opposing players have to be **6** metres away from the ball. If a free kick is awarded to the attacking team within or close to the semi circle, the free kick is to be taken **6** metres from the semi circle. Defending players may stand on the semi circle if they wish.

OFF SIDE: There is **NO** off side in Roo Ball, but deliberately placing a player in an "off side" position is contrary to the spirit of the game and is to be discouraged.

SCORING: A goal can only be scored from outside of the semi circle. A goal is awarded if the whole of the ball has crossed the whole of the goal line between the posts and under the cross bar.

REFEREE: There are no official referees in these age groups, the coaches or parents do this. The team sheet must be filled in before the start of the game. At the end of the game the completed team sheet is handed in to the canteen.

LINESPERSONS: A responsible person may be appointed by each team to indicate when the ball is out of play.

GOALKEEPERS: Only the goalkeepers are permitted inside the semi circle. They are allowed to handle the ball within this area, however, a goalkeeper may not pick up the ball with his/her hands from an intentional back pass or throw in from a team mate. This does not apply to an accidental back-pass or a headed back-pass. The goalkeeper must play the ball within 6 seconds of controlling it. If a defending team continually plays the ball inside the semi circle, a free kick should be awarded to the attacking team.

NOTE: A player who is bleeding must leave the field. Nobody is allowed within a **6** metre radius behind, or either side of the goals.

ROO BALL RULES U9 and U10

(Amended July 2003)



*These are for teams playing within the SCCSA and may differ slightly from the rules used by other soccer associations.

GAMES ARE NON-COMPETITIVE – There are no point's tables or championships

TIME OF PLAY: 2 x 25 minutes (5 minute half time break). Games will start on time. There is no time added on for stoppages or injuries.

THE PLAYERS: Teams consist of 9 (nine) players and up to 5 (five) interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. All players must wear training shoes or soccer boots and shin pads. Only goalkeepers may wear caps. Players may be interchanged (5 players per team) at the halfway line after informing the referee. Interchanging is encouraged to provide all players equal game time.

THE COACHES: Coaches are permitted on the field only in their team's own defensive half, away from the goal area after requesting with the permission of the appointed referee.

TO START: Before the game begins the referee will toss a coin. The team winning the toss chooses ends, the other team kicks off from the centre mark. Opponents must be 7 metres from the ball. From a kick-off, the ball must be played forward and the kicker must not play the ball again until it has touched another player. A goal may be scored directly from a kick-off. After a goal has been scored, the team conceding the goal takes the kick-off to restart play. For the second half of the game the teams change ends and the kick-off is taken by the side that did not start the game.

IN/OUT OF PLAY: The ball is not out of play until the **whole** of the ball has crossed the **whole** of the goal line or touch line. The lines are part of the field of play. The ball is still in play if it rebounds off the goalpost, crossbar, corner flag or referee into the field of play.

THROW-INS: A throw-in is awarded to the opponents of the last player to touch the ball before it wholly crossed the touchline. The thrower must face the field, keep part of both feet on the ground either on or behind the touchline, delivering it from behind his/her head using both hands. A player who has thrown in the ball shall not play it again until it has touched another player. Coaches/Referees may assist players to achieve the correct method. A second attempt is given. Following 2 foul attempts, possession passes to the opposing team. A goal can not be scored direct from a throw-in.

GOAL KICKS: A goal kick is awarded to the defending team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the attacking team. Opponents must be 7 metres away from the ball. A goal can be scored directly from a goal kick.

CORNER KICK: A corner is awarded to the attacking team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the defending team. The kick is taken at the nearest corner from within the marked quarter circle. The corner flag may not be removed. Opponents must be 7 metres away from the ball. A goal can be scored directly from a corner kick.

FREE KICK: A free kick is awarded to the opposing team for foul play, dangerous play, obstruction, handball by a field player or an intentional back pass or throw-in that is handled by the goalkeeper. All free kicks are **indirect** – a goal can not be scored unless the ball touches another player before it goes into the goal. All opposing players have to be 7 metres away from the ball. If a free kick is awarded to the attacking team within the semi circle, the free kick is to be taken on edge of the semi circle. Defending players may stand on their goal line.

OFF SIDE: There is **NO** off side in Roo Ball, **but deliberately placing a player in an “off side” position is contrary to the spirit of the game and is discouraged**. This unsporting behaviour may be penalised by the appointed referee.

SCORING: All players are allowed to play and score within the semi circle and a goal is awarded if the whole of the ball has crossed the whole of the goal line between the posts and under the cross bar.

REFEREE: There are official referees in these age groups. The team sheet (correctly filled out and signed by all the players) and match ball must be given to the referee before the start of the game.

LINESPERSONS: A responsible person may be appointed by each team to indicate when the ball is out of play.

GOALKEEPERS: The goalkeepers are permitted to handle the ball inside the semi circle. A goal keeper may not pick up the ball with his/her hands from an intentional back pass or throw in from a team mate – This does not apply to an accidental back-pass or a headed back-pass. The goalkeeper must play the ball within 6 seconds of controlling it.

NOTE: A bleeding player must leave the field. Nobody is allowed within a 7 metre radius behind, or either side of the goals.



INTERCHANGE RULES

Interchange Rules will apply for all Premiership and Finals competitions for Under 11s and older and for all Roo Ball fixtures and carnivals

U 11s up: A Maximum of **Sixteen (16) players** may be listed on the team sheet and used in the game.

U 9s & 10s: A Maximum of **Fourteen (14) players** may be listed on the team sheet and used in the game.

An area one metre either side of the half-way line shall be marked off the field of play to be known as the **Interchange Zone**.

All Interchanges shall take place within the **Interchange Zone**.

- The number of interchanges that may be made during a game is **unlimited**.
- A player who has been replaced may return to the field for another player.
- Interchanging is only permitted when the ball is out of play or play has been stopped and the Referee signals the exchange.

A coach or manager requesting interchange shall notify the linesman or referee at an appropriate time (e.g. when the ball is out of play or the game has been stopped).

The player leaving the field shall do so only from the side-line, within the interchange zone and shall only cross that line within the zone.

The player entering the field shall do so from the interchange zone, but only after the player leaving the field has passed completely over the side-line.

The interchange is complete when the player who was off the field enters the field.

A player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.

If during an interchange, an interchange player enters the field before the replaced player has completely left the field, the referee shall ensure that the replaced player leaves the field, caution (yellow card) the entering player and then restart the game.

If during an interchange, the entering player enters the field or the replaced player leaves the field from a place other than the interchange zone without direction from the referee, the referee shall caution (yellow card) the offending player.

Players interchanging with the goal-keeper, either from the bench or from within the field shall be recorded by the referee.

The referee must be informed if there is a change of goalkeeper for the second half of the game.

The referee will not declare time off and on for an interchange however at the discretion of the referee time may be added on to the game for time wasting in accordance with FIFA Law 5.



RED and YELLOW CARDS

Red and yellow cards are not a regular feature at SCCSA games; most of our players have been brought up through Roo Ball which encourages an attitude of fair play and an adherence to the laws of the game.

An accumulation of cautions (Yellow cards) to the value of 12 (twelve) points during the season will incur a 1 (one) game suspension for the offending player. Likewise, a send off (Red card) will incur the same penalty.

List of Cautionable (YELLOW CARD) Offences

CAUTION CODES

Y1	4	Late tackle
Y2	4	Deliberate tripping
Y3	4	Deliberate handball to break up attack
Y4	4	Foul tackle from behind (Possible Red Card)
Y5	2	Holding an opponent to break up attack
Y6	2	Deliberately impeding an opponent to break up attack
Y7	4	Heavy body charge (Possible Red Card)
Y8	2	Jumping at an opponent
Y9	4	Dangerous tackle
Y10	2	Pushing an opponent
Y11	4	Elbowing an opponent
Y12	2	Lateral sliding tackle (ie. Not getting ball causing opponent to fall)
Y13	2	Blatant stimulation
Y14	2	Falling to retire distance 9.15 metres
Y15	2	Breaking from the wall
Y16	4	Dissent by word
Y17	4	Dissent by kicking the ball away
Y18	4	Dissent by throwing the ball away
Y19	4	Dissent by gesture
Y20	2	Players running at the referee
Y21	2	Persistently infringing the Laws of the Game
Y22	2	Standing on the ball to delay restart of the play
Y23	4	Kicking the ball away to delay restart of the play
Y24	2	Holding the ball to delay restart of play
Y25	4	Retaliation
Y26	4	Making unsportsmanlike remarks
Y27	4	Making unsportsmanlike gestures
Y28	2	Shouting to distract an opponent
Y29	2	Jumping to prevent taking a throw in
Y30	2	Standing on opponent's foot
Y31	2	Using a colleague's shoulder to head ball
Y32	2	Entering the field of play without Referees permission
Y33	2	Leaving the field of play without Referees permission
Y34	2	Failing to leave the field for treatment to injury
Y35	2	Feigning injury
Y36	2	Conduct warranting a caution not previously specified

List of Sending Off (RED CARD) Offences

SEND OFF CODES

- R1 Serious Foul Play
- R2 Violent Conduct
- R3 Spitting
- R4 Denies obvious goal scoring opportunity by handball
- R5 Denies obvious goal scoring opportunity with a foul
- R6 Offensive, insulting, abusive language/gestures
- R7 Receives a second yellow card, 'caution' in the same match

Fouls and Free kicks

A **direct free kick** is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force;

- Kicks or attempts to kick an opponent.
- Trips or attempts to trip an opponent.
- Jumps at an opponent.
- Charges an opponent.
- Strikes or attempts to strike an opponent.
- Pushes an opponent.

A **direct free kick** is also awarded to the opposing team if a player commits any of the following four offences;

- Contacting an opponent before touching the ball during a tackle.
- Holding an opponent.
- Spitting at an opponent.
- Handling the ball deliberately (except a goalkeeper in his own penalty area).

Indirect free kicks are awarded to the opposing team for;

- G'keeper holds the ball for more than 6 secs.
- G'keeper handling the ball from a back pass.
- G'keeper wastes time.
- Playing in a dangerous manner.
- Impeding the progress of an opposing player.



CODES of BEHAVIOUR

PLAYERS

PLAY FOR FUN AND ENJOYMENT

- Play for the fun of it and not just to please parents and coaches.
 - Play by the rules.
 - Never argue with an official. If you disagree, have your captain or coach approach the official during a break or after the game.
 - Control your temper. Verbal abuse of officials or other players, deliberately fouling or provoking an opponent and throwing equipment is not acceptable or permitted in any sport.
 - Work equally hard for yourself and for your team. Your team's performance will benefit; so will you.
 - Be a good sport. Cheer all good plays whether they be by your team or the other team.
 - Treat all players the way you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
 - Co-operate with your coach, team mates and opponents. Without them there would be no game.

COACHES

CHILDREN PLAY FOR FUN AND ENJOYMENT

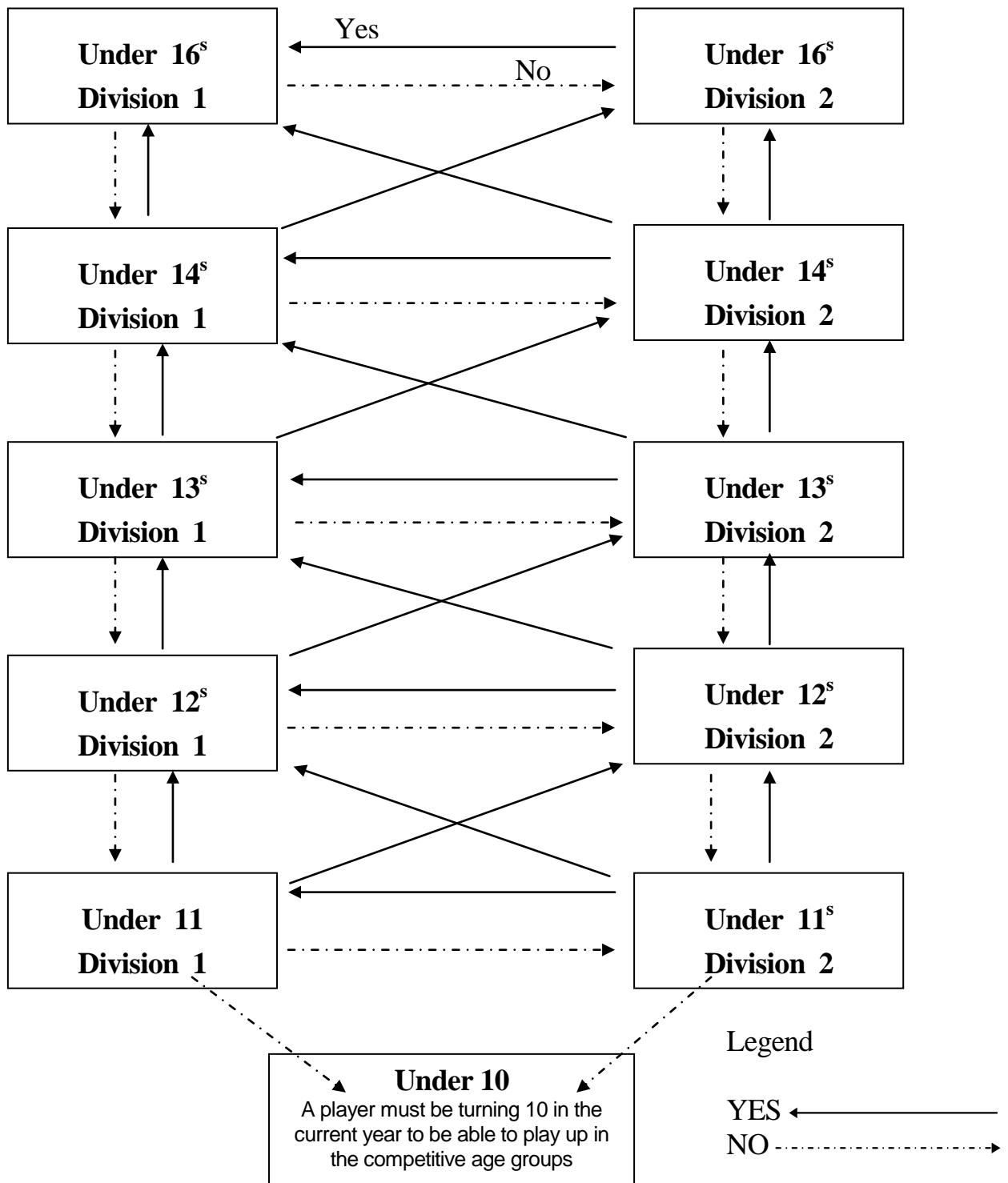
- Make a personal commitment to keep yourself informed of sound coaching principles and the principles of growth and development of children.
 - Be reasonable in your demands on young player's time, energy and enthusiasm.
 - Teach your players that rules of the game are mutual agreements, which no one should evade or break.
 - Whenever possible, group players according to age, height, skills and physical maturity.
 - Avoid over-playing the talented players. The "just average" players need and deserve equal time.
 - Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule or yell at children for making a mistake or loosing a competition.
 - Ensure that the equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
 - The scheduling and length of practice times and competition should take into consideration the maturity level of the children.
 - Develop team respect for the ability of opponents as well as for the judgement of officials and opposing coaches.
 - Follow the advice of a physician when determining when an injured player is ready to recommence play.

PARENTS

CHILDREN PLAY FOR FUN AND ENJOYMENT

- If children are interested, encourage them to play. However, if a child is not willing, do not force them.
 - Focus upon the child's effort and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to ability by reducing the emphasis on winning.
 - Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
 - Encourage children to always play according to the rules.
 - Never ridicule or yell at a child for making a mistake or loosing a competition.
 - Remember that children are involved with organised sport for their enjoyment, not yours.
 - Children learn best from example. Applaud good plays by both teams.
 - If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, most officials give their time and effort for your child's involvement.
 - Verbal and physical abuse is not acceptable on or off the field.
 - Recognise the value and importance of volunteer coaches. They give up their time and resources to provide recreational activities for the children and they deserve your total support.

Flexibility Plan



A player cannot play up more than one age division without written permission from SCCSA.

A player cannot play down an age division unless a dispensation request is sought and if granted a copy attached to the inside cover of this book

A player is not permitted to cross play: (eg **two teams in same division**).

SEASON RESULTS



Team: _____ Division: _____

Fixtures

Round	OPPONENTS	Result W/D/L	Goals For	Goals Against	Goal Diff	Game Points	Points Total
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
Totals							

Finals Series [Competitive age divisions]

	OPPONENTS	Result W/D/L	Goals For	Goals Against
Semi-Final				
Prelim Final				
Grand Final				

Remember; You can check all the results and standings on our web site; www.sccsa.org.au

**SUNSHINE COAST
CHURCHES SOCCER
ASSOCIATION**



**OFFICIAL
TEAM
SHEET**

ROUND

CLUB & TEAM – Listed below	Goals

V

Opposing Club & Team Name	Goals

Venue: _____ / **Date:** _____ **Time:** _____
Age Div eg A/B/C

TEAM SHEETS MUST BE HANDED INTO CANTEEN AT END OF GAME FOR ALL AGE GROUPS. – with all information in this top section completed. Referees will hand in for competitive teams.

COMPETITIVE TEAM COACHES ADERMANN AWARD VOTE – Must give their vote to the referee for a player in the opposing team who displays not only great ability but also Fair Play.

SHIRT No.	SURNAME (Print)	FIRST NAME	SIGNATURE	Goals scored	Y/R card	B & F Points
GOAL KEEPER						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						

SIGNED: _____ **MANAGER/COACH**

All players are registered and eligible to play. Indicate if a player is playing up above his/her *registered* age group. (Hand this team sheet to the referee before the start of the game)

REFEREE'S REPORT:

Fair Play Points for team above

Criteria	Points (5 being the highest)
Best Team Spirit	
Best Coaching Spirit	
Best Attitude to Referee	

.....
 REFEREE (print) Signature

LINE REFEREE LINE REFEREE

(print)

(print)