

## **Indoor Soccer Festival (2026)**



### **Date**

Please refer to [website](#)

### **Sport Venue**

Please refer to [website](#)

### **Sport Coordinator**

Joseph Mikhael 0403 132 226

Mark Rizk 0414 771 208

### **Leagues/Events**

Mixed Primary Gr 1-3

Mixed Primary Gr 4-6

Boys Gr 7-9

Boys Gr 10-12

Girls Gr 7-12

Men Youth (19-29)

Women Youth (19-29)

Men Adults (30+)

Women Adults (30+)

### **Entry Deadline**

Please refer to [website](#)

**Only** complete paid entries are accepted

### **Format**

• Group Stage followed by Knockout Stage

• Teams will be awarded following points:

- WIN: 4 Points

- DRAW: 2 Points

- LOSS: NIL

Those points earned during the group stage will determine a team's position on the ladder and will determine their ranking in the knockout stage.

**A goal will be awarded at the 30second mark against any team that is not ready to start or if there are coaches/parents still on pitch and every 2 minutes thereafter.**

- Group Stage match is played over 1 x 10mins, with no breaks.
- Only League Semi Final & Finals will be played over 2 x 10mins halves with 5mins break
- In League Semi Final & Finals Matches, If the game ends as a draw after the full time whistle then both teams will go straight to penalty shootout.

### **• Team Size**

**All Age Groups (except primary):**

5 Players on the field

**Primary School:**

6 Players (including 1 girl at least) on the field

OR

5 Players (All Boys) on the field

- Any team reduced to 3 Players on field will forfeit the game
- A Primary School team should have at least one Girl included in the squad

### **Regulations**

Unlimited interchanges are applied under the instructions of the match referee **during stoppages only.**

**Keeper must not be replaced to defend a penalty after the referee has awarded the penalty.**

## **“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)**

### **Sport Venue Check-in and Servants responsibilities**

- Teams **must be** at the Sport Venue **30mins** before their first scheduled match.
- Allocated servant **must** be present at all times with their team and must tick off attendance and ensure that players play with only one team for the entire competition. Teams **must** report **their attendance** with **all Players** names must be on the **approved** registration list as per the SF online registration system and being approved **by the church priest**

### **Code of Conduct**

Any team/player/**church official/parent** who displays unreasonable behaviour in the opinion of officials or the *Sport Coordinator before, during, or after the tournament may be disqualify their team or themselves up to the discretion of officials or referees.*

- Allocated servants must help encouraging Christian behaviour at all times and ensure that the referees are not spoken to by any spectators.

*Red cards will result in missing the remainder of the game and possibly the rest of the tournament (up to the discretion of officials or referees).*

*Please also see section regarding game rules in relation to yellow/red cards*

# “BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)

## **Uniform**

- A Team must have same shirt colour uniform (refer to colour table below)
- If colours clash (which should not happen), the second named team in draw will wear Games bibs
- Goalkeeper must be distinguished from other players
- All players should wear non-slip footwear

## **Teams Colours**

No	Church Name	T-Shirt Color	Color
1	Archangel Michael & St. Anthony	BLACK	
2	St. Athanasius	LIGHT GREEN	
3	St. Bishoy & St. Shenouda	RED	
4	St. George	DARK BLUE	
5	St. John the Evangelist	Maroon/Dark Red	
6	St. Macarius	Grey	
7	St. Mark	Yellow	
8	St. Mary	LIGHT BLUE	
9	St. Mina & St. Marina	White	
10	St. Moses the Strong	Orange	
11	St. Paul	Dark Brown	
12	St. Philopateer Marcorious	Gold	
13	St. Severus & St. Karas	Light Brown	

## **Fee Payments**

- **Fees are \$145 per team**, and it **must** be paid **before** the game day upon the registration is submitted on the SF online registration system
- Any late registration after the due date mentioned above will result in doubling the registration fees (**\$280** per team) due to administrative fees by the venue

## **Entries Limits**

- Each Parish can submit up to **THREE Teams per League** if chosen to do so.
- **Each Team is MAX 10 Players ONLY**
- **If multiple teams are submitted, any player must not play for more than 1 team**
- **If players are found to have played in two teams, this will result in disqualification of the team**

## **“BUT YOU MUST CONTINUE IN THE THINGS WHICH YOU HAVE LEARNED” (II TIMOTHY 3:14)**

### **Game Rules**

- The game is played inside netted courts which allows the ball to stay alive
- All referees used are provided by the venue and appointed to adjudicate the rules of the game with absolute impartiality
- Match referees will interpret the rules to the best of their ability and their decisions during the game are final
- The captains of both teams are the only players that may query rule applications made by the referee. Once the referee has replied, any further arguments may cause the team to be penalised.
- **Each church must have one representative that is nominated in advance to respectfully query decisions if needed. No other parent/player/church official may approach the referee. Disrespect from players/parents or church representatives may lead to team disqualification.**
- Players may run anywhere on the court except for the goalkeeper area. A designated goalkeeper is the only player allowed in this area
- If a defender enters the goalkeeper area, a penalty kick will be awarded
- If an attacking player enters the goalkeeper's area, a free kick will be awarded to the goalkeeper
- To tackle or play the ball, players must be on their feet. Tackling can only be made from the front of an opponent whilst they have control of the ball
- Slide tackles are not permitted
- Free kicks will be awarded against any player tackling from the side or back or slide tackling
- Players taking a penalty can take no more than a 2-step run up, i.e. one step then kick
- All other players must stand behind the ball and not within 3 metres of the player taking the kick
- A yellow card will be given to any player playing outside the spirit of the game and the code of behaviour guidelines. The yellow card is a warning that if they continue in this manner they will be sent from the court
- A red card, will be given to any player not playing in the spirit of the game. When a red card is issued, the will result in the player missing the remainder of the game and possibly the rest of the tournament (up to the discretion of officials or referees).

*Other rules might be in play as instructed by the venue management, those rules will be passed on to teams on the day by the sports leaders and match referees*