



## ADULT LEAGUES

All players must be registered to play in Goals Australia leagues. Teams can register squads up to 10 players per season. Teams can have guest players if they are short and have cleared it with the referee beforehand. Guest players are players who are only playing as a 1 off. This is expected to be kept to a minimum. Goals Australia is committed to making sure each team gets a proper game.

SHIN PADS – We highly recommend but they are not compulsory.

FOOTWEAR – the only place where you can get your boots on! NO metal stud/screw in allowed. Do not wear indoor shoes – you'll slip everywhere. We would suggest a rubber stud/blade

Teams will receive 3 points for a win, 1 for a draw and zero for a loss. League placing will be decided by points gained, followed by goal difference, followed by goals scored, followed by the aggregate result between the two teams in question.

For League matches a maximum of eight players per game may be used. Teams exceeding 8 players without proper reasoning, clearing it prior to the game being played and gaining approval from Goals Australia and the opposition team will automatically lose the match 10-0.

Teams who play a suspended player will automatically lose the match 10 – 0. A suspended player will still have to serve his suspension even though the team has been punished this match will not count as a match which the player has missed.

Teams are asked to arrive 15 minutes prior to appointed kick off times.

Teams must be on the pitch and ready to begin the match at the appointed kick-off time. If a team is 5 minutes late at management's discretion they may start the match 0-3 down.

Teams may be replaced at any stage of the season. Replacement teams inherit the scores, schedule and points of their predecessors where appropriate.

Teams failing to appear for their designated match, will have the match awarded to their opponents 10 – 0, for repeated absence the team may be removed from the League. The offending team will be due to pay for both their match fees and their opponents match fees if they do not show up. If they give 24 hours advanced notice they will pay a game and a half fee. This payment will be taken automatically from the designated debit/ credit card on file on the day.

In the event that a team refuses to play another team the match will be awarded to the other team 10 – 0. The team who refuse to play will pay a full cancellation/ no show fee.

In the event that a team refuses to complete a match that has already started, the match will be awarded to the other team 10 – 0. If the score at the time produces a goal difference greater than 10-0 then that score will stand.

Goals Australia pitches are all weather pitches. Games will be played at all times and weather conditions unless adverse weather conditions make the pitches unplayable. Any decision to cancel a game can only be made by Goals Australia management. Postponements are not allowed, except in exceptional circumstances and at the discretion of Goals Australia management.

Match Schedules will be listed at the start of each season and will be posted on the Company's website [www.goalsaustralia.com.au](http://www.goalsaustralia.com.au). Each team captain will have details to access the teams schedule and all players can use the website to see future schedules. All league results will be displayed on the website, but Goals Australia will not accept any responsibility for any omissions from or inaccuracies in any such fixture lists and/or results. Goals Australia will attempt to resolve any issues arising.