



Auto Soccer Rules NSW

COMPETITION REGULATIONS

(For the conduct of competitions at New South Wales Agricultural Shows & Affiliated Agricultural Shows)

The rules and regulations as set out below are the minimum required rules to be included in organiser rules to conduct an Auto Soccer Competition at an Agricultural Show in NSW under the AgShows NSW Insurance program. Any additional rules must be in compliance with relevant legislation and regulations (eg WHS or Safework). This is necessary to improve the safety of participants and other stakeholders and encourage education, competition and skill development.

Object of the Game

The object of the game, as in any form of soccer, is to score goals between the two goal posts that are situated at either end of the field.

Player Requirements

All players shall:

- Satisfy the entry criteria for Demolition Derby as per the AgShows NSW Approved Rules and Regulations for Demolition Derby.
- Sign the relevant AgShows NSW waiver.

Vehicle Requirements

All vehicles must meet the Demolition Derby requirements under the AgShows NSW approved Demolition Derby Rules and Regulations.

The Game

1. The game will be conducted over two 15-minute periods with the team scoring the most goals being declared the winner.
2. In the event of a tie a shootout from halfway into an undefended goal shall determine the result.
3. The game will be conducted in the main arena at the (Insert Show Name) Showground within a marked area.
4. The marked area will be inside the fencing rail of the main arena and approximately 30 meters from the fence that excludes patrons from the main arena.
5. The teams will consist of 3/4 cars and one excavator.

- 6.** Players moving outside their allocated areas of the field shall be deemed to be offside and attract a penalty, with a restart being awarded to the opposing team.
- 7.** At the kick off and with any restart the opposition must remain at least 10 meters from the player taking the restart until the ball is in play.
- 8.** At the kick off, both teams must line up on the halfway line keeping the 10-meter rule and as soon as the ball is in play immediately move into the opposition's half.
- 9.** Without exception the sound of the referee's horn during play means that the game must cease immediately and not recommence until the referee indicates that the game may continue.
- 10.** Any player ignoring, arguing with, or disobeying any instruction from the referee shall be sent from the field of play for a minimum of 5 minutes with a restart being awarded to the opposing team.
- 11.** Rough or dangerous play as determined by the referee shall result in an automatic sin bin for 5 minutes for the offending player for the first offence and disqualification from the game for a second offence with a restart being awarded to the opposing team.
- 12.** The referee shall toss a coin to determine which team kicks off at the commencement of the game and the other team shall kick off after the half time break.
- 13.** All kick offs shall take place from the halfway mark.
- 14.** After a goal is scored the team against whom the goal was scored shall kick off.
- 15.** If the ball leaves the marked field of play a restart shall be awarded against the team that last contacted the ball.
- 16.** An excavator shall be used as the goalkeeper at each end of the field.
- 17.** Excavators will be a minimum of 14 tonne.
- 18.** An exclusion zone shall be marked in front of the goals which will cover the reach of the excavator bucket and no cars shall be permitted in this area at any time.
- 19.** No vehicle is to travel at more than 20km/h before, during and post the event. End.