

# School Sport SA football (soccer)

## Statewide Schools

### Rules of the competition

Updated June 24

The game is played under the Football Federation Australia Rules unless stated in the following.

It is the responsibility of the host school to ensure that the referees are made aware of the School Sport SA statewide school rules in regards players receiving a red card. If any report is made, the host schools sports coordinator is to supply the referee with the player report form on the [website](#).

### Minor round format options

The following are the standard formats to be used unless an alternative is required due to travel distance. In this instance competing teams shall negotiate alterations to the format guided by the convening school.

#### 2 team draw – 1 pitch needed (Each team plays 1 game)

11/12 boys, 11/12 girls: two halves of 40 minutes.

Year 7/8 and 9/10 boys: two halves of 35 minutes.

Year 7/8 and 9/10 girls: two halves of 30 minutes.

Year 5 and 6: two halves of 25 minutes.

Ten minutes half time. Injury time to be added.

#### Ties (single game in a day)

The match must be played to a result i.e. no draws. If the result at the end of time is a draw then:

- For 11/12 boys, 11/12 girls, and year 9/10 boys and girls matches, play an extra 10 minutes each way and the first team to score (golden goal) is deemed the winner.
- For year 5/6, and year 7/8 boys and girls play an extra 5 minutes each way and the first team to score (golden goal) is deemed the winner.
- Should there still be a tie at the end of extra time, penalty shots will be taken. i.e. 5 alternate penalties taken, one each from different players.
  - If scores are still tied, sudden death penalties commencing from player no 6 through to 11 will be taken.
  - Should the game still be tied, recommence the sudden death penalties at no 1 and follow through in the same order to number 11.

Note: The golden goal is a School Sport Australia solution to the draw where time is a factor. If time is not a factor schools can agree to not use this method and just play the extra time.

### 3 team draw – 1 pitch needed (Each team plays 2 games)

- Year 7/8, Year 9/10 and 11/12: Two halves of 25 minutes.
- Year 5/6: Two halves of 20 minutes.
- Ten minutes half time and at least 45min between matches.

Suggested format for 3-team match-ups:		
Round	Draw	Time
1	1 v 2	9:45am
2	2 v 3	11:30am
3	1 v 3	1:15pm

Note: Home team to be team Number 1 and the team with the most distance to travel given the choice of being either number 2 or 3.

### 4 team draw – 2 Pitches needed (Each team plays 3 games)

- Year 7/8, Year 9/10 and 11/12: Two halves of 20 minutes.
- Year 5/6: Two halves of 15 minutes.
- Ten minutes half time and at least 45min between matches.

Suggested format for 4-team match-ups:			
Round	Time	Pitch 1	Pitch 2
1	9:45am	1 v 2	4 v 3
2	11:30am	1 v 4	2 v 3
3	1:15pm	2 v 4	3 v 1

Note: Home team to be team Number 1 and the team with the most distance to travel given the choice of being either number 2, 3 or 4.

### 5 team draw 2 Pitches needed (Each team plays 4 games)

- Year 7/8, Year 9/10 and 11/12: Two halves of 15 minutes.
- Year 5/6: Two halves of 10 minutes.
- Ten minutes half time and at least 20min between matches.

Suggested format for 5-team match-ups:			
Round	Time	Pitch 1	Pitch 2
1	9:30am	1 v 4	2 v 3
2	10:30am	3 v 1	4 v 5
3	11:30pm	5 v 3	1 v 2
4	12:30	2 v 5	3 v 4
5	1:30	4 v 2	5 v 1

Note: Home team to be team Number 1 and the team with the most distance to travel given the choice of being either number 2, 3, 4 or 5.

### Final placings at the completion of round robin matches (3, 4 or 5 team draws)

Given that there is a limited amount of time to play multiple matches on the day, extra time is not to be played, unless agree to at the start of the day by all teams involved. However, as a result is needed a penalty shoot-out will determine the winner at the end of that game. These goals will be used in any calculation to determine a winner; hence the full amount should be taken by both teams and not stopped as soon as there is a result.

In the event of 2 or more teams being tied by premiership points please refer to the

#### [Statewide schools rules of the competition](#)

Found on the School Sport SA website

Heading – Results and Placings



## Pitch size

- Year 7 – 12 Regular pitch size (125m x 85m approx.) and goal dimensions.
- Year 5 and 6 use modified dimensions. 2 pitches to fit across one regular sized soccer field.

### **Pitch dimensions**

- Length: 60 – 70m
- Width: 40 – 50m

### **Penalty Area**

- Depth: 10m
- Width: 20m
- Penalty spot 7m from goal line

### **Goal dimensions**

- Height 2m
- Width: 5m

## Ball size

- Year 5 and 6 use size 4.
- Size 5 for all other competitions.

## Additional rules

- Shin guards are compulsory in all games.
- All jewellery must be removed prior to the commencement of a match.
- Year 5 and 6 shall be taken 8 metres from the penalty area or from the actual corner post when this is less than 8 metres from the penalty area. The mark for corner kicks shall be defined.
- If nails are longer than the end of the finger (whether real or false) they must be either trimmed or covered with band aids or similar.

## Administration papers

The following forms should be taken to games and can be found on the website - please photocopy enough for each match.

- Team sheet – these must be accurately recorded and signed by the sports coordinator before the start of each match. The opposition and umpires may request a copy. After the match these sheets are to be kept at the school in case of a dispute.
- Score sheet
- Results sheet
- Player report forms

## Number of players

### **Year 7 – 12**

- A pool of up to 20 players per competition may be used for all round robins, carnivals and finals series so that injuries can be covered. However, only 16 can be used per matches i.e. 11 on field plus five (5) interchange players, all of whom can be used, subject to the usual rules of interchange i.e. Notifying the referee, etc. This is as per the School Sport Australia rules.

### **Year 5 and 6**

- A pool of up to 20 players per competition may be used for all round robins, carnivals and finals series so that injuries can be covered. However, only 14 can be used per matches i.e. 9 on field plus five (5) interchange players, all of whom can be used, subject to the usual rules of interchange i.e. Notifying the referee, etc. This is as per the School Sport Australia rules.
- Please note that the intent is that girls may not play in boys' teams and vice versa as competitions are offered for both genders. However in examples where there is no reasonable opportunity for a

player to participate in an equivalent competition then approval to play in an opposite gender team may be requested from the School Sport Team Leader. Each individual request will be considered on age, strength, stamina & physical size plus current involvement in that sport.

## Football (soccer) officials

- Each team must provide a coach and/or manager (at least one of these to be a teacher) approved by the Principal
- Each team must provide a competent linesperson
- Coaching is permissible by the appointed manager/coach only. However, coaching must not interfere with the flow of the game or violate any rules that may apply
- If official referees are not available, the team manager of the first named team or his nominee shall referee the first half of the game, and the manager of the second named team, or his nominee, shall referee the second half, unless otherwise agreed between the two managers
- Competing teams should arrange for an appropriately qualified first aid provider to be present at all matches.

## Duration of matches in finals series

- 11/12 boys Division 1: play two halves of 40 minutes.
- 11/12 boys Division 2, 11/12 girls: play two halves of 30 minutes.
- Year 7/8 and 9/10 boys and girls: play two halves of 25 minutes.
- Year 5 and 6 boys and girls: play two halves of 25 minutes.

## Ties in finals series

If the result at the end of time is a draw:

- 11/12 boys, 11/12 girls play an extra 10 minutes each way.
- Year 7/8 and 9/10 boys and girls play an extra 5 minutes each way.
- Year 5 and 6 boys and girls play an extra 5 minutes each way. In the grand final should the match be tied, the score will stand and joint winners will be declared.

Should there still be a tie at the end of extra time, penalty shots will be taken. See Ties (single game in a day) for information on page 1

Note: (If the tie occurs in the first (morning) round, the recovery break to the start of the second (afternoon) round will be adjusted to ensure that is one hour long).

## First aid

Qualified first aid providers must accompany each school at all school football matches as per the Department for Education camps and excursions policy and procedure. Competing schools should ensure these First Aid Providers are not occupied in other roles (such as coach or umpire), or, schools should engage an additional external sports trainer/s. Extra precautions and medical resources are advised for football (soccer) matches, due to their highly physical nature.

## Behaviour

It is imperative that student behaviour will not in any way bring this competition into disrepute. Schools must be responsible for the conduct of their students, officials and supporters.

- It is the policy of School Sport SA for school Principals to deal with all matters relating to the discipline of their students both on and off the sports field.
- The only exception to this is when a Principal may be unavailable during the finals series. In this circumstance, the School Sport SA football convener shall be granted the responsibility.



- Players who have been reported by a referee and have been suspended by the school tribunal in any match in the knockout series must serve their suspension in the knock-out series.
- Red and yellow cards will be issued in accordance with the Laws of the Game. Sanctions will be issued in accordance with the Table of Offences (see below) with reference to FFA's – [National Disciplinary Regulations](#) and Football SA's [Grievance and Disciplinary Regulations](#).
- Any player receiving a red card will be automatically suspended for one game. Further action may be taken by the school, as deemed necessary.
- Any player receiving two yellow cards, in the same match, will be automatically suspended for one game. This is to be managed by their school.
- It will be the responsibility of the supervising teacher to notify the School Sport SA office and ensure that the player does not play until his/her suspension has been completed.

## Swearing

- Any player who uses a swear word (whether under their breath or out loud such that the referee can hear it) will be suspended for a 10 minute period. If the suspension cannot be fully served in the first half i.e. because there is insufficient time remaining in the half to serve the full suspension, the remainder will be served in the second half. The player can be replaced during that time.

## Table of offences

Taken from FFA – [National Disciplinary Regulations](#)

### Yellow Card (Caution) – Minor Infringements

Y1 unsporting behaviour
Y2 dissent by word or action
Y3 persistent infringements of the Laws of the Game
Y4 delaying the restart of play Y5 failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
Y6 entering, re-entering or deliberately leaving the field of play without the Referee's permission

### Red Card (Expulsion) – Serious Infringements

R1 serious foul play
R2 violent conduct
R3 spitting at an opponent or any other person
R4 denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his or her own penalty area)
R5 otherwise denying a goal or an obvious goal scoring opportunity to an opponent as prescribed by Law 12 of the Laws of the Game
R6 using offensive, insulting or abusive language and/or gestures
R7 receiving a second caution in the same Match