

Provided by SA Catholic Secondary School Girls Sports Association

# Game Rules: Soccer

### The Team

- Shall consist of eleven (11) players on the field at one time (ten on field and one goalkeeper).
- Maximum of sixteen (16) players per team.
- A team must have seven (7) players to take the field and start a game or else a forfeit loss results and a scratch match should be played.
- Teams must supply their own basic first aid kit however, a backup kit will be available from the venue coordinator if required.

### Uniform

- General neat appearance to be maintained.
- Players MUST wear the correct team uniform that has been set out by their school. Any player wearing the incorrect uniform in Round One (1) & Two (2) will be given a warning. After that, a penalty will be enforced the player may not take the field for the first five (5) minutes at the commencement of each half.
- The Venue Coordinator and both teams must be informed of the infringement at the time of the penalty being handed down.
- The definition of a player out of uniform and a penalty to be applied-
  - > A player that is wearing the incorrect coloured shorts, skirt, top etc.
- Any or all players in a team may wear a tracksuit top (NO hood) and tracksuit pants for all or part of any game underneath their playing uniform, provided it conforms to their school's uniform policy.
- If track pants/leggings are worn, female players must still wear their school approved top/shorts etc. over them.
- Cultural Headwear is allowed to be worn, however, where possible not be secured with any pins/sharp objects.
- If a player is wearing jeans or non-uniform clothing etc. then the player is not permitted to play unless the Executive Officer has given permission.
- The Goalkeeper shall wear colours which distinguish her from other players and the Referee, if a team does not have an alternate uniform than a bib must be worn to distinguish the Goalkeeper from the rest.
- NO jewellery is allowed to be worn during a game and this includes jewellery worn for religious reasons. Examples include rings, watches, necklaces, earrings, and taped studs/earrings. Medical alert jewellery is the only exception to this rule and must be covered appropriately.
- As long as there are seven (7) players available, (even if some are out of uniform) a team will not have to forfeit (Uniform penalties may apply).
- Fingernails must be short NOT taped.



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### Player Eligibility

- Players are only eligible to play one game per day unless approval is given by the Executive Officer prior to the game and both teams have been notified.
- A player can be bought up from a lower grade to fill in for a team that does not have enough players to take the court, however, this player must not play another game for the day unless approval has been given by the Executive Officer.
- A player is not allowed to be bought down from a higher grade to fill in for a team that does not have enough players to take the court unless approval has been given by the Executive Officer and both teams have been notified.
- A player has to have played four (4) games to qualify for finals.
- If a player plays more than four (4) games in a higher grade they cannot return to the lower grade, they must remain a part of that team unless permission is given by the Executive Officer.
- The player is only counted as 'playing' if they take the field during a game, not just named on the card.

### Referees

- Matches must be controlled by a competent referee provided by host school or Association where possible this should not be a student.
- A lines person with a flag must be provided by each team.
- The lines person shall control the line and half the field with the attacking players of the opposing team for offside decisions.
- The lines person indicates to the referee who has the right to overrule.

### Play

#### Match Duration:

- Two (2) x twenty (20) minute halves.
- Five (5) minute half time break.
- The Association makes no provision for the postponement or cancellation of matches due to inclement weather. However, teams may with the agreement of the Umpire, play shorter quarters to complete the match.

#### **Rules:**

- Soccer is conducted under the rules of FIFA unless otherwise stated.
- The home team is the team placed first (1st) on the draw.
- It is a responsibility of the home to team to supply the match ball.
- BREACHERS OF THE RULES
  - 1. Any spectator/coach/player that questions a referee's decision will be given one warning by either the referee on the field or the Venue Coordinator. If the behaviour continues, then the person shall be asked to leave the venue by either the referee and/or the Venue Coordinator.



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- 2. If a spectator/coach/player verbally or physically abuses a referee, a player, a spectator or the Venue Coordinator then they will NOT be given any warnings, and the Venue Coordinator must ask the person to leave the venue straight away. (A report from the Venue Coordinator, referee and both team coaches must be submitted to the Executive Officer by the following Monday morning.)
- 3. Any team that walks off the field at any stage during a game will record an immediate forfeit loss on the premiership table.

### Scoring & Timing

- The referee shall keep time and allow where possible extra time for stoppages.
- The referee will keep record of the official score and will fill in the score card at the end of each half.
- Score cards must be given to the venue co-ordinator immediately following the match.
- Venues are responsible for keeping all score cards until the end of the season.
- SCORE CAPPING (Only to be applied to A/B, B & C Grade competitions & not to be applied in Finals)
  - 1. Any wins larger than the capped score will be rounded down and recorded accordingly on the Premiership Table, with the correct score recorded for reference to the side of the results document.
    - Soccer score margin capped at six (6) goals.
  - 2. Score capping will not be implemented in the first four (4) rounds, however if a team gets regraded up or down then scores for that team will be referred back to the capped scores for their first four (4) games only.
  - 3. If a team is beating their opposition by a large margin, the winning team should use their discretion in implementing Fair Play for the remainder of the game or until the margin reduces to a reasonable one. This could include some of the following suggestions:
    - a) Allowing the losing team to bring the ball into their attacking half unopposed when they get possession.
    - b) Changing the team around so that players are playing out of their normal positions.
    - c) Sending the main goal scorer back to goalkeeper.
    - d) Rotating the stronger players off the field at the half time break.
    - e) Removing the eleventh (11<sup>th</sup>) player and continuing play with only ten (10) players on field for as long as the winning team feels it appropriate to do so.

#### Forfeits:

- The forfeiting school is responsible for contacting the opposition school with regard to a forfeit by Twelve Noon (12.00pm) on the Friday of that week as well as contacting the Venue Coordinator and SACSSGSA.
- Failure to notify opposition and the venue will incur a \$ 75.00 forfeit fine.
- Forfeit score is 6-0 and no premiership points will be awarded to the forfeiting team.



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#### **Points Allocation:**

- 3 points for a win
- 2 points for a draw
- 1 point for a loss
- 3 points for a forfeit win (Score to be 6 0)
- 0 points for a forfeit loss (Score to be 0 6)

#### Finals:

- Finals will be determined by the premiership table at the conclusion of all general rounds.
- If there is a genuine situation of injury before a final, a team must get approval from the Executive Officer to bring up a player from another team.
- If there is a dispute in the Premiership Table, notification is to be received by the Executive Officer, Ph 08 8301 6879 or email <u>sacssgsa@cesa.catholic.edu.au</u> by Monday Twelve Noon (12.00pm) the week of the Finals or the conclusion of the general rounds. After this time, no disputes or amendments to the Premiership Tables will be considered.
- For all Semi Finals or for first (1<sup>st</sup>) V second (2<sup>nd</sup>) Grand Finals, if the game is a draw at the end of official time, then a penalty shootout one (1) for one (1) to a total of five (5) shots will occur.
- If at the end of the penalty shootout, the game is still a draw then the penalty shootout will continue with the remaining players on the team until a team is one (1) goal up.
- No matches in the FINALS rounds are to be rescheduled, unless there are extenuating circumstances and both schools involved, and the Executive Officer agree upon an acceptable solution.
- All games must be played at their allocated venues unless approval is given by the Executive Officer to change the venue.

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