

Southern Districts Competition Rules 2025

1 COMPETITION DEPARTMENT

- 1-1 The Competition Department shall be responsible for:
- A. The compiling of all Association competitions and the administration of those competitions in accordance with the Association rules.
 - B. The official interpretation of the Competition Rules in consultation with the Board
 - C. Recording and publishing the results and where applicable maintaining the points score.

2 AGE GROUPS

- 2-1 To be eligible to play in an age limited competition in any year the player must attain that age in the current calendar year i.e., January 1 to December 31.

3 POINTS

- 3-1 In premiership competitions shall be allocated as follows:
- A. Win 3 points
 - B. Score Draw 1 point
 - C. Scoreless Draw 1 point
 - D. Win on forfeit 3 points
- 3-2 Any team awarded a forfeit shall be awarded 3 points and a 2 – 0 goal result recorded in that round of the relevant competition, the opposition team shall be similarly debited.
- 3-3 Where a team refuses, by word or conduct to take part in all or part of a match, that team shall be deemed to have forfeited that match.
- 3-4 A team claiming a forfeit must submit an Electronic Match Sheet containing at least the minimum number of required players for that age group, as per section 8.1, who are present and eligible to play in the match, and, where an official referee is present, the official referee shall endorse the Electronic Team Sheet in accordance with these rules. The Team Management of the team forfeiting a match shall have the right to inspect the Electronic Match Sheet and/or the ID Sheet of the opposition team and ensure that only the players present are named on the Electronic Match Sheet.
- 3-5 In the event that the result of a match is overturned, and a forfeit awarded by the SDSFA Board or PD&JC for a breach of the rules, (notwithstanding rule 3-2) the non-offending team if having won the match by a greater result than 2-0 then the result of that match is to stand.

4 REGISTRATIONS, CLEARANCES AND TRANSFERS

- 4-1 All registrations and transfers must be in accordance with the By-laws.

5 ELECTRONIC MATCHSHEET IDENTIFICATION / ID CARDS / ID SHEETS

- 5-1 All games will be played under the Electronic Match sheet/ ID Card / ID Sheet System. Only SDSFA Board approved IDs with current player photo identification will be permitted.
- 5-2 Both Team Management are responsible for submitting their teams on the Electronic Match sheet as specified in the By-laws, ten (10) minutes prior to the commencement of the match.
- 5-3 Both Team Management are responsible for performing an ID check in the centre of the field, five (5) minutes prior to the commencement of the match and are required to endorse the Electronic Match Sheet.

- 5-4 If a team IDs are not checked prior to commencement of a match and endorsed by both Team Management, the offending team failing to endorse the Electronic Match Sheet before the scheduled kick off time will render that team to BY-LAW 12-17.
(BY-LAW 12-17. Failure by any team's management to check the I.D. Sheet / Electronic match sheet prior to kick off, shall render that team to a fine of: the first and second offences per team shall be free with a warning and the third offence will be \$100 and a three competition point deduction.)
- 5-5 Once the identifications for both teams have been checked and endorsed by both Team Management the Electronic Match Sheet cannot be altered.
- 5-6 Once endorsed by both Team Management the match can commence at the scheduled time.
- 5-7 The nominated Home Team Management are responsible for informing the Ground Marshal that the Electronic Match Sheet is completed by showing the Ground Marshal the completed Electronic Match Sheet. *(Both teams submitted, both teams confirmed, a Crowd Controller for both teams and a Ground Marshal)*
- 5-8 If any player or official whose identity is in question and needs to be checked but leaves the ground before it can be done so, the team will be stood down until the person is identified and the match that they were not identified for will have its result pending upon review of the PD&JC. In the case of the team officials not having access to the electronic match sheet, they may use their team ID sheet to check the identity of the players.
- 5-9 Team officials are to use the Electronic Match Sheet to check the identity of the players on the team. All players participating in a match must be selected on the Electronic Match Sheet.

6 REFEREES

- 6-1 A referee shall be appointed by the office of SDSFA. for each match where possible.
- 6-2 Where an official referee, or a Competition Department appointed Club Referee (CR) is not present five (5) minutes prior to the scheduled kick-off, the visiting team shall have first option of appointing an unofficial referee. Where the visiting team is unable to meet this requirement the home team must appoint a referee.
- 6-3 A team which refuses to accept the appointment of a referee in accordance with the above paragraph shall forfeit the match.
- 6-4 An appointed referee or a Competition Department appointed Club Referee, that acts as a referee for a match under the control of the Association, shall be entitled to a fee from each team in accordance with the table of fees.
- 6-5 Upon the conclusion of the match the referee shall complete such detail on the Electronic Match Sheet as is within their jurisdiction together with all other information as the Board may require and shall sign the Electronic Match Sheet in the appropriate place.

7 MATCH BALLS AND PLAYING FIELD SIZES

- 7-1 In competition matches the home team shall supply two match balls which comply with the laws of the game. In semi-finals, finals, grand finals and knockout competitions the home team shall supply such balls.
- 7-2 Upon the receipt of a report from a referee to the effect that the appropriate team has not supplied both match balls the offending team will be fined as per the By-laws.
- 7-3 Footballs shall be of an approved material and shall be of the following minimum circumference.

AGE GROUP	CIRCUMFERENCE		SIZE
	Minimum	Maximum	
Grade 5-9	21in.(53cm)	23in.(58cm)	3
Grade 10-13	5in.(63cm)	27in.(68cm)	4
Grade 14-All Age	27in.(68cm)	28in.(71cm)	5

7-4 FIELD SIZES

MIDI	(6-7)	Length 30metres x Width 20metres (+/- 1m)
MINI	(8-9)	Length 45m x Width 35m (+/- 1m)
HALF 9v9	(10-12)	Length 60-65m x Width 40-42m
9v9	(L30)	Length 60-65m x Width 40-42m
7v7	(ALL AGE)	Length 60-65m x Width 40-42m
Full Field	(AA)	Length 90-120m x Width 55-90m
Elite Leagues	(AA)	Length 100-110m x Width 64-70m

8 MATCH DURATION AND MINIMUM NUMBER OF PLAYERS

8-1 Unless otherwise specified in the rules for a particular competition each match shall consist of two equal halves, as determined by the officiating Referee, of the following:

AGE GROUP	MIN No.	MAX No.	PER HALF
Grade 5	(3)	(6)	15 mins
Grade 6-7	(3)	(6)	20 mins
Grade 8-9	(5)	(10)	20 mins
Grade 10-11-12	(6)	(12)	25 mins
9v9 L30	(6)	(15)	30 mins
7v7 SOCIAL	(4)	(15)	30 mins
Grade 13-14	(7)	(14)	30 mins
Grade 15	(7)	(14)	35 mins
Grade 16	(7)	(16)	40 mins
Grade 17	(7)	(18)	40 mins
Over 45's	(7)	(20)	40 mins
Grade 18-21	(7)	(18)	45 mins
All Age	(7)	(18)	45 mins
Elite Leagues	(7)	(20)	45 mins

NOTE: The allowance of extra time to offset that which is lost due to injury, or any other reasonable cause, shall be at the discretion of the referee.

8-2

- A. In all cases where a result is required and extra time is to be played, that time of each half will be five (5) minutes.

AGE GROUP	PER HALF
Grade 10 Competitive - All Age	5 mins

- B. The extra time will be played out in its entirety, if there still is no result after five (5) minutes each way the teams will compete in a penalty shootout.

9 GOAL KICKS

9-1 For age 10 to 12, 9v9 L30 and 7v7 SOCIAL goal kicks are to be taken from within the 10-metre box.

9-2 For age 13 to All Age, goal kicks are to be taken from within the 6-yard box.

10 ELIGIBILITY FOR COMPETITIONS

- 10-1** No player may play more than five (5) games with any team in their own age group without becoming a full member of that team. Forfeits are not included. This rule may be waived subject to the agreement of the SDSFA Board.
- 10-2** Players Mapped to a team can play in a higher age group or division than that of the team they are mapped to, with the exception that Division 1 players are not permitted to play in a higher age group in a lower division (e.g. a 14-1 player cannot play in a grade 15 or 16 team that is below division 1.) The only two exemptions to the above example are where an age group only has 1 division, or the player is being borrowed into a team playing on larger designated playing field size. In that instance those players can be borrowed by a lower division in a higher age group (e.g. U21 boys or girls only having 1 division and being able to be borrowed into All Age 2,3,4 etc.)
- 10-3** A player who has played more than five (5) games in a team or teams in a higher age group or division shall not be eligible to play in his original team for the balance of the season, unless they receive the permission to do so from the SDSFA Board.
- 10-4** At no time will more than four (4) players be allowed to play up in the same team in an older age group and/or division.
- 10-5** Where a club has two (2) or more teams in the same division of an age group, no movement of players between such teams will be permitted except for the Premier League Competition.
- 10-6** With the exception of goalkeepers no player shall be permitted to play in a semi-final, Final or Grand-final, unless he has played at least five (5) SDSFA competition matches with that team and a player can only play with one team in the for the finals series, except that a maximum of two (2) players from a lower division or age group may play provided that insufficient full members of that team are available to play the match and the team would otherwise be left with less than eleven (11) players.
- 10-7** For the purposes of the above paragraphs a player shall be deemed to have played in a match if a shirt number appears next to his name on the Electronic Match Sheet (subject to 5.5) and if as a substitute, the referee has indicated on the Electronic Match Sheet that the substitution has taken place.
- 10-8** Minimum age requirement: A player must attain the age of 5 years on or before the 31 December to be registered.
- 10-9** A player must have attained the age of 30 years to be registered in the Over 30 competition.
- 10-10** A player must have attained the age of 35 years to be registered in the Over 35 competition.
- 10-11** A player must have attained the age of 45 years to be registered to play in an Over 45 Competition / Champion of Champions

11 INTERCHANGE

Unlimited interchange of players is permissible at any time during the game in every age group. Interchange procedure shall be as follows:

- 11-1** "Interchange Zone" will be an area one metre either side of the halfway line.
- 11-2** An interchange is one which is made when the ball is out of play, and for which the following conditions shall be observed.
- i The player leaving the field shall do so at the closest point to the sideline, crossing over as quickly as possible.
 - ii The player entering the field shall also do so from the interchange zone but not until the player leaving the field has passed completely over the sideline.
 - iii A player, nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.

- iv The interchange is completed when the player who was off the field in the interchange zone, enters the field. From that moment they become a player and the player whom they replaced ceases to be a player.

- 11-3** The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
- 11-4** If during an interchange, an interchange player enters the field before the replaced player leaves the field, then the referee shall caution the interchange player and then restart the game.
- 11-5** If during an interchange, an interchange player enters the field from a place other than the interchange zone, the referee shall caution the offending players. The interchange of players will cease at the completion of normal and extra time. If at this time penalty kicks are required to obtain a result, then only the players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchange at this time is permissible.

NOTE: If during the taking of penalty kicks, the goalkeeper is injured he may be replaced with another goalkeeper provided the replacement was listed on the Team Sheet.

- 11-6** A maximum of three (3) players may be used from the bench as interchange players for Junior Teams Grade 10 to Grade 15 with the exception of teams participating in the Southwest Super League where a maximum of five (5) players may be used from the bench as interchange players.
- 11-7** A maximum of five (5) players may be used from the bench as interchange players for Grade 16 and above with the exception of the Ladies Over 30's Competitions where the maximum number of interchange players will be six (6).

12 SEMI-FINALS, FINALS AND GRAND FINALS

- 12-1** Competitions will be decided by a Semi-final, Final and Grand Final series, in which the four (4) sides finishing on the highest points shall compete. This Series will commence with the Major Semi-final (1st Vs 2nd) and the Minor Semi-final (3rd Vs 4th). The loser of the Major Semi-final will play the winner of the Minor Semi-final in the Final, the winner of this match shall play the winner of the Major Semi-final in the Grand Final.
- 12-2** Where teams finish on equal points the teams' head-to-head results will determine the higher placed team. If the teams are still equal, then the team having the higher goal difference will be considered the higher placed team. To calculate the goal difference, the number of goals against is subtracted from the number of goals scored by the team. In the event of teams finishing on the same number of points, head-to-head results are equal and goal difference is the same, the team which has scored the greatest number of goals shall be considered the higher placed team. A play off will take place with penalties if the teams are still equal.
- 12-3** When a Semi-final, Final or Grand Final is drawn after the time prescribed for that age group, extra time consisting of two equal halves will be five (5) minutes, in accordance with Competition Rule 8-2.

AGE GROUP	PER HALF
Grade 10- All Age	5 mins

- 12-4** If after playing extra time in accordance with the above (Competition Rule 8-2.) and the Semi-final, Final or Grand Final in a Grand Final is still drawn the match will be decided by a PENALTY SHOOT-OUT.
- 12-5** To be eligible to play in a Semi-final, Final or Grand Final a player, with the exception of a goalkeeper who must remain in goals for the duration of the match, must have played for that

team in at least five (5) SDSFA premierships matches. The goalkeeper may come from a higher division or age group with approval from the SDSFA Board.

12-6 The following Competition Rules will apply specifically to the Men's **SDSFA Premier League, Premier 23's, Championship and SDSFA Women's Super League Competitions.**

- i All above Competitions will be referred to below as **"Elite Leagues"**
- ii All teams are to refer to the Elite Leagues Handbook for fixtures, final's structure and regulations specific to their competitions.
- iii All players in teams must wear their nominated Club playing strip for every match unless their playing strip clashes with the opposing team as approved by the competition department prior to the first round of the season. In the event of a uniform clash, the home team will change their playing strip to their nominated alternate strip. Teams found playing in a strip not nominated will forfeit the game and be subject to an additional \$200 fine.
- iv All teams must submit their nominated Club playing strip at the 2024 AGM.
- v Any team that withdraws from an "Elite Leagues" competition after the Declaration of League close date will be liable for the nomination fee and maybe subjected to an additional \$500 fine.
- vi The Men's Premier League competition is played as Premier League and Premier 23's.
- vii The competition will be conducted with the same number of teams in both Premier League and Premier 23's. Exception to this rule is subject to Board approval.
- viii "Elite Leagues" competitions will be conducted with each team playing each other a minimum of twice in the regular season plus a 5 team Finals Series. The Women's Super League will compete in a 4 team Final Seris.
- ix All "Elite Leagues" competitions teams may register a maximum of twenty (20) players. Additional registrations will only be permitted if players are de-registered in accordance with SDSFAI By-laws.
- x Premier 23's teams may have four (4) over 23's players registered into their team for the season.
- xi Premier 23's teams may only have four (4) over 23's players included on any match day team sheet. Teams that exceed this will forfeit the game and may be subject to further sanctions approved by the Board.
- xii All Premier League teams may enter the Football NSW Bill Cullinan Cup.
- xiii Premier 23's and Championship teams will participate in their own SDSFA Knock Out Competition.
- xiv Any "Elite Leagues" competition team that is unable to field sufficient players will be subject to a fine of \$500.00 plus the referee fees for that game. The Board may impose extra fines or penalties subject to an investigation.
- xv Movement of players between Premier League, Premier 23's and Championship teams of the same club is permitted during the season. A maximum of 4 players may be borrowed into any team.
- xvi A player that is 16 years old and above may be borrowed into the Premier 23's (including All Age Players) within the same Club.
- xvii Players can be borrowed into an "Elite Leagues" competition team unlimited number of times throughout the regular season.
- xviii An "Elite Leagues" competition team will only be permitted to make a maximum of four (4) transfers and/or re-team coding requests to the SDSFA Office in the season and all requested for transfers and/or re-team coding must be completed before the start of Round 13.

- xix All "Elite Leagues" Club's with only single teams may borrow from lower all age teams and/or lower age groups within their Club.
- xx Players may only play for the one team throughout the Finals Series and All Players are subject to the Competition Rule 12-5.
- xxi All "Elite League" competition teams may request to borrow a maximum of two (2) players to play in any Final Series for an "Elite Leagues" competition team only. The player's names and details are to be submitted to the Competition Department by 12pm Friday before any scheduled finals weekend.
- xxii Two nominated goalkeepers are to be submitted to the SDSFA Competition Department before the first competition match of the season and these two goalkeepers will be permitted to play for any "Elite Leagues" team as goalkeepers for the duration of the competition, semi-finals, finals and grand finals on an unrestricted basis.
- xxiii Suspensions for players in an "Elite Leagues" competition will be served as 'games' for the team the Player is team coded to.
- xxiv Any Club with teams entered in any more than one "Elite Leagues" competition, the suspended Player must serve his suspension for that team in which the offence took place and cannot play for either competition until his suspension has been served.
- xxv Any Club with teams entered in the same "Elite Leagues" competition may only borrow an individual player into one of the teams competing in that League. Once the player has been borrowed the first time, the Club's must inform the Competition department of the player's name and details and will only be allowed to be borrowed into that team that he was originally borrowed into. The player will be deemed an illegible player if the player is borrowed into the other team for that Club.
- xxvi Should a round be split, a player suspended for that 'game' will not be permitted to play for either team on either date the split round is played.
- xxvii Clubs will be permitted to enter only one team in Men's Premier League Competition.
- xxviii All Clubs must nominate their teams, each year, to participate in the "Elite Leagues Competitions" by the 1st of October.
- xxix The Competition Department in conjunction with the Board of Directors will accept or refuse nominations into the "Elite Leagues" competitions, based on merit, competition structure, competition rules, behaviour etc. and will notify teams via the Declaration of Leagues at the upcoming AGM Meeting.
- xxx The "Elite Leagues" competition awards will be for all "Elite Leagues" competitions run in the current season.
- xxxi SDSFA Board approved fields for the Premier League and Premier 23's are to be a minimum of 100m long x 64m wide, fenced, line marked regularly and of a good quality playing surface. The SDSFA Vice President will inspect fields after nominations and will declare the Board approved grounds to the Competition department.
- xxxii If a Board approved ground is found to be sub-standard as determined by SDSFA, the ground's scheduled matches will be allocated to another Board approved ground for the rest of the season.

B. “Elite Leagues” competition Promotion and Relegation

The Team that becomes the Minor Premiers in the Championship will be promoted into the Premier League for the following season. The Team that finishes last in the Premier League will be relegated to the Championship for the following season.

Promotion into the Championship will be the Minor Premiers from the All Age 2 Competition. Should there be no team from the All Age 2 Competition wishing to take up a position into the Championship then the team relegated will be offered to remain in the Championship.

- 12-7** Teams that are in the Premier League will be granted first opportunity to run a Premier 23's side. Then the Competition Department in conjunction with the Board of Directors will call for nominations from the Associations other Clubs.

13 GRADING

- 13-1** The Competition Department may re-grade any team during the Premiership Competition and shall schedule any additional fixtures as they may deem necessary in the interest of fair competition.
- 13-2** The grading of teams shall be by the promotion and relegation of teams based upon their performance in the previous year's competition. The first two placed teams of the lower division shall be promoted to the next higher division. The last two placed teams of the higher divisions shall be relegated to the next lower division.
- 13-3** Where there exists one First Division competition consisting of eight or more teams, excluding all-age teams, the Competition Department shall have the right to decide before the last round to split the competition into two divisions with 1st to 4th playing for First Division and 5th to 8th playing for Second Division.
- 13-4** Clubs will not be allowed to nominate any more than 1 team into 1st division.

14 SEND-OFFS

- 14-1** A player who is sent from the field of play shall be subject to the provisions of the By-laws.

15 SCHEDULED FIXTURE ALTERATIONS

- 15-1** With the exception of the “Elite Leagues” competitions there will be no scheduled fixture alterations allowed.
- 15-2** “Elite Leagues” competition teams, via their Club Secretaries, may request a fixture change no less than 15 days prior to the scheduled fixture date to the Competition department and in conjunction with the Board may approve the request to change a fixture.
- 15-3** In the case of field closures due to wet weather or field damage, the Competition Department will endeavour to move some/or all schedule fixtures at that venue to a suitable alternate venue on the same day.

16 UNIFORMS AND COLOUR CLASH

- 16-1** When two teams with similar coloured registered uniforms are drawn to play, the home team shall change in accordance with the relevant BY-LAWS, except where the away team has agreed to change.
- 16-2** When two teams with similar coloured uniforms are drawn to play and the away team is not dressed in its registered uniform, the away team shall change in accordance with the relevant BY-LAWS.
- 16-3** Teams will only be allowed to wear their Club nominated playing strip in authorised scheduled fixtures and may only change uniforms as per competition rule 16-1 with written approval of the Competition Department prior to the season commencement.

17 TEAM SHEETS

- 17-1** For all Competitive fixture, at the conclusion of the match, both Team Management are to vote on the Most Valuable Player of match through the electronic team sheet. Giving three players of opposition team a 3-2-1 vote for the game.
- 17-2** Team Management that constantly refuse or overlook finalising competition rule 17-1 will be subject to a PD&JC investigation and may incur a team sheet fine and/or suspension subject to the discretion of the PD&JC.
- 17-3** No player's name or ID number is to be added or altered on a team sheet after the match has commenced.
- 17-4** All scores for all fixtures must be entered into the electronic team sheet at the completion of the match by the home team if the match was officiated by an unofficial referee.
- 17-5** Teams failing to enter the score after the completion of a match will be issued two (2) official warnings by the Competition Department before the teams are subjected to a \$100 fine. Constant refusal by teams to enter their scores will be referred to the PJDC for investigation and further sanctions.

18 ABUSE FROM NON-REGISTERED AND/OR NON-MATCH SHEET ALLOCATED PERSONS

- 18-1** A Player may be suspended for the actions of their parent, or any person associated with that Player, for interfering and /or disrupting the game, abusing an official, by word or action or causing the termination of the game.
- 18-2** Sanctions will include, if proven via investigation, the suspension of the individual player or team, fines and/or the deduction of points.
- 18-3** The onus to identify all the person involved is on the individual Club.
- 18-4** As per New South Wales Government rules and regulations, all and any abuse of a minor will be reported to the SDSFA Protection Officer for further investigation.

19 COACHING REQUIREMENTS

- 19-1** All Coaches will be required to hold a Coaching Certificate of an organisation approved by SDSFA Inc.
- 19-2** Southern Districts Soccer Football Association will organise coaching courses for Coaches within the District each year where available.
- 19-3** All Deploy Development League Grade 10's and Ladies 10's Coaches must obtain a Foundation of Football Coaching Licence for the teams to be eligible for the Finals Series.
- 19-4** All Mini Development League teams must have an FFA accredited Foundation of Football Coach in charge of each team and an FFA accredited C licenced Coach overseeing the program within the Club.
- 19-5** All "Elite Leagues" competition teams must have an FFA accredited licenced Coach.

20 MINI SOCCER , GRADE 8-9

All junior teams who nominate to play Grade 8-9 will be known herein as Mini soccer. All teams so entered shall comply with all rules of the Association and the modifications listed below.

Field of Play

Length 45m (+/- 1m)

Width 35m (+/-1m)

Goal Size

Width 2.5m-3.0m

Height 1.8m-2.0m

Goal Area Depth

5m x 12m

Ball Size

Size 3

Number of Players

Shall not exceed ten (10), all of whom must be registered in accordance with the Association rules. Not more than seven (7), including the goalkeeper, may take the field at one time, and a minimum of five (5) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

Rules

- Start of play & re-start after a goal – Pass to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.
- Ball crossing the touch line – Throw-in. Opponents must be at least 5m away from the ball until it is in play. Players are to be given a chance to retake an incorrect throw in before awarding the throw-in to the opposition.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 5m away from the ball until it is in play. • Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- Goalkeepers – The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.
- Under 8 & 9 – The ball is in play once it moves out of the penalty area.

- Fouls and misconduct – Indirect free kicks are awarded for all acts of handball or fouls and misconduct with opponents at least 5m away from the ball. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- There are no penalties in this age group, if an offence is made inside the penalty area, an indirect free kick is to be given just outside the penalty area. Opponents must be at least 5m away from the ball.
- There is no offside for the 5-9 age groups. Even though there isn't an offside rule as such Coaches and Parents should not encourage Players to stand in blatant offside positions as this practice isn't in the spirit of the game and will have a negative impact on the football experience for everyone.

Goal Keeper

An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

***Goalkeeper Progression**

The developmental progression of the game becoming "live" when the goalkeeper places the ball on the ground provides the necessary learning phase for players transitioning to the 11 v 11 format of football.

Referee

Abuse of and/or attacks upon officials will not be tolerated. Any team whose officials or spectators are found guilty will be dealt with as per the By-Laws

All Mini-soccer Coaches are encouraged to undertake a Grassroots Coaching Course which is regularly conducted by the Association Technical Director

The official recording of scores will be used only for the collection of data by the Competition Department and will not be published.

Publishing competition tables, statistics and the playing of finals is not permitted at this age.

Grades 5 through to 9 are non-competitive.

21 DEPLOY DEVELOPMENT LEAGUE (10, 11 and 12 COMPETITIVE)

Field of Play

60-65m in length

40-42m in width

Goal Size

Minimum 4.5metres width x 2 metres height

Maximum 5 metres width x 2 metres height

Penalty Area

10 metres depth x 20 metres width

All penalties taken 7 metres from goal line.

Ball size

Size 4

Duration of Game

2x 25minute halves

Number of Players

Shall not exceed twelve (12) all of whom must be registered in accordance with the Association rules. Not more than nine (9), including the goalkeeper, may take the field at one time, and a minimum of six (6) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

Rules

- Start of play & re-start after a goal – Pass forward or backwards to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the touch line – Throw in. Opponents must be at least 10m away from the ball until it is in play. Players are to be given a chance to retake an incorrect throw in before awarding the throw-in to the opposition.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain behind the 20m line until the ball is in play. The ball is in play once it is kicked directly over the 20m line or has been touched by another opposition player. The opposition player that takes the Goal kick must not touch the ball again until it has been touched by another player.
- Goalkeepers – The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball can be kicked directly from their hands or drop kicked or be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 10m away from the Goalkeeper until the ball is in play. The ball is in play when the Goalkeeper releases the ball.

- Fouls and misconduct –For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 7m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 10m behind the penalty mark.
- The offside rule is in effect for the DEPLOY DEVELOPMENT LEAGUE (10, 11 and 12 COMPETITIVE)
- All other game rules are as per the Laws of the Game.

ALL OTHER LAWS ARE IN ACCORDANCE WITH THE DEPLOY DEVELOPMENT LEAGUE HANDBOOK VER 5

22 SMALL SIDED FOOTBALL - Grade 6, Grade 7

Field of Play

Length 30m (+/- 1m)

Width 20m (+/-1m)

Goal Size

Minimum 1.50metres wide x 0.90metres high

Maximum 2.00metres wide x 1.00metres high

Penalty Area

No penalty area

Ball Size

Size 3

Number of Players

4 v 4 Maximum of two substitutes who may rotate during the entire game.

Goalkeeper

No Goalkeeper

Duration of the Game

2 x 20 minutes (Half time break 5 minutes)

Rules

- Start of play & re-start after a goal – Pass to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.
- Ball crossing the touch line – There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.
- Ball crossing the goal line – There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the halfway line and can move once the ball is in play. The ball must touch a teammate before a goal can be scored.
- Fouls and misconduct – Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- There is no offside for the 5-9 age groups. Even though there isn't an offside rule as such coaches and parents should not encourage players to stand in blatant offside positions as this practice isn't in the spirit of the game and will have a negative impact on the football experience for everyone.

Referee

A game leader is used as the referee. This person's main role is to keep the game moving. Fluently, limit stoppages and assist players with all match restarts. This person can be a club official, parent, older child / player or beginning referee.

The official recording of scores will be used only for the collection of data by the Competition Department and will not be published.

Publishing competition tables, statistics and the playing of finals is not permitted at this age.

Each Coach or (Manager) shall be permitted to walk up and down the sideline for SSF games only (outside the field of play), coaching their team in a non-hysterical orderly manner.

At all times the focus of these games should remain on player development and providing the best experience possible through participation and enjoyment for the players.

This environment will be created by clubs, officials, game leaders and parents.

21 COMPETITION RULES FOR 9v9 ALL AGE COMPETITIONS

Field of Play

60-65m in length

40-42m in width

Goal Size

Minimum 4.5metres width x 2 metres height

Maximum 5 metres width x 2 metres height

Penalty Area

10 metres depth x 20 metres width

All penalties taken 7 metres from goal line.

Ball size

Size 5

Duration of Game

2x 30minute halves

Number of Players shall not exceed fifteen (15) all of whom must be registered in accordance with the Association rules. Not more than nine (9), including the goalkeeper, may take the field at one time, and a minimum of six (6) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

Rules

- Start of play & re-start after a goal – Pass forward or backwards to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the touch line – Throw in. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain at least 10m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- Goalkeepers – The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball can be kicked directly from their hands or drop kicked or be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 10m away from the Goalkeeper until the ball is in play. The ball is in play when the Goalkeeper releases the ball.
- Goalkeepers may not kick the ball over the halfway line on the full. If the ball passes the halfway line on the full by the Goalkeeper, an indirect free kick is awarded to the opposition on the halfway line.

- Fouls and misconduct –For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 7m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 10m behind the penalty mark.
- The offside rule is in effect for the 9v9 All Age competition.

22 COMPETITION RULES FOR 7v7 ALL AGE COMPETITIONS

Field of Play

60-65m in length

40-42m in width

Goal Size

Minimum 4.5metres width x 2 metres height

Maximum 5 metres width x 2 metres height

Penalty Area

10 metres depth x 20 metres width

All penalties taken 7 metres from goal line.

Ball size

Size 5

Duration of Game

2x 30minute halves

Number of Players shall not exceed fifteen (15) all of whom must be registered in accordance with the Association rules. Not more than seven (7), including the goalkeeper, may take the field at one time, and a minimum of four (4) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

Rules

- Start of play & re-start after a goal – Pass forward or backwards to a teammate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the touch line – Throw in. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 10m away from the ball until it is in play.
- Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain at least 10m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

- Goalkeepers – The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball can be kicked directly from their hands or drop kicked or be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 10m away from the Goalkeeper until the ball is in play. The ball is in play when the Goalkeeper releases the ball.
- Goalkeepers may not kick the ball over the halfway line on the full. If the ball passes the halfway line on the full by the Goalkeeper, an indirect free kick is awarded to the opposition on the halfway line
- Fouls and misconduct –For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 7m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 10m behind the penalty mark.
- The offside rule is in effect for the 7v7 All Age competition.