



4. JUNIOR PREMIER LEAGUE RULES

4.1 Membership Application and Team Nominations

- 4.1.2 **Membership Applications** will only be accepted on the prescribed form. Senior Clubs need to apply for membership on behalf of their Juniors.
- 4.1.3 Non-affiliated Clubs may apply to field teams in the Junior Premier league by completing a Membership Application Form.
- 4.1.4 All Membership Applications are due by the 31st of October each year.
- 4.1.5 **Team Nominations** will only be accepted on the prescribed form. Clubs may nominate a maximum of two teams in each of the competitive age groups.
- 4.1.6 All team nominations must be received by the FFSA by the first Friday in February each year, or such other date as determined by the FFSA. Teams wishing to withdraw nominated teams after this date will be fined \$500 (Level 3 fine).
- 4.1.7 Late nominations will only be accepted at the discretion of the FFSA.

4.2 Registration Procedures

- 4.2.1 Each player must apply annually, through their Club, for Registration and Licensing with the FFSA.
- 4.2.2 The completed Amateur or Non-Amateur Registration Form, accompanied by one current digital photo on disk or a passport sized photo, must be lodged together at the FFSA Office before they can be accepted for processing. A JPL Registration Form must be provided for each team when lodging Player Registrations.
- 4.2.3 A Registration or Transfer Form lodged later than 5 working days prior to a match will not be processed in time for that player to be eligible to play in that match, unless a late fee of \$10 is paid for each player required to play on that weekend. Registration or Transfer Forms will not be accepted on weekends.
- 4.2.4 When registering for the first time, each player must produce for sighting by the FFSA Office, proof of birth date on an official government document. **The only proof of age that will be accepted is a School ID card, an original Birth Certificate, Birth Extract or Passport; or a photocopy, cited and signed by a Justice of the Peace.**

- 4.2.5 Once a player has registered for the season with a Club and then seeks a transfer to another Club, the ID Pass must be lodged with the transfer form, a new Passport photo and a fee of \$5.00. Players who change Clubs at the end of a season do not need to lodge a Transfer Form.
- 4.2.6 No Transfer Form will be accepted after 5pm on the 30th of June (or the last working day in June) each year.
- 4.2.7 A current photograph is valid for 2 years only. A card with an outdated photo will not be re-issued, and one copy of a new photograph will be required.
- 4.2.8 All Senior Rules shall apply to Under 17's.

4.3 Age Eligibility

If a player turns 17 this year, they are eligible to play	Under 17 Competition
If a player turns 16 this year, they are eligible to play	Under 16 Competition
If a player turns 15 this year, they are eligible to play	Under 15 Competition
If a player turns 14 this year, they are eligible to play	Under 14 Competition
If a player turns 13 this year, they are eligible to play	Under 13 Competition
If a player turns 12 this year, they are eligible to play	Under 12 Competition
If a player turns 11 this year, they are eligible to play	Under 11 Non Competitive
If a player turns 10 this year, they are eligible to play	Under 10 ROOBALL
If a player turns 9 this year, they are eligible to play	Under 9 ROOBALL
If a player turns 8 this year, they are eligible to play	Under 8 ROOBALL

To be eligible to play in the Under 8 Rooball competition, a player must be aged at least 6 years old. For any players who are younger than this, there are programs run by the FFSA and FFA to help develop these players and their love of the game at such a young age. These can be found by contacting the FFSA.

4.4 Fixtures

- 4.4.1 All matches in any Competition shall be played on the dates and at the time fixed unless abandoned or postponed by the Referee, or as directed by the FFSA.
- 4.4.2 Official League fixtures will be issued 3 weeks prior to the first game of the season being Cup or league or such other date as determined by the FFSA. Once finalised, the **fixtures will not be altered for any reason**, unless otherwise provided for by FFSA.

4.4.3 Clubs may apply for scheduled fixtures to be rescheduled under the following conditions:-

- a) teams participating in recognised interstate competition
- b) where a change of date and/or kick off time may be seen as being beneficial to players development within the FFSA junior program.

Where any such fixture is approved to be rescheduled it must be played within 14 days either before or after the due date through consultation with the opposing club. Where such agreement cannot be reached, then the matter shall be resolved by the FFSA.

4.5 Trial Games

4.5.1 The FFSA is to be notified in writing, on the prescribed form, signed by the nominated Club Official or Junior Delegate of all Trial Games. **Players will not be covered by insurance if the FFSA is not notified in writing.**

4.5.2 Where Clubs do not require a referee to be present, written notification of the trial game is required by 5pm on the Thursday prior to the game.

4.5.3 If a referee is required, written notice is required 7 days prior to the game. Home Clubs are responsible for paying Referees for trial games.

4.5.4 Cautions (yellow cards) received during trial games will not be carried forward to the League. Where a player is sent off (red card) during a trial game, the suspension will be served in the next League or Cup game.

4.6 Forfeits

4.6.1 Any team that forfeits a match shall not be awarded any match points nor any goals ie. the opposing team shall be awarded full match points and three goals.

4.6.2 Any team in the competitive age groups unable to field seven or more players for any match shall forfeit the match, and shall be fined a Level 1 fine, plus any Referee's fees.

4.6.3 It shall be the responsibility of the Secretary of the defaulting Club to notify the opposing teams Club Secretary (and/or Junior Delegate) and the Referee Liaison Officer, of the forfeit, via the FFSA Office within 48 hours of the scheduled match time. Where the FFSA is notified by the Thursday prior to a game of the need to forfeit, the FFSA may review the fine payable at its discretion.

4.6.4 Any team failing to be ready to commence the match within ten minutes of the scheduled kick-off or refusal to play shall forfeit the match, and it shall be liable to such further penalty as shall be determined by the FFSA.

4.6.5 Any team that plays an unregistered player or a player registered with another Club in any match shall forfeit that match and shall be fined a Level 1 fine, per offending player. Repeated offences shall be liable to such further penalty as shall be determined by the FFSA.

4.6.6 Any team that plays a player under an assumed name shall forfeit the match and it shall be liable to such further penalty as shall be determined by the FFSA

4.7 Abandoned Matches

4.7.1 In the event of any fixture being abandoned or terminated before the scheduled time, for any reason whatsoever, (see also rules 4.9 & 4.10) those Clubs whose teams are taking part in the fixture must submit, within 48 hours, a full report to the FFSA.

4.7.2 The FFSA shall have discretionary powers to allow the result of the match to stand, and the Club(s) shall be liable to such further penalty as the FFSA sees fit.

4.8 Postponements

4.8.1 Any team that loses the services of three or more players because of commitments to State or National squads, may apply to the FFSA to have its League or Cup games postponed until those players are available.

4.8.2 A match can be postponed due to weather or ground condition. On match days, this decision will be at the sole discretion of the officiating referee. The home Club may request postponement of a game due to ground condition, prior to match days, through written application to be received by the FFSA by 3.00pm on the last working day prior to the game being played.

4.8.3 A postponed game shall be played as soon as practicable after the scheduled date but in any case prior to the last scheduled game of the season through consultation between the Clubs and the FFSA. Where such arrangements cannot be agreed between the clubs, the matter shall be resolved by FFSA.

4.9 Match Disturbances

4.9.1 In the event of a game being abandoned due to the actions of players or spectators, the game shall be terminated upon direction of the referee, and the matter referred to the Disciplinary Commissioner.

4.10 Walk Offs

4.10.1 Any team that causes a match to be terminated before its natural conclusion through a 'walk off' or refusal to allow play to continue:

- a) the offending team shall not be awarded any match points nor any goals ie. the opposing team shall be awarded full match points and three goals.
- b) the offending team shall be deemed guilty of serious misconduct and shall be liable to such further penalty as the FFSA or the Committee it appoints to hear the matter may determine.

4.11 Match Venue

4.11.1 The venue of any match shall not be altered without the prior permission of the FFSA.

4.12 Grounds

4.12.1 Clubs must have sufficient pitches for the teams nominated ie One pitch for every 4 teams in Under 13 to Under 17.

4.12.2 Where any club has two or more pitches adjacent to each other there shall be a space of at least 10 metres between each pitch. Where this requirement cannot be met then application may be made to the FFSA for exemption. Safety of players and spectators will form the basis of any such consideration.

All Under 17 games regardless of division must be played on fully enclosed pitches as per FFSA constitutional requirements.

4.12.3 All Clubs must register their playing grounds with the FFSA. Any Club which desires to change its playing grounds shall notify the FFSA in writing providing full particulars of the new grounds.

4.12.4 The Club on whose ground a match is to be played shall mark and equip the field of play in accordance with the Laws of the Game and any by-laws or directions of the FFSA. Goal nets are required.

4.12.5 Where grounds have spectator barriers, home Clubs are responsible for ensuring that spectators remain behind the barrier.

4.12.6 Any ground without a spectator barrier shall have an honour line two metres from the sidelines to keep spectators from encroaching on the field of play. Failure to provide such an honour line or to ensure that spectators remain behind line shall render the Club liable to a Level 1 Fine, at the discretion of the FFSA.

4.12.7 Each Club shall ensure that at least one trainer or physiotherapist is present at the ground throughout all matches of the Club's teams. No trainer or physiotherapist shall enter the field of play except with the permission of the Referee and for the purpose of attending an injured player.

4.12.8 A stretcher must be available at all grounds.

4.13 Coaching

4.13.1 All coaches involved with any FFSA team or affiliated body must have a minimum Junior Licence Coaching Accreditation and be registered with the FFSA and FFA.

4.13.2 Coaches and officials of teams in the competitive age groups must remain within their teams technical area. Only one person at a time is authorised to convey tactical instructions and must return to his position immediately after giving these instructions. Coaches and officials of any team shall not coach their team from behind either goal line or outside the confinements of the technical area. Spectators must be kept away from behind either goal line. Coaches or officials of any team are not allowed to approach the Referee during or after the game regarding any decision made by the referee in relation to the game.

4.13.3 A coach shall not act as a Referee in any game in which a team he coaches is participating.

4.14 Representative Teams

4.14.1 The arrangements for representative matches with other Associations, shall at all times be vested in the FFSA, or in a sub-committee appointed for this purpose on its behalf.

4.15 Insurance

4.15.1 All Players, Team Coaches and Team Trainers shall be covered by Insurance through the FFSA.

4.16 Fines

Level 1 fine - a fine not exceeding \$50 for a first offence and a fine of \$100 for a second offence within 12 months.

Level 2 fine - a fine not exceeding \$150 for a first offence and a fine not exceeding \$300 for a second offence within 12 months.

Level 3 fine - a fine not exceeding \$1,000.

Level 4 fine - a fine not exceeding \$5,000.

4.17 Ground Stewards

4.17.1 At each Club ground where there are League, Cup or trial matches in progress, there must be at least two (2) Ground Stewards present at all times. The home club must designate one (1) ground steward and the away team must also designate one (1) ground steward who must all wear the assigned FFSA Ground Steward jacket at all times. It is the responsibility of both teams to record the ground stewards names on their team sheet and for stewards to report to the Referee prior to the commencement of the game.

Clubs found not to be providing ground stewards would be liable to a level 1 fine. Clubs who name stewards on the team sheet but who do not report to the Referee would be liable to a level 1 fine.

4.17.2 Responsibilities of the Ground Steward:

- **Monitor behaviour of all spectators**
- **Monitor “No Smoking” policy**
- **Introduce self to referees before start of each game**
- **Assist referees whenever requested**
- **Report to Club Officials any breach of Code of Conduct that is brought to their attention**
- **Report in writing to the FFSA as directed by Club Officials or referee any incident or situation deemed reportable**
- **Ensure that spectators remain behind honour lines**

4.18 Promotion and Relegation

4.18.1 Divisions in all age groups shall be formulated on a yearly basis dependent upon the number of team nominations received per each age group.

4.18.2 The size of all division will be at the discretion of the FFSA and will be dependant on the number of teams nominated.

4.18.3 Promotion and relegation will be based on a teams performance the previous season in the age group immediately below that under consideration eg. The new under 17 division will be fomulated based on the previous years under 15 teams performance.

4.18.4 After receiving team nominations all teams will be ranked based on their previous years performance. The top 2 teams in a lower division will be ranked above the bottom two teams of the higher division. Leagues will then be formed based on the numbers of teams available.

4.18.5 Where teams have accrued an equal number of points they will be separated using the following determinants:-

- Highest goal difference – subtract goals scored against from goals scored for.

- If still equal then team scoring the highest total number of league goals.
- If still equal then team accruing greater number of points in all league matches played between the two teams.
- If still equal then team with best goal difference resulting from all league matches played between the two teams.
- If still equal then team which has scored the most goals in all league matches played between the two teams.
- If still equal then by drawing lot by the FFSA in presence of relevant club officials.

4.18.6 The teams to be relegated shall be those two (2) teams accruing the least number of points in each division except the lowest nominated division in each age group.

4.18.7 The number of teams to be promoted or relegated may be varied each year at the discretion of the FFSA.

4.18.8 No club shall be permitted to field two (2) teams in the same division in any competitive age group.

4.18.9 Should any team that, under normal circumstances, would be due to be promoted or relegated, not nominate for the new season or become subject to consideration under section 7 above, then the next best or worst placed team, whichever is relevant, shall take their place. With this being the case, teams should nominate in divisions that they think they could realistically compete in. Example, a team who is supposed to be in the C division based on promotion and relegation ranking and has a stronger squad than last year could nominate for the B division, for instances when a place may become open in the B division due to other teams not nominating. This is not put in place for all teams to nominate for the A division, teams should nominate for divisions in which they think they can realistically compete in.

4.18.10 Records will be kept of results achieved in the non competitive age groups to assist with the formulation of divisions as the teams move into the competitive age groups. Formulation of the lowest competitive age group divisions shall be at the discretion of the FFSA.

4.18.11 Any team nominated that did not participate the previous season shall be placed in the lowest division in the relevant age group.

4.18.12 Any team placement may be amended as a result of the FFSA receiving a properly documented request from the club involved. This may involve moving teams to either a higher or lower division.

4.18.13 In the event of any dispute arising relative to a teams placement, after considering the relevant information the decision of the FFSA shall be final and shall not be subject to any appeal.

4.19 Blood Rule

4.19.1 If a player on the field of play is bleeding or has blood on his body or clothing the Referee shall order the player to leave the field of play until the bleeding has stopped and any blood on the players body or clothing has been removed.

5. LEAGUE COMPETITION RULES

5.1 Laws of Competition

- 5.1.1 All matches shall in principle be played in accordance with the Laws of Play as laid down by FIFA, except for such modifications as may be contained herein to take into consideration local conditions and the age of players.
- 5.1.2 Winning teams in league games shall be awarded three (3) points, one (1) point each for a draw and nil (0) points for a loss

5.2 Kick-Off Times

5.2.1

U/11	11:00am	25 minutes each way (5 minute interval)
U/12	12:00pm	25 minutes each way (5 minute interval)
U/13	8:45am	35 minutes each way (5 minute interval)
U/14	10:30am	35 minutes each way (5 minute interval)
U/15	8:45am	40 minutes each way (5 minute interval)
U/16	10:30am	40 minutes each way (5 minute interval)
U/17	10:30am	40 minutes each way (5 minute interval)

- 5.2.2 Referees are instructed to adjust playing times for any game starting late to enable subsequent games to start on time.
- 5.2.3 Teams shall be in a position for play to commence not later than ten minutes after the time set for kick-off as per the fixture list.
- 5.2.4 In the event of a match starting after the scheduled kick-off time, but within the ten minutes allowed for late start, and another being scheduled to commence immediately following, then both halves of the delayed match shall be shortened to allow for the scheduled kick-off of the next match.

5.3 Team Size and Substitution of Players

- 5.3.1 Maximum team size is 16 players. Any team unable to field at least seven players (6 field players and 1 goalkeeper) for a match shall forfeit the match.
- 5.3.2 In all matches any player whose name does not appear on the team sheet prior to the start of the match shall not take part in the match.
- 5.3.3 Under 17 substitution as per Senior Rules. Three players only may be substituted ie two field players and a goal keeper or three field players.

5.3.4 For age groups up to and including Under 11 to Under 16 free interchange (max. 5 substitute players) is allowed. ie any number of players may be replaced at any time during a match.

5.3.5 Interchange shall take place during a stoppage in normal play of the game.

5.3.6 The Coach and the incoming player must stand inside the “Interchange Zone” when making an interchange. The player leaving the field shall do so from the interchange zone and the player entering the field shall do so from the Interchange zone, but not until the replaced player leaves the field. If an interchange player enters the field before the replaced player has completely left it, the Referee may caution the interchange player. If, during an interchange, an interchange player enters the field or a replaced player (except for an injured player who is carried off) leaves it from a place other than the interchange zone, the Referee may caution the offending player.

5.4 Clash of Colours

5.4.1 Clubs **must** use the colours as submitted on their affiliation forms and approved by the FFSA. In the event of a dash of colours the **away team must change**.

5.4.2 Alternate strips as registered must have shirts, shorts and socks which differ substantially from the regular strips as registered by the Club.

5.5 Registration Cards

5.5.1 Players Registration numbers must be entered on the Team Sheet before the match and cards must be available from the Team Manager to an official of the opposing team or FFSA for checking prior to the game.

5.5.2 Clubs not producing player Registration Cards prior to a match will forfeit the match. Any player who cannot produce his card cannot play.

5.5.3 Clubs not entering Registration numbers on the Team Sheets; or entering Registration numbers that do not correspond with registration records in the office, shall be fined \$5 per player to a maximum of \$25 per team.

5.6 Team Sheets

5.6.1 All Clubs must complete a legible, correct Team Sheet, **prior to all games and hand it to the Referee 10 minutes before the scheduled kick off time**. The Team Sheet is a legal document. It is the responsibility of the Junior Delegate or Team Manager to ensure that the Team Sheet is filled out correctly, including the Surname and given name of each player, as per their Player Registration Card (**Strictly no abbreviations**). Any mistakes or omissions from the official Team Sheet shall render the Club liable to a \$5 fine (Level 1 fine) per mistake or omission, to a maximum of \$25 per Team Sheet.

- 5.6.2 It is the responsibility of the Junior Delegate or Team Manager or Club Official to ensure that the team sheet includes the club stewards surnames and given names. The person that signs the Team Sheet is responsible for what is on it.
- 5.6.3 The official Referee is responsible for returning the Team Sheet (**within 48 hours of completion of the match**) in his absence it is the responsibility of the Junior Delegate or Secretary of the home Club to return the Team Sheets within 48 hours. Failure to return team sheets within the regulation time to the SASF will render the club to a Level 1 fine of \$10.00 per non-returned team sheet. Clubs must delegate the Manager or other official to note and initial Cautions, and ensure that any injuries are recorded and initialled on the sheet after the game.
- 5.6.4 In the event of a Send-Off, an official of the players Club must present the registration card to the referee to confirm the identity of the sent off player. The referee will retain the registration card and return it together with the team sheet to the FFSA.
- 5.6.5 Failure to comply with this Section renders the Club liable to a Level 2 Fine.

5.7 Players Numbers

- 5.7.1 Each player shall wear a number on the back of their shirt in a colour clearly distinct from the colour of the shirt. Preferably 1-22. No two players of the same team are to wear the same number during any one match. Players must wear numbers as recorded on the Team Sheet. Clubs not complying will be fined \$10 for each offence.

5.8 Referees Fees

- 5.8.1 As determined by the FFSA on a yearly basis. The fees are payable at the start of a match and are the responsibility of the home team. Payment may be made by cash or Club cheque.

5.9 Absence of Referee

- 5.9.1 In the event of the absence of an official Referee, the two Clubs should agree on a suitable person to referee **the whole game**. If the two Clubs fail to agree, the home team shall supply a Referee. The home team shall forward the team sheet and the result of the game to the Federation Office within 48 hours of completion of the match.
- 5.9.2 If a qualified Referee is available, he or she has preference over other persons.
- 5.9.3 All Referees decisions are final.

5.9.4 Neither team coach shall assume the role of referee. The absence of an official referee shall not be a reason for not playing a game.

5.10 Notification of Results

5.10.1 The Home Club is responsible for either phoning (8340 2889), faxing (8340 4558) or emailing (nick.gargula@ffsa.com.au) through match results by 10:30am on the Monday following the Game. Where results are faxed, the prescribed form should be used.

5.11 Size of Ball

U17, U16, U15, U14, U13	Size 5
U12, U11	Size 4

5.12 Pitch Size and Markings

5.12.1 The pitch markings for all competitive games shall comply with FIFA rules.

Length: minimum 90 metres
maximum 120 metres

Width: minimum 45 metres
maximum 90 metres

5.12.2 For U11 and U12, the pitch size shall be reduced to:

Length: minimum 70 metres
maximum 100 metres

Width: minimum 45 metres
maximum 60 metres

5.12.3 Where local conditions do not permit complying with pitch sizes application shall be made to FFSA to ensure use is made of the space available.

5.12.4 The six yard box (5.5 metres) and the eighteen yard area (16.5 metres) markings shall comply where possible with FIFA Rules. All pitch markings must be clearly visible.

5.12.5 In games where interchange is to be used, an area one metre either side of the half way line shall be marked off the field of play. This area shall be known as the "Interchange Zone". The interchange zone will be marked on the same side as the Technical area.

5.12.6 At each ground where there are league, cup or trial games in progress, on one side of the field there must be on either side of the half way line and not extending into the interchange zone, a technical area marked off the field. Where there are designated seats, the technical area extends 1 metre (1 yard) on either side of the designated seated area and extends forward up to a distance of 1 metre (1 yard) from the touch line. Where there are no designated seats, the technical area shall be a rectangle of a maximum size of 9.15 metres (10 yards) and 5.5 metres (6 yards) deep and extend forward up to a distance of 1 metre (1 yard) from the touchline.

5.13 The Goals

5.13.1 The goal size shall comply with FIFA rules (2.44 metres high and 7.32 metres wide). Both goals shall be the same size. Where a match is being played on a reduced sized pitch, the goals may also be reduced to a minimum of 1.8 metres high and 5.4 metres wide.

5.14 Corner Kicks

5.14.1 Under 11 - the ball is to be placed at the intersection of the goal line and the penalty area (18 yard box). The only exception shall be on pitches where the 18 yard box has been reduced. The Referees decision in the matter shall be final.

5.14.2 Under 12 - the ball is to be placed at the corner flag except in the case of a full size pitch where at the discretion of the Referee, the ball location may be moved to a point on the goal line half way between the penalty area 18 yard line and the touch line.

5.15 Disciplinary Procedures

5.15.1 Reports of cautions and send offs

- (1) Where a player is cautioned (Yellow Card) or sent off (Red Card) the Referee shall state, in his match report, the offence for which the player was cautioned or sent off.
- (2) If the Referee is of the opinion that an offence for which a player is sent off warrants a greater penalty than the automatic one match suspension, the Referee shall report the matter to the FFSA who shall refer the report to the Disciplinary Commissioner.
- (3) The FFSA shall keep a record of the cautions and send offs of each player during each season.

5.15.2 Automatic Suspensions

- (1) When the number of cautions recorded against a player in a season totals, or first exceeds, any of the numbers of cautions specified in the following schedule, the player shall be suspended automatically for the period specified opposite that number in the schedule.

Schedule

<u>Number of cautions</u>	<u>Period of suspension</u>
5	one match
8	two matches
10	three matches
12	four matches
15	five matches

- (2) A player who is sent off shall be deemed not to have been cautioned and shall not be penalised under this regulation whether he was cautioned in the match before being sent off or not.
- (3) Each Club should keep a record of their players' cautions to ensure that it does not play a suspended player.

5.15.3 Sending Off Offences

- (1) If a player is sent off, an official of the player's Club must present the player's registration card to the Referee to confirm the identity of the player. The referee will retain the registration card and return it together with the team sheets to the FFSA.
- (2) A player who is sent off shall be suspended automatically for the period specified in the following schedule:

Schedule

<u>Number of send offs</u>	<u>Period of suspension</u>
First send off during the season	one match
Second send off during the season	two matches
Third send off during the season	three matches
Fourth send off during the season	four matches
Fifth send off during the season	six matches

- (3) A player who is sent off for an offence set out in the following schedule shall be suspended for whichever is the greater of the suspension applicable under sub-regulation (2) and the period set out in the following schedule:

Schedule

Offence

Period of suspension

Foul and abusive language to match official

First occasion	two matches
Second or subsequent occasion in same season	four matches

Violent offence against another player, team
official or other person present at the match

First occasion	two matches
Second or subsequent occasion in same season	four matches

Serious violence against another player, team
official or other person present at the match
(serious incidents and brawls)

First occasion	six matches
Second or subsequent occasion in same season	twelve months

Violence against the referee, linesman or
fourth official

First occasion	twelve months
Second or subsequent occasion in same season	life

- (4) A player or a named substitute who is sent off must leave the vicinity of the field of play and the technical area. A coach, assistant coach, trainer, team manager or club official who fail to conduct themselves in a responsible manner and who is expelled by the referee, must leave the vicinity of the field and the technical area.

Leaving the vicinity of the field of play and technical area means that the offending person(s) must move away from the field to a position where they can not have an influence on the game (ie give technical instructions). The distance from the field is at the discretion of the referee.

(5) Send Off offences (Red Card) are coded as follows:-

R1	Striking	
R2	Kicking	
R3	Elbowing	
R4	Spitting	
R5	Tripping	Sabotaging an obvious goal scoring opportunity
R6	Holding	Sabotaging an obvious goal scoring opportunity
R7	Impeding	Sabotaging an obvious goal scoring opportunity
R8	Handball	Sabotaging an obvious goal scoring opportunity
R9	Violent tackle from behind	
R10	Over the ball tackle	
R11	Making obscene gesture	
R12	Offensive, insulting or abusive language.	
R13	Second caution	
R14	Send off offence not previously specified.	

Any player sent off for any of the following offence codes **must appear** before the Disciplinary Committee:- **R1, R2, R3, R4, R9, R10, R11, R12 and R14**

(6) Cautionary Offences (Yellow Card) are coded as follows:-

Y1	Late tackle
Y2	Deliberate tripping
Y3	Deliberate handball to break up an attack.
Y4	Foul tackle from behind
Y5	Holding an opponent to break up an attack
Y6	Deliberately impeding an opponent to break up an attack
Y7	Heavy body charge
Y8	Jumping at an opponent
Y9	Dangerous tackle
Y10	Pushing an opponent
Y11	Elbowing an opponent
Y12	Lateral sliding tackle
Y13	Blatant diving
Y14	Failing to retire
Y15	Breaking from the wall
Y16	Dissent by word
Y17	Dissent by kicking ball away
Y18	Dissent by throwing ball away
Y19	Dissent by gesture
Y20	Player running at referee
Y21	Persistently infringing laws of the game
Y22	Standing on the ball to delay the restart of play
Y23	Kicking the ball away to delay the restart of play
Y24	Holding the ball to delay the restart of play
Y25	Retaliation
Y26	Making unsporting remarks
Y27	Making unsporting gestures
Y28	Shouting to distract an opponent
Y29	Jumping to prevent the taking of a throw in

Y30	Deliberately standing on an opponents foot
Y31	Using the colleagues shoulders to head the ball
Y32	Entering the field of play without the referees permission
Y33	Leaving the field of play without the referees permission
Y34	Failing to leave the field of play for treatment of an injury
Y35	Feigning injury
Y36	Conduct warranting a caution not previously specified.

5.15.4 Appeal Against Automatic Suspension

- (1) A player may appeal against an automatic match suspension on the grounds of mistaken identity only.
- (2) Notice of an appeal under this sub-regulation shall be lodged with the Federation with an appeal fee of the prescribed amount within 3 days of the player being sent off.
- (3) The appeal shall be heard by the Disciplinary Appeals Committee.
- (4) In addition to the appeal fee, the appellant shall pay travel, accommodation and all other expenses incurred in convening the meeting of the Disciplinary Appeals Committee.

5.15.5 Suspensions

- (1) Unless the Disciplinary Commissioner or the Disciplinary Appeals Committee otherwise directs:
 - (a) any suspension received shall prevent the player from playing in all competitions until such time as the suspension has been served in the team in which it was received,
 - (b) where a player is suspended for one or more matches, the player shall be suspended until midnight on the day on which his team plays the match or the last of the matches to which the suspension applies, and
 - (c) where the competition from which a player was suspended ends before the player has served the period of the suspension, the player shall serve the suspension in the next competition in which the player participates.
- (2) In this regulation, "the player's team" means:
 - (a) the team in which the player was playing when he committed the offence for which he was suspended, and
 - (b) where a player is suspended under rule 5.15.2, means the team in which the player was playing when the number of cautions recorded against the player reached the number in the schedule to rule 5.15.2 to which the suspension relates.

- (3) The Disciplinary Commissioner or the Disciplinary Appeals Committee may:
- (a) suspend the operation of any period of suspension upon any terms or conditions that the Commissioner or the Committee may think fit;
 - (b) in addition to any other penalty imposed on a player or without imposing any other penalty, direct that a specified number of cautions be recorded against a player.

6 CUP COMPETITION RULES

All League Competition Rules shall apply to the Cup Competition unless otherwise stated in this section.

6.1 Competition Format

- 6.1.1 The cup competition is a knock out tournament. The teams will be drawn by lot at a meeting of Junior Delegates and will be played in order of draw. Cup rounds shall be played at the home ground of the team drawn first. The cup rounds are as follows:-
- | | |
|-------------|-------------------------------------|
| Cup Round 1 | Up to 32 teams compete to leave 16. |
| Cup Round 2 | Up to 16 teams compete to leave 8. |
- 6.1.2 Where any age group has more than 32 teams then the appropriate number of teams will be drawn as per 6.1.1, to eliminate teams and thus bring the number of teams down to 32 before cup round 1. The teams required to play shall be drawn first and will be required to participate in a mid week game before Cup Round 1. The home team(s) drawn can host the game at an appropriate time mid week and with appropriate lighting, the suitability of the home teams facility and time of the game will be at the discretion of the FFSA, where the home teams ground is not suitable the FFSA shall direct where the game is to be played.
- 6.1.3 Where any age group does not have the correct number of teams for the knock-out format e.g. less than 32, 16, 8... then byes will be used until the number of teams competing equals the correct number. When byes are required then the equal number of teams will be drawn first as per 6.1.1 and they will automatically progress to the next round, with the remaining teams being drawn to play in order of draw.

6.2 Playing Times – Kick-off as per fixtures times

U17	40 Minutes each way	(5 Minute interval)
U16	40 minutes each way	(5 Minute interval)
U15	40 Minutes each way	(5 Minute interval)
U14	35 Minutes each way	(5 Minute interval)
U13	35 Minutes each way	(5 Minute interval)
U12	25 Minutes each way	(5 Minute interval)

6.3 Quarter Finals

The final eight (8) teams will be drawn by lot at a meeting of Junior Delegates and will be played in order of draw. Quarter finals shall be played at the home ground of the team drawn first.

6.4 Semi Finals

Semi finals shall be drawn by lot at a meeting of Junior delegates. Games will be played at a neutral ground, (a home ground may be used when a neutral ground is not available, at the discretion of the FFSA). If no official referee is in attendance, the match is to be deferred.

6.5 Finals

The finals shall be played at Hindmarsh Stadium. If Hindmarsh Stadium is not available a neutral ground will be allocated. If no referee is in attendance, the match is to be deferred.

6.6 Player Restrictions

- 6.6.1 No player shall be permitted to play for more than one club in any cup competition.
- 6.6.2 No player having played for one team in any cup competition shall be permitted to play for a lower division team in any of the Federation's knock-out cups in any one (same) season.
- 6.6.3 No newly registered players (players registered after the early rounds have been played) shall play in a semi-final or final of any competition (cup or league) unless he has been named as a reserve and has been present and available to play, in at least **TWO** matches in an earlier round in the same competition.
- 6.6.4 A player can move up from the age group that he is playing, but not down, and can **NOT** go from the 'A' league team to the 'B' league team or 'B' league team to 'C' league team or vice versa in the same age group.

(e.g. Once a player has been named on the team sheet for the first game in the cup competition, he is locked into that team. He can then only move up to a higher age group at which time they become locked into

that team. The player cannot move to another team in the same age group, and can NOT come back down to the lower team for the rest of the games played in the cup competition).

6.7 Drawn Matches

6.7.1 In the event of a draw at the end of normal time, a five (5) minute interval shall be taken followed by ten (10) minutes of extra time each way for U17 – U12.

6.7.2 If the match is still a draw after extra time has been played, the result shall be decided by penalty kick to be taken under FIFA RULES.

6.8 Interchange

6.8.1 Interchange in all Cup games shall be as per rule 5.3

6.9 Payment of Referees Fees

6.9.1 All Referees fees for cup competition shall be paid by the home club. The Semi Final Referee fees will be split 50/50 by each club. The Cup Final payment will be paid by the FFSA.

6.10 Late Start

6.10.1 There will be a waiting time of 10 minutes for any late start. Any team not present after a 10 minute period will forfeit the game. In this case the forfeiting team will also have to pay the Referee fee.

6.11 Caution Offences

6.11.1 Any RED cards received during the cup competition will be carried forward into the league competition. Yellow cards accumulate within the cup competition.

7. Modified Rules or Rooball

These **Modified Rules** shall apply to soccer played in age groups **Under 6 to Under 10 inclusive**.

Unless otherwise stated normal F.I.F.A. rules shall apply

7.1 Number of players per team

7.1.1 U6, U7, and U8	7 players per team
U9 and U10	9 players per team

Comment:- The number of interchange players to be used in any one game by either team shall be unlimited. However it is urged that common sense should prevail and where the number of players in any particular team are high then every effort should be made to field two teams thus providing much more "game time" for all players. Should any Association wish to implement a policy which seeks to place a limit on the number of interchange players to be available for any team in any game then this would be acceptable.

7.2 Ball Size

7.2.1 U6, U7 and U8	size 3 ball
U9 and U10	size 4 ball

7.3 Pitch Size

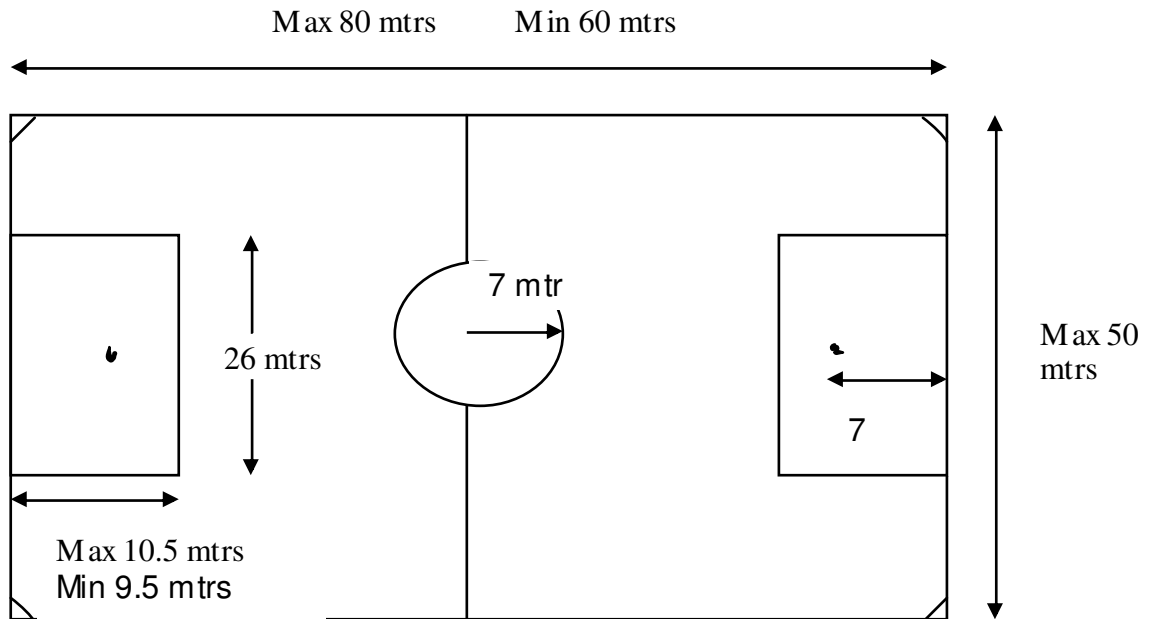
7.3.1 Where possible all pitches shall fall within the following parameters:-

Length	Maximum 80 metres	Minimum 60 metres
Width	Maximum 50 metres	Minimum 40 metres

7.4 Goal Size

Height	Maximum 2 metres	Minimum 1.7 metres
Width	Maximum 6 metres	Minimum 5 metres

7.5 Pitch Markings



- A halfway line.
- A 7 metre centre circle.
- A penalty area a minimum of 9.5 X 26 metres and a maximum of 10.5 X 26 metres.
- Corner quadrants of 0.7 mtrs for Under 9 & 10's.
- Corners to be taken from the intersection of the goal line and penalty area for Under 6, 7 & 8's.
- Goal Nets [compulsory]
- Corner Flags [compulsory].
- A penalty spot 7 metres from the centre of each goal

7.6 Coaches On or OFF the pitch

7.6.1 In all age groups up to and including Under 9, coaches will be allowed on the field of play. In the normal course of play coaches should not enter the penalty area.

7.6.2 In Under 10 age group coaches not allowed on the field of play.

Comment:- Whether or not coaches are on the field of play all talking to players should be done in a quiet, instructional manner with an emphasis being placed on enjoyment.

7.7 Penalty Kicks

7.7.1 In age groups Under 6 to Under 9 inclusive NO penalty kicks will be awarded.

7.7.2 For offences committed in the penalty area where, in the normal course of play, a penalty kick would be awarded, this will now be replaced by a direct free kick to be taken from the centre of the 10.5 meter line, marking the front edge of the penalty area. These direct free kicks may be defended but no defending player shall be any closer than 5 meters to the ball when the kick is taken.

7.7.3 In the Under 10 age groups penalty kicks may be awarded and shall be taken from the penalty spot marked 7 meters from the centre of the goal.

7.8 Indirect Free Kicks

7.8.1 When taking an indirect free kick, no defending player shall be closer than 5 meters to the ball when the kick is taken. Any indirect free kick awarded within the penalty area shall be taken from a point on the 10.5 meter line closest to where the offence occurred.

7.9 Goal Kicks

7.9.1 For all age groups goal kicks shall be taken from anywhere within the penalty area up to and including the 10.5 meter line.

7.10 Corner Kicks

7.10.1 In age groups Under 6 to Under 8 inclusive, corner kicks shall be taken from a point at the intersection of the goal line with the penalty area line. No allowance shall be made for a quadrant.

7.10.2 In age groups Under 9 and 10, corner kicks shall be taken from within the 0.7 meter radius quadrant marked at the intersection of the goal line with the touch line.

7.11 Off Side

7.11.1 In age groups Under 6 to Under 8 inclusive, off side will only be penalised in that area from the goal line to a point 10.5 meters into the field of play for the full width of the pitch.

7.11.2 In age groups Under 9 and 10 normal FIFA offside rule to apply.

Comment:- Where a pitch is used for older age groups no mark other than the prescribed penalty area is permitted to identify the 10.5 meter line. Where a pitch is used exclusively for Under 6 to Under 8 age groups a broken or solid line may be marked across the pitch to identify the 10.5 meter mark

7.12 Throw Ins

7.12.1 For all age groups in the event that a throw in is taken incorrectly, the Referee shall permit a second attempt to throw the ball in by the same player. Opposition players shall be at least 2 meters from the thrower when a throw in is taken.

Comment:- Referees and coaches are encouraged to provide quiet instruction to players taking throw ins to ensure their action is deemed correct.

7.13 Duration of Matches

7.13.1 In age groups Under 6 and 7 a game shall consist of 2 x 15 minute halves.

7.13.2 In all other age groups a game shall consist of 2 x 20 minute halves.

7.13.3 In all age groups a half time period of at least 10 minutes shall occur.

7.14 Referees

7.14.1 All Referees shall be qualified by attending a properly structured Modified Rules Soccer Referees course.

Comment:- By imposing such a restriction it is accepted that incumbent administrators must provide the appropriate Referees course. Since many junior Associations currently provide their own Modified Rules Soccer Referees course it should not prove too difficult to consolidate these into one acceptable course.

7.15 Coaches

7.15.1 All coaches shall be qualified by attending a properly structured Modified Rules Soccer coaches course compatible with the previous Level 0 course.

Comment:- As with Referees, by imposing this restriction it is also incumbent on administrators to provide a unified and suitable Modified Rules Soccer coaches course.

7.16 Playing Program

7.16.1 In age groups Under 6 and Under 7 no structured home and away playing program shall be provided. Instead a program shall be developed where by during the course of a season all teams will visit each other or attend at a central location for the purpose of participating in short, skill development activities followed by informal, small sided games.

7.16.2 In age groups Under 8 to Under 10 inclusive a properly structured home and away program may be provided. All such games in this program will be NON COMPETITIVE. All participants shall have a maximum of 2 hours training and playing time in any one week. Leagues within such a program shall not be identified by numbers or any other system which would tend to identify that one league was considered superior to another.

7.17 Annual Review

7.17.1 It is strongly recommended that an annual review of these rules and their application be conducted by representatives of all participating Junior Soccer Associations.

7.17.2 This is seen as being necessary as, based on past experience, circumstances will arise whereby changes may need to be considered and/or implemented.