

# School Sport SA Football (soccer)

## Sapsasa State Carnival

### 2021 rules and match conditions

Current as of July 2021.

#### Teams

Teams shall consist of 12 players with 9 on the pitch.

Should a team be reduced to less than 9 players through injury or illness, their opponents are required to negotiate to reduce the size of their team to match, or, give their opponents some players to even up team sizes.

#### Game time

The game shall consist of two halves of 15 minutes each with a 5 minute interval. Matches must start and finish as close to the allocated time as possible. During half time only team officials and players shall be permitted on the ground. The toss should take place before the scheduled time.

#### Interchange Rule

A coach or team supervisor may substitute any of the 12 players listed as many times as he/she desires and at any time during the game provided that the following conditions apply:

Provided that it occurs in a dead ball situation

- \* There are only 9 players from that team on the field at any time
- \* That the interchange occurs on the side line at the middle flag (or line)
- \* If a player is substituted, the referee is notified of the change
- \* If it is found after the opposition coach calls for a count that there are 9 or more players from one team on the field, that that team shall have deducted any goals scored in that half period of the game
- \* Any player may change places with the goal keeper at any time during the taking of penalties, provided the referee is notified of the change

#### Behaviour

Managers and coaches are responsible for the behaviour of their players on and off the field from the start of the first game to the conclusion of the last.

#### Order-off rule

Players whom the umpire/s consider to be guilty of foul play or bad language are to be sent off for a period of 10 minutes. As indicated by a Purple Card. The player may be replaced. If the player is sent off again (Second Purple Card), they will remain off for the remainder of the game.

#### Shaking hands

Shaking hands is not currently advised by health authorities with players instead being encouraged to bump elbows with opposition players at the conclusion of matches. This is subject to change due to current health advice at the time of the carnival.



## Injury

In the event of serious injury, the referee will stop the game and only authorised persons are to enter the playing area.

## Premiership Points

Three for a win, two for a draw and one for a loss. Zero if a game is forfeited. Joint winners can be declared if necessary. Percentage will not be used to determine ultimate winners.

## Goal/Field size

Field size: 70m x 50m. Penalty area 10m x 20m, penalty spot 7m from goal line. Goal size 7.32m x 2.44m.

## Rules

Except where otherwise stated, the game shall be played under the laws laid down by FIFA. **Note:** Shin guards are basic compulsory equipment. Offside rule is included. Goalkeeper is allowed to handle the ball within the penalty area, they are not allowed to kick or dropkick the ball from their hands. Goal kicks can be taken from anywhere within the penalty area, opponents must be outside the penalty area until the ball is in play. Corner kicks opponents must be 5m away from the ball.

## Referees

1 referee per match will be appointed where possible for each game. Should a referee not arrive it will be the responsibility of the team managers to agree on a nominated person. If an agreement cannot be reached then teams have the responsibility to referee half a game each. School Sport SA will endeavour to source student umpires and an appropriate mentor.

## Timekeeping

The referee will keep track of the time.

## Equipment

One match ball will be provided to each district. The football is synthetic Umbro size 4. Teams are to supply their own balls for warm-up.