



footballSSG.com
Small Sided Games

FootballSSG Playing Rules

Version 18.06.1

(Updated June 2018 – Most current version available at www.footballssg.com)

*Any items marked in red text are currently under review.
Participants should regularly check the FootballSSG web site to ensure they are
in possession of the most current version of these rules.*

Round Ball Enterprises Pty Ltd t/a FootballSSG
PO Box 179, Belrose West NSW 2057
www.footballssg.com
info@footballssg.com

Summary of some important rules.

Under absolutely no circumstances shall a person who has not been registered in the FootballSSG competition (which includes paying all registration fees) be permitted to play. Any team found to have played an unregistered player shall forfeit that match, forfeit at least ½ of all accrued competition points and be fined \$100. Any team found to have played more than one unregistered player in a match or any unregistered player in more than one match once may be expelled from the competition.

A match record sheet must be completed before the commencement of a match. Teams must have a minimum of four players present for the match to commence.

During matches, all players must wear

- The supplied team jersey & shorts
- Matching socks
- Approved shin guards

Substitutes may be interchanged an unlimited number of times. Substitutes of field players are permitted at any time. No stoppage in play is required and the referee does not need to be advised. Substitutes of goalkeepers is only permitted at half time, except in the case of injury or the like.

FootballSSG's small sided games are a non-contact sport. Rough challenges will attract free kicks or worse (yellow/red cards, suspensions, etc).

- Tackling from behind a player in possession is not permitted and will result in a yellow card.
- Slide tackling is not permitted and will result in a yellow card.
- Unnecessary body contact is not permitted and continual unnecessary body contact will result in a yellow card.

Two yellow cards for a player in a match is equivalent to a red card and the player will take no further part in the match.

If a red card is given to a player, that player must immediately leave the playing area and will take no further part in the match. Failure to do so will result in additional penalties for the player. For the following five minutes, the red-carded player's team will play with one less player after which time, as instructed by the referee, one of the penalised team's substitutes may enter the field to return the team to full strength.

There is no off-side.

Free kicks outside the penalty are shall be indirect. Free kicks inside the penalty area shall be penalties (direct) free kicks. All free kicks count towards a team's accumulated fouls. When the accumulated fouls reach 5 in a half, each subsequent foul results in a penalty kick.

Penalties shall be taken from

- (U/6 – U/8) the edge of the penalty area directly in front of the goals
- (U/9 – U/12) two metres from the edge of the penalty area directly in front of the goals
- (U/10+) four metres from the edge of the penalty area directly in front of the goals

The ball is in play unless it completely crosses the line.

Throws-ins do not exist. When the ball exits the playing field over the sideline it shall be kicked-in from the point where it crossed the line. The kicker-in must keep a part of both feet outside the field of play while taking the kick-in. The ball must be placed on the line and must be stationary when kicked-in.

Placed goal-kicks do not exist. When the ball exits the playing field over the goal line (normally a goal kick in the full-sized game) the goalkeeper must throw the ball in to play, but the ball cannot travel over the half way line on the full (it must touch the ground or another player before going over half way). Any breach of this rule will result in an indirect free kick to be taken from the half way line. If the goal keeper gains possession of the ball during open play there are no restrictions on what he may do.

The goalkeeper can NEVER control the ball with his hands if it has been played to him by any of his team, if he does it will be deemed "hand ball" and a direct free kick (penalty) awarded to the opposition.

Excluding direct penalty kicks, a goal cannot be scored, directly, from any restart of play (kick off, kick in, corner kick, goal throw in), rather play should be restarted by passing the ball to a teammate.

1. GOVERNANCE

- 1.1. The Football**SSG** Small Sided Football Competition (the “Competition”) is operated by the Round Ball Enterprises Pty Ltd trading as Football**SSG** (“Football**SSG**”).
- 1.2. The Competition will be played under FIFA Laws of the Game and the Football**SSG** Playing Rules. If there is a conflict between the FIFA Laws of the Game and the Football**SSG** Playing Rules the Football**SSG** Playing Rules will take precedence over the FIFA Laws of the Game.
- 1.3. Football**SSG** reserves the right to
 - 1.3.1. refuse the registration application of a team and/or a player into the Competition and
 - 1.3.2. to cancel the registration of a player and/or a team in the Competition subject to the Football**SSG** Playing Rules.
- 1.4. Football**SSG** reserves the right to
 - 1.4.1. suspend or disqualify a team from the Competition subject to the Football**SSG** Playing Rules and
 - 1.4.2. suspend or disqualify a player from the Competition subject to the Football**SSG** Playing Rules.
- 1.5. Football**SSG** reserves the right to amend and alter the Football**SSG** Playing Rules as may be determined necessary by Football**SSG** from time to time. If any amendment is made during the Competition, Football**SSG** will advise all teams of the amendments.

2. REGISTRATION & COSTS

- 2.1. All forms, documents and information are available at www.footballssg.com
- 2.2. Each team applying to play in the Competition must fill in a team registration application form.
- 2.3. Each individual player applying to play in the Competition must fill in a player registration application form.
- 2.4. The team registration application form must be submitted with all individual player registration application forms for the players applying to play with that team.
 - 2.4.1. A minimum of eight players is required to register a team in the Competition.
 - 2.4.2. A recommended maximum of ten players may be registered in a team.
- 2.5. The application form(s) must be submitted with a full payment. No person will be registered, nor will they be permitted to play, until that person’s fees are paid in full.
- 2.6. Submitting a registration application form with all supporting collateral is a request for a place in the Competition, it does not guarantee a place in the Competition.
- 2.7. In the event that a team’s or applicant’s registration application is unsuccessful, the payment submitted at the time of application will be refunded.
- 2.8. Players are registered at the following costs, which include player insurances and the supply playing uniforms that the players retain ownership of after the Competition
 - 2.8.1. \$170 including GST being for players registering in Under 6, Under 7 and Under 8 age groups.
 - 2.8.2. \$180 including GST being for players registering in Under 9, Under 10, Under 12, Under 14 and Under 17 age groups.
 - 2.8.3. \$190 including GST being for players registering in Under 20, Open Age and Over 35 age groups.
- 2.9. By applying to register for the Competition
 - 2.9.1. a player agrees to abide by and be governed by the Football**SSG** Playing Rules, and
 - 2.9.2. a player agrees that cancellation of the player’s application or registration may, at Football**SSG**’s absolute discretion, result in the forfeiture of the player’s entire registration fee and at minimum 70% of the player’s registration fee.
- 2.10. By applying to register for the Competition and playing in the Competition
 - 2.10.1. a player irrevocably agrees to hold Football**SSG** and its officers, employees and agents, harmless and releases and indemnifies and keeps released and indemnified from and against all actions, suits, claims, demands, costs, charges and expenses in respect of any loss, damage, accident or injury of whatsoever nature or kind and howsoever sustained or occasioned and whether to property or persons, and
 - 2.10.2. a player irrevocably agrees that any claim for any loss, injury or damage will be a matter determined between the player and the relevant insurance company, and
 - 2.10.3. a player grants Football**SSG**, its officers, members and servants the right to obtain medical care for the player from any qualified person should the need arise in a case when the player (or the player’s legal guardian(s)) is not immediately able or available to grant authorisation, and
 - 2.10.4. in such a case as described in 2.10.3 the player agrees to pay all medical expenses involved, including ambulance expenses if incurred.

- 2.11. Substitutes and Late/New Registrations
 - 2.11.1. A substitute must be registered in the team they play for. Under no circumstances will an unregistered person be permitted to play. Players can register for one team only.
 - 2.11.2. Each late/new registration player wanting to play in the Competition must fill in and sign a player registration application form and clearly identify the team that they intend to join.
 - 2.11.3. A player must not play nor enter the field of play until all fees are paid and the completed, signed player registration application form is accepted by FootballSSG.
 - 2.11.4. Any team found playing or to have played an unregistered or disqualified person will, on the first such occasion, be:
 - 2.11.4.1. deemed to have forfeited the match and all match points will be awarded to the opposition, and
 - 2.11.4.2. fined \$100 and deducted at least one half of all competition points then accrued.
 - 2.11.5. Any team found playing or to have played an unregistered or disqualified person on greater than one occasion may, at the absolute discretion of FootballSSG, be expelled from the Competition. Greater than one occasion can be either:
 - 2.11.5.1. a single unregistered person playing in multiple matches or
 - 2.11.5.2. more than one unregistered person playing in a single match.
- 2.12. No contracted players shall be permitted to register for this competition.
- 2.13. A team shall consist of a minimum of eight players. A team will forfeit the match if they have less than four players at the start of the match.

3. TEAM AND PLAYER RESTRICTIONS

- 3.1. Teams must have a designated coach or manager who will be the primary point of contact for all team correspondence from FootballSSG.
- 3.2. Teams must contain a minimum of eight registered players.
- 3.3. Teams are recommended to have a maximum of ten registered players.
- 3.4. As appropriate and determined in part by the number of teams applying to play in a particular age group, FootballSSG will grade teams with the intent being to ensure a fair and even competition.
- 3.5. The following restrictions apply:
 - 3.5.1. Under 6 Mixed Competitions
 - 3.5.1.1. can include any combination of male and female players aged not greater than 6 years on 31st December in the year that the Competition is held.
 - 3.5.2. Under 7 Mixed Competitions
 - 3.5.2.1. can include any combination of male and female players aged not greater than 7 years on 31st December in the year that the Competition is held.
 - 3.5.3. Under 8 Mixed Competitions
 - 3.5.3.1. can include any combination of male and female players aged not greater than 8 years on 31st December in the year that the Competition is held.
 - 3.5.4. Under 9 Mixed Competitions
 - 3.5.4.1. can include any combination of male and female players aged not greater than 9 years on 31st December in the year that the Competition is held.
 - 3.5.5. Under 10 Boy's Competitions
 - 3.5.5.1. can include only male players aged not greater than 10 years on 31st December in the year that the Competition is held.
 - 3.5.5.2. can include not more than 2 representative players in a team.
 - 3.5.6. Under 10 Girl's Competitions
 - 3.5.6.1. can include only female players aged not greater than 10 years on 31st December in the year that the Competition is held.
 - 3.5.6.2. can include not more than 2 representative players in a team.
 - 3.5.7. Under 12 Boy's Competitions
 - 3.5.7.1. can include only male players aged not greater than 12 years on 31st December in the year that the Competition is held.
 - 3.5.7.2. can include not more than 2 representative players in a team.
 - 3.5.8. Under 12 Girl's Competitions
 - 3.5.8.1. can include only female players aged not greater than 12 years on 31st December in the year that the Competition is held.

- 3.5.8.2. can include not more than 2 representative players in a team.
- 3.5.9. Under 14 Boy's Competitions
 - 3.5.9.1. can include only male players aged not greater than 14 years on 31st December in the year that the Competition is held.
 - 3.5.9.2. can include not more than 2 representative players in a team.
- 3.5.10. Under 14 Girl's Competitions
 - 3.5.10.1. can include only female players aged not greater than 14 years on 31st December in the year that the Competition is held.
 - 3.5.10.2. can include not more than 2 representative players in a team.
- 3.5.11. Under 17 Boy's Competitions
 - 3.5.11.1. can include only male players aged not greater than 17 years on 31st December in the year that the Competition is held.
 - 3.5.11.2. can include not more than 2 representative players in a team.
- 3.5.12. Under 17 Girl's Competitions
 - 3.5.12.1. can include only female players aged not greater than 17 years on 31st December in the year that the Competition is held.
 - 3.5.12.2. can include not more than 2 representative players in a team.
- 3.5.13. Under 20 Men's Competitions
 - 3.5.13.1. can include only male players aged not less than 16 years and not greater than 20 years on 31st December in the year that the Competition is held.
 - 3.5.13.2. can include not more than 2 representative players in a team.
- 3.5.14. Under 20 Ladies' Competitions
 - 3.5.14.1. can include only female players aged not less than 16 years and not greater than 20 years on 31st December in the year that the Competition is held.
 - 3.5.14.2. can include not more than 2 representative players in a team.
- 3.5.15. All Age Men's Division A Competitions
 - 3.5.15.1. can include only male players aged not greater than 40 years on 31st December in the year that the Competition is held.
 - 3.5.15.2. can include not more than 1 representative player in a team.
- 3.5.16. All Age Men's Division B Competitions
 - 3.5.16.1. can include only male players aged not greater than 45 years on 31st December in the year that the Competition is held.
 - 3.5.16.2. cannot include any representative players in a team.
 - 3.5.16.3. cannot include any MWFA (or similar) Premier League players in a team.
- 3.5.17. All Age Ladies' Competitions
 - 3.5.17.1. can include only female players aged not greater than 45 years on 31st December in the year that the Competition is held.
 - 3.5.17.2. can include not more than 1 representative player in a team.
 - 3.5.17.3. can include not more than 1 MWFA (or similar) Premier League players in a team.
- 3.5.18. Over 35 Men's Competitions
 - 3.5.18.1. can include only male players aged not less than 35 years on 1st January in the year that the Competition is held.
 - 3.5.18.2. cannot include any representative players in a team.
 - 3.5.18.3. cannot include any MWFA (or similar) Premier League players in a team.
- 3.5.19. Over 35 Ladies' Competitions
 - 3.5.19.1. can include only female players aged not less than 35 years on 1st January in the year that the Competition is held.
 - 3.5.19.2. cannot include any representative players in a team.
 - 3.5.19.3. cannot include any MWFA (or similar) Premier League players in a team.
- 3.6. For the purposes of 3.5
 - 3.6.1. a representative player is a player who was last registered in a team competing in a Football NSW (or equivalent) operated state-based competition, such as Metropolitan Rep League, NSW Youth League, NSW Super Youth League, NSW Premier Youth League, Conference League, NSW Super League and NSW Premier League unless that player was last registered greater than 12 months prior to 1st January in the year that the Competition is held.
 - 3.6.2. MWFA means Manly Warringah Football Association and "or similar" means any football association that is equivalent to the MWFA (for example: Ku-Ring-Gai Districts Football Association, Eastern Suburbs Football Association and Gladesville Hornsby Football Association).

- 3.7. For the purposes of 3.4.10, 3.4.11, 3.4.12, 3.4.13 and 3.4.14, a Premier League player is a player who was last registered in a team competing in the highest level of Open Age competition in his/her local football association unless that player was last registered greater than 12 months prior to 1st January in the year that the Competition is held.

4. REFEREES

- 4.1. Official referees of the Competition may be appointed by Football **SSG**.
- 4.2. All referee's decisions are final and cannot be changed. No protests of a referee's decision will be accepted.
- 4.3. Alternate Referees
- 4.3.1. If there is no official referee at a match then:
- 4.3.1.1. both teams **MUST** agree on an alternate referee for the entire match;
OR
each team **MUST** provide an alternate referee for one half of the match.
- 4.3.1.2. The alternate referee once selected may only be changed with the agreement of both teams.
- 4.3.1.3. An alternate referee must be 14 years of age or older.
- 4.3.1.4. If an agreed alternate referee cannot be found before the match starts the match will be abandoned and both teams will forfeit two competition points, excepting rule 4.3.1.5 of Football **SSG**'s Playing Rules.
- 4.3.1.5. If one team can provide an alternate referee for one half of the match and the opposing team does not provide an alternate referee for half the match then the team that does provide an alternate referee will be deemed to have won the match and will accrue three competition points and the team that does not provide an alternate referee will be deemed to have lost the match and additionally will forfeit two competition points.
- 4.3.1.6. An alternate referee has the same status as an official referee i.e. they may issue yellow and red cards.

5. DISCIPLINARY PROCEDURES

- 5.1. As required, Football **SSG** will appoint a Protests & Disciplinary Committee (the P&D) who shall adjudicate on all disciplinary matters.
- 5.2. If in the opinion of the P&D a player(s) and/or team(s) brings Football **SSG** or the Competition into disrepute the player(s) and/or team(s) may have their registrations cancelled and will forfeit all registration fees.
- 5.3. Cautions and Send-Offs
- 5.3.1. The adjudicating match referee, whether an official referee or an alternative referee has the right to issue yellow and red cards and send players from the field of play.
- 5.3.2. If a red card is given to a player, that player must immediately leave the playing area and will take no further part in the match. Failure to do so will result in additional penalties for the player. For the following five minutes, the red-carded player's team will play with one less player after which time, as instructed by the referee, one of the penalised team's substitutes may enter the field to return the team to full strength.
- 5.4. Defined Suspension and Disqualifications
- 5.4.1. A player who is issued five yellow cards during the Competition will be automatically suspended from the next match that the player's team plays.
- 5.4.2. A player who is issued a red card during the Competition may be automatically suspended from the next two matches that the player's team plays.
- 5.4.3. A player who plays while suspended will be deregistered and disqualified from the Competition.
- 5.4.4. A person who plays when not registered will be disqualified from registering for the Competition for a period as determined at the discretion of Football **SSG**.
- 5.4.5. Any team playing an suspended player will be:
- 5.4.5.1. deemed to have forfeited the match and all match points will be awarded to the opposition, and
- 5.4.5.2. fined \$100 and deducted at least one half of all competition points then accrued.
- 5.4.6. A player who does not sign the team sheet and receives a yellow or red card, will receive a one week suspension in addition to any other suspension.
- 5.5. Discretionary Suspension and Disqualification

- 5.5.1. The P&D may cite a player to appear before it depending upon the type and seriousness of any reported offence. The P&D may determine the length of additional suspension or may disqualify a player from the Competition.
- 5.5.2. A player cited by the P&D is suspended until the player appears before the Committee.
- 5.6. Notice of Suspension and Disqualification
 - 5.6.1. The P&D may notify the Football NSW of any suspended or disqualified player, including the details of the suspension or disqualification.
 - 5.6.2. The P&D will notify a suspended player's team manager of the suspension before the team's next match.
 - 5.6.3. Football **SSG** will display a current list of the names and teams of any suspended or disqualified players at www.footballssg.com. Team managers and opposition team managers will have access to the list to check against team sheets.
- 5.7. Protests
 - 5.7.1. Any team may appeal a decision of the P&D by giving notice in writing to:
 - The Chairman,
 - Football **SSG** P&D
 - PO Box 899
 - Chatswood NSW 2057
 Notice of protest must be lodged within 3 days of the decision of the P&D and must be accompanied by a non-refundable appeal fee of \$250.
- 5.8. Carry Over of Suspensions and Disqualifications
 - 5.8.1. Suspensions and disqualifications may be reported to or carried forward to the next winter or summer competition of Football **SSG** or any Football NSW affiliated competition at the discretion of the P&D and/or the convenors of any such other competition.

6. COMPETITION

- 6.1. Borrowing Players
 - 6.1.1. Teams may borrow players from other teams, subject to the following restrictions:
 - 6.1.1.1. Only registered players can be borrowed, under absolutely no circumstances shall a person who has not been registered in the Football **SSG** competition (which includes paying all registration fees) be permitted to play, and
 - 6.1.1.2. A borrowed player must wear the supplied playing kit of the borrowing team, to be provided by the borrowing team, and
 - 6.1.1.3. A borrowed player must meet all criteria of the Team & Player Restrictions as described in section 3, and
 - 6.1.1.4. A team can only borrow players to bring their playing numbers up to six (6) players in total for the match, and
 - 6.1.1.5. Where a team has borrowed a player and, after the start of the match, additional team players arrive (ie arrive late), the borrowed player must be interchanged off the field at the earliest opportunity and can then take no further part in the game (even if another player is injured, leaving the team with less than a full team).
- 6.2. Managers
 - 6.2.1. All teams must have a designated team manager before the team is permitted to play. It is up to the team to inform Football **SSG** if a new manager is chosen. All communication from teams to Football **SSG** is to be through the team manager.
 - 6.2.2. Team contacts/managers will be responsible for:
 - 6.2.2.1. The behaviour of the team and their followers.
 - 6.2.2.2. Ensuring that team sheets are correctly completed before the match commences.
 - 6.2.2.3. Collecting and distributing to the team's players information pertaining to the Competition.
- 6.3. Results
 - 6.3.1. The weekly results and team standings will be maintained and updated as soon as practicable after matches and available at www.footballssg.com
- 6.4. Competition Points
 - Win 3
 - Draw 1
 - Loss 0
 - Forfeit – The team forfeiting the match loses 1 competition points and the opposition team receives 3 competition points and 5 goals

- 6.5. Disqualified Teams or Teams Leaving the Competition
 - 6.5.1. All matches involving a team that has been disqualified from or that has left the Competition will have 0 points and 0 goals recorded. This applies both to played and unplayed matches.
- 6.6. Match Days And Times
 - 6.6.1. All matches are to be played at the venue and time as listed on FootballSSG's web site www.footballssg.com.
 - 6.6.2. Matches are of two halves of up to 18 minutes each.
 - 6.6.3. Timetables of matches will be provided to each team and will be available via FootballSSG's website at www.footballssg.com
 - 6.6.4. Matches may start up to 5 minutes later than stated in the timetable by agreement between the two team's managers.
 - 6.6.5. Matches must finish on time.
 - 6.6.6. There is 2 minutes allocated for a half time break.
 - 6.6.7. FootballSSG will provide an official timekeeper who shall signal by siren, horn or any other appropriate method, the start of each match, half-time, the start of the second half of the match and full-time.
 - 6.6.8. No time will be added on for injuries etc.
 - 6.6.9. Players should be on the field of play ready to commence the match at the time the official timekeeper signals the start of play.
 - 6.6.10. A team will forfeit the match if they have less than four players at the start of the match.
- 6.7. Web Site
 - 6.7.1. FootballSSG will maintain a web site at www.footballssg.com
- 6.8. Players Equipment
 - 6.8.1. All players in a team must wear:
 - 6.8.1.1. The supplied team playing outfit.
 - 6.8.1.2. Approved shin guards.
 - 6.8.1.3. Matching socks which fully cover the shin guards.
 - 6.8.1.4. Appropriate footwear (moulded plastic studded boots are appropriate, screw in studs cannot be used)
 - 6.8.2. The goalkeeper must have a strip which clearly distinguishes him/her from other team members. The goalkeeper must wear approved shin guards and socks matching the other players in the team.
 - 6.8.3. Referees may call both teams to the centre and check all players' equipment before the start of each match.
- 6.9. Strip Clash
 - 6.9.1. In the unlikely event of a strip clash, the team listed on the right of the team sheet is required to either use an alternative strip or wear bibs on loan from FootballSSG. These are available on match day.
- 6.10. Match record sheets
 - 6.10.1. The names of all players, including substitutes, must appear the match record sheet.
 - 6.10.2. The match record sheet is to be presented to the referee before the commencement of play.
 - 6.10.3. If a player arrives after the match has commenced and takes the field they must inform the referee that their name is not on the match record sheet and ask the referee for permission to play. At the referee's discretion, players may finalise the match record sheet at the conclusion of the match if necessary.
 - 6.10.4. Failure to correctly fill in the match record sheet may lead to suspension or disqualification of the player and or the team (see suspension and disqualification in this booklet).
 - 6.10.5. Managers are responsible for ensuring that match record sheet is correctly completed prior to the commencement of the match.

7. PLAYING AREA

- 7.1. The playing area is the area containing all playing fields and bounded by the fence.
- 7.2. Only players, team managers, one other person nominated by each team and FootballSSG officials are permitted to enter the playing area.
- 7.3. Any unauthorised person entering the playing area will be removed forthwith and the team associated with that unauthorised person may, at the absolute discretion of the FootballSSG P&D
 - 7.3.1. have competition points deducted
 - 7.3.2. be fined up to \$250

7.3.3. be disqualified from the competition

8. WET WEATHER

- 8.1. In the event of wet weather, to verify if the grounds are open go to FootballSSG's web site at www.footballssg.com after 12.00pm (midday) of the day of play for information on ground status. Unless the message states that the grounds are closed for evening sports/training on the particular day in question assume the grounds are open. If the grounds are closed then clearly the matches are cancelled. If the grounds are not closed go to the match and a decision will be made prior to kick-off.
- 8.2. One week is allowed for washouts.

9. FINALS

- 9.1. Final Series
- 9.1.1. Six team competitions – The Finals Night will involve a positional play-off match to determine the final standings (ie 1st v 2nd, 3rd v 4th, 5th v 6th). The Competition Champions (ie the winner of the 1st v 2nd match) and the Competition Runners Up (ie the loser of the 1st v 2nd match) will be determined on this Finals Night.
- 9.1.2. Eight team competitions – After seven rounds of matches the competition will be split in to two (positions 1st-4th and positions 5th-8th). These teams will play a round robin over the following three weeks. The teams finishing 1st and 2nd after the round robin is completed will play on the Finals Night to determine the Competition Champions and Runners Up. All other teams will have a positional play-off match to determine the final standings (ie 3rd v 4th, 5th v 6th, 7th v 8th).
- 9.1.3. Ten team competitions – After nine rounds of matches the top four placed teams progress to Semi Finals while the teams placed 5th to 10th shall play two additional games over the following two weeks of play. The Semi Finals Night will involve two positional play-off matches (ie 1st v 4th, 2nd v 3rd) the winners of which will play the following week (the Finals Night) to determine the Competition Champions and Runners Up.
- 9.1.4. Competition Champions and Runners Up will receive any such awards as are determined appropriate by FootballSSG.
- 9.2. Finals Selection
- 9.2.1. At the completion of all the rounds prior to the semi-finals or finals the results are considered in the following order:
- 1 Points
 - 2 Goal difference
 - 3 Goals scored
 - 4 Count back of the results until one team has a points lead
 - 5 Count back of the results until one team has a goal difference lead
 - 6 Count back of the results until one team has a goals scored lead
- 9.3. Drawn Matches in the Finals
- 9.3.1. If there is a draw at full time in any of the Grand Finals, then
- 9.3.1.1. At full time any 4 players from each team take the field and continue to play for 5 minutes using the golden goal principle. NOTE: Once these 4 players are determined NO SUBSTITUTES ARE PERMITTED
- 9.3.1.2. Change ends and one more player from each team leaves the field then play 5 minutes using the golden goal principle during which time NO SUBSTITUTES ARE PERMITTED.
- 9.3.1.3. Players may take a drink as they change ends but drinks MUST be taken on the field
- 9.3.1.4. ANY PLAYER WHO LEAVES THE FIELD FOR ANY REASON MAY NOT RE-ENTER THE FIELD.
- 9.3.1.5. If there is no result after ten minutes of extra time, the team that finished higher on the competition table at the completion of the round matches will be deemed the winner.

10. GENERAL RULES OF THE COMPETITION

- 10.1. Time Out
- 10.1.1. Teams are not entitled to a time out. There shall be no time outs.
- 10.2. Offside
- 10.2.1. There is no offside.

- 10.3. Free Kicks
- 10.3.1. All free kicks awarded outside the penalty area are indirect, save the offense described in 10.7.2. For indirect free kicks, all opposing players must remain 5 metres from the ball until it is kicked.
- 10.3.2. A free kick awarded inside the penalty area is a penalty kick.
- 10.4. Penalty Kicks
- 10.4.1. A penalty kick is a direct free kick which is taken
- 10.4.1.1. in competitions for ages Under 6, Under 7 and Under 8, from the edge of the penalty area directly in front of the goal posts.
- 10.4.1.2. in competitions for ages Under 9, Under 10 and Under 12, from 2 metres from the edge of the penalty area directly in front of the goals.
- 10.4.1.3. in competitions for ages Under 14 and all older age competitions, from 4 metres from the edge of the penalty area directly in front of the goals.
- 10.4.2. Apart from the goalkeeper and the kicker, all other players must remain at least 5 metres behind the penalty spot as described in 10.4.1 (nearer to the half way line) until it is kicked and it moves. The kicker of the ball must have made a genuine shot at goal, as determined by the referee.
- 10.5. Accumulated Fouls
- 10.5.1. Each time a team commits a foul and is punished with a free kick or a penalty kick, this foul counts towards their accumulated fouls.
- 10.5.2. The first 5 accumulated fouls committed by a team during each half are noted for record purposes.
- 10.5.3. Beginning with the 6th and then for each subsequent accumulated foul against a team during a half, a direct free kick is awarded.
- 10.5.3.1. While in possession of the ball and while in the defensive half of the field, if a foul is committed against your team, the direct free kick shall be taken as a penalty kick as described in 10.4.
- 10.5.3.2. While in possession of the ball and while in the attacking half of the field, if a foul is committed against your team, you are able to choose either to take the direct free kick as a penalty kick as described in 10.4 or to take the direct free kick from the location that the foul was committed.
And this decision is made by the team awarded the direct free kick.
- 10.5.3.3. While the direct free kick is being taken, all players apart from the goalkeeper and the free kick taker must remain at least 5 metres behind the penalty spot as described in 10.4.1 (5 metres behind the penalty spot, not 5 metres behind the ball) until the ball is kicked and it moves. The kicker of the ball must have made a genuine shot at goal, as determined by the referee.
- 10.6. Substitutes
- 10.6.1. A team may nominate up to five named substitutes as players for the team in any one match.
- 10.6.2. Only ten players per team may participate in any one match.
- 10.6.3. The names of all players, including substitutes must appear on the match record sheet. Failure to comply may lead to suspension or disqualification of the player and or the team.
- 10.6.4. There is no limit to the number of times a player may take the field.
- 10.6.5. All substitutions take place from the southern side of the field, adjacent to the centre of the field.
- 10.6.6. There must never be more than the correct number of players on the field for any team at any time. The correct number of players (assuming no red cards have been issued in a match) is:
- 10.6.6.1. Five players for Open Age Men's competitions and for Division A Open Age Ladies' competitions,
- 10.6.6.2. Six players for all other competitions
- 10.7. Goalkeeper
- 10.7.1. Excepting the case of an injury to the goalkeeper, the goalkeeper can only be substituted at half time.
- 10.7.2. The goalkeeper cannot control (touch) the ball with his hands if it has been played to him by any of his team. If the goalkeeper does control the ball with his hands a direct free kick will be awarded to the opposition team:
- 10.7.2.1. at the place where the offence occurred if the offence occurred outside the penalty area, or
- 10.7.2.2. as a direct penalty kick if the offence occurred inside the penalty area.

- 10.8. Goal-kicks, Corner-kicks, Kick-ins and Kick-offs
- 10.8.1. There will not be any goal-kicks. These are replaced by goal-throw-ins. Goal-throw-ins are taken by the goal keeper from within the penalty area within 4 seconds of the goal keeper having taken possession of the ball.
- 10.8.1.1. A goal cannot be scored directly from a goal-throw-in.
- 10.8.1.2. A goal-throw-in cannot travel past the half way line without first touching a player or the ground. If a goal-throw-in travels past the half way on the full and indirect free kick will be awarded to the opposing team to be taken at any point along the half way line.
- 10.8.1.3. When taking a goal-throw-in the goal keeper cannot throw the ball to himself. The ball must be played to another player. If, after a goal-throw-in has been taken, the goal keeper touches the ball prior to it being touched by another player an indirect free kick shall be awarded at the location where the infringement occurred.
- 10.8.2. All of 10.8.1.1 through 10.8.1.3 refer to a goal-throw-in which is specifically referring to the dead ball situation that occurs when the ball goes out of the field of play over the goal line (but not in the goals). These restrictions do not apply when the goal keeper takes possession of the ball in open play. When the goal keeper takes possession of the ball in open play, there are no restrictions on what the goal keeper can do with the ball except that
- 10.8.2.1. The goal keeper must release the ball from his hands within four seconds of having taken possession of the ball, and
- 10.8.2.2. the goal keeper can never score directly from within his penalty area.
- 10.8.3. A corner-kick will be awarded if the ball goes out of play, across the goal line (but not in to the goal), and was last touched by any player on the defending team. For corner-kicks, the ball should be placed on the goal line, not greater than 1m from the corner post. The kicker-in must keep a part of his non-kicking foot outside the field of play (either on or behind the line) while taking the corner-kick. The ball must be stationary when kicked in. A goal cannot be scored directly from a corner-kick. The corner-kick should be taken within four seconds of the kicker correctly placing the ball. Failure to take the corner-kick within four seconds may result in a turn-over of possession, to the opposition goal keeper for a goal-throw-in to restart play.
- 10.8.4. Throws-ins do not exist. When the ball exits the playing field over the sideline it shall be kicked-in from the point where it crossed the line. The kicker-in must keep a part of his non-kicking foot outside the field of play (either on or behind the line) while taking the kick-in. The ball must be stationary when kicked-in. A goal cannot be scored directly from a kick-in. The kick-in should be taken within four seconds of the kicker correctly placing the ball. Failure to take the kick-in within four seconds may result in a turn-over of possession, to the opposition for a kick-in to restart play.
- 10.8.5. At the time of a kick-off (to commence a game, or re-start a game after a goal has been scored or a half-time break), all players from the opposing team must remain five metres from the ball until it has moved. From the kick-off, the first movement of the ball must be forwards. A goal cannot be scored directly from a kick-off. The kick-off should be taken within four seconds of the kicker correctly placing the ball. Failure to take the kick-off within four seconds may result in a turn-over of possession, to the opposition for a kick-off to restart play.
- 10.8.6. Throughout section 10.8, it is stated that a goal cannot be scored directly from various re-starts of play. This shall be interpreted to include any fumble by a goal keeper and any ricochet from a defending player.



MATCH RECORD SHEET

Match Date	
Match Time	
Age / Division	

FINAL RESULT (referee to complete)	
Home Team Goals	
Away Team Goals	

Home Team Name

Away Team Name

Home Team Primary Shirt Colour

Away Team Primary Shirt Colour

Home Team Goal Count

Away Team Goal Count

Home Team Accumulated Foul Count

1st Half	1	2	3	4	5
----------	---	---	---	---	---

Away Team Accumulated Foul Count

1st Half	1	2	3	4	5
----------	---	---	---	---	---

2nd Half	1	2	3	4	5
----------	---	---	---	---	---

2nd Half	1	2	3	4	5
----------	---	---	---	---	---

Players	Cards
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Players	Cards
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Signed for result by Manager

Signed for result by Manager

Referee's Printed Full Name

Referee's Signature

Date

Referee's Match Notes (if applicable) should be made on reverse side of page