



# SUMMARY OF RULES OF COMPETITION



## Playing the Game:

- No offsides
- No throw-ins – Ball is kicked back into play (Kick Ins are **indirect**)
- All free kicks (awarded for an infringement) are **direct** unless otherwise stated by the Match Official
- Penalties to be taken from the edge of the area (10m)
- Opponents must be **5m away from the ball** at the start of play (free kicks, corner kicks, kick-ins and goal kicks)
- A goal **cannot** be scored directly from a kick in
- **All decisions from the Referee are final**

## Goalkeepers (GK):

- GK must never drop kick the ball
- After gathering the ball with their hands GK's may throw or roll the ball with their hands or place it on the floor and kick it
- For a **Goal Kick** the ball is placed within the penalty area and kicked out of the penalty area
- Goalkeepers can leave the penalty area
- Opponents must be a minimum of 5m from the edge of the penalty area

## Substitutions:

- Interchange system (no max number of substitutions)
- You **do not** need to confirm with referee when making substitutions, but you must wait for a break in play
- All interchanges must occur from the sideline

## Players:

- 7 v 7 inc GK's (maximum of 12 players per team)
  - Min 5 players to kick-off
- 9 v 9 inc GK's (maximum of 14 players per team)
  - Min 6 players to kick-off

## Attire:

- **Shin guards & football boots are compulsory**
- Matching uniforms not essential:
  - Similar/same coloured tops
  - Shorts/socks can be varied
  - GK must be distinguishable (bib/different shirt)
- Bibs to be provided where there are clashes
- No jewellery or other dangerous items may be worn
- Shirt Numbers are **essential**

## Fouls & Misdemeanors

- If a player receives a 2nd yellow card or a direct red card in one game, they will be sent from the field of play with no replacement player
- Also, a red card issued will incur an **automatic** one game suspension for the player's next match
- Further disciplinary action for team and player misconduct is at the discretion of the Football Victoria, including the deduction of match points and/or removal from the competition for the following:
  - *persistent poor team and spectator behaviour*
  - *a team forfeits 2 or more times in the competition*

## Match Points/Results:

- WIN: 3 points / DRAW: 1 point / LOSS: 0 points
- If the team is not ready to take the field 5 minutes after kick-off they will forfeit the game 3-0

## Finals & Playoff Matches:

- If in the event scores are level after full-time then 5 minutes extra time will be played. If scores are still level, a four (4) player penalty shoot-out will occur to determine winner.

*\*Unless stated above all other rules will follow FIFA Laws of the Game*

**Team & Players**

**Playing Conditions**

Age Category	No of Players on Pitch	Squad Size	Year of Birth	Ball Size	Pitch Size	Goal Size	Duration of Match (Half)*	Half Time Break
<b>Under 9</b>	Max 7 (min 5)	12	2010 or younger	Size 3	1/4 Pitch	3 x 2 m	30 minutes (15 minutes)	Max 5 minutes
<b>Under 10</b>	Max 9 (min 6)	14	2009 or younger	Size 4	1/2 Pitch	5 x 2 m	30 minutes (15 minutes)	Max 5 minutes
<b>Under 11</b>	Max 9 (min 6)	14	2008 or younger	Size 4	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes
<b>Under 12</b>	Max 9 (min 6)	14	2007 or younger	Size 4	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes
<b>Under 13</b>	Max 7 (min 5)	12	2006 or younger	Size 4	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes
<b>Under 14</b>	Max 7 (min 5)	12	2005 or younger	Size 5	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes
<b>Under 15</b>	Max 7 (min 5)	12	2004 or younger	Size 5	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes
<b>Under 16</b>	Max 7 (min 5)	12	2003 or younger	Size 5	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes
<b>Under 18</b>	Max 7 (min 5)	12	2001 or younger	Size 5	1/2 Pitch	5 x 2 m	40 minutes (20 minutes)	Max 5 minutes

\* Game duration subject to change depended on final team numbers