



FOOTBALL (SOCCER) – DIV 2

VENUE: SERVICE FM, GEPPS CROSS

RULES & REGULATIONS:

Normal Football (soccer) rules apply with some modifications; please see below.

1. SCORERS & GAME TIMES

- 1.1. Each team will need to supply a scorer that is not a coach or player.
- 1.2. Both scorers will need to:
 - 1.2.1. Sit at the scorer's desk, fill out **ONE** score sheet and operate a scoreboard.
 - 1.2.2. Circle the first goal that is scored on the score sheet.
 - 1.2.3. confirm the scores at full time with the umpires and coaches.
 - 1.2.4. Score sheets will need to be signed by each coach and brought to the SACSA Desk promptly.
 - 1.2.5. **PRE-FILLED Score sheets** will be available on court benches.
 - 1.2.6. Please **fill in the information needed for each game** e.g., player's names and numbers prior to the start.
- 1.3. A siren will be at each interval.
- 1.4. Once the siren has sounded for the end of the match, the referee will blow their whistle once the current phase of play is over.
- 1.5. Total allocated match time 20 mins.
- 1.6. Game time - 2 x 8-minute halves with a 2 minute halftime and warm up period.

2. PLAYING GROUND

- 2.1. The dimensions of the pitch will be approx. - W 45m x L 65m.
- 2.2. Goals will be 5m x 2m.
- 2.3. Penalty area - Depth: 10m / Width: 20m - Penalty Spot 10m from goal line, edge of the box.
- 2.4. Interchange area will be marked with blue cones either side of the halfway line.

3. THE BALL

- 3.1. A Size 5 Soccer ball.
- 3.2. SACSA Sports will supply all match balls.
- 3.3. Please make sure you bring no more than two warm up balls (named) for your team.

4. PRE GAME

- 4.1. **Home Team** on the score sheet shall: take the kick off
- 4.2. **Away Team** will decide which direction they will commence attacking towards
- 4.3. This needs to be checked and done prior to the beginning of each game.



5. THE TEAM

- 5.1. The team consist of a maximum of 7 players on field at any time and up to 5 reserves.
(12 players max).

6. PLAYERS NUMBERS AND GOALIES' EQUIPMENT:

- 6.1. Please ensure that all players remain in the same shirt number for the entire day so that players can be easily identified if behaviour issues occur.
- 6.2. It is compulsory for **All players** on the pitch to be wearing football boots and shin guards to ensure player safety.
- 6.3. The goalkeeper should be dressed in a way that makes them easily identifiable, separate from the other six players on their team.
- 6.4. The goalkeeper should also be outfitted with protective gloves.

7. TABLE POINTS:

- 7.1. 3 points for a Win, 2 points for a Draw, 1 point for a Loss.

8. FINALS PLACINGS

- 8.1. The **top two teams from each pool will progress to the Semi Finals** after the minor round matches. The other teams will play off for minor placings (cross over rounds).
- 8.2. Please check the Sportfix app for all updates. **Finals tab**
- 8.3. Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
- 8.3.1. The result of the match between the teams concerned.
 - 8.3.2. If still tied, placing's determined by the highest point percentage.
 - 8.3.3. If still tied, the team with the **least** number of goals scored against them.
 - 8.3.4. If still tied, the team with the **greatest** number of goals scored for them.
 - 8.3.5. If still tied, the team that scored first in the match between the teams concerned. If indicated by the scorers.

9. DRAWN MATCHES:

- 9.5 In the event of a drawn match during any minor rounds there will be NO extra time played.
- 9.6 In the event of a draw during **Semi Finals** and **Grand Finals**:
- 9.6.1 If the match ends in a draw, the teams will play,
2 x two-minute halves, with 1 minute half time.
 - 9.6.2 If the result is still undecided after extra time, penalties will decide the outcome.
 - 9.6.3 Penalties will be best of 5, then sudden death.
 - 9.6.4 Players not involved in the penalties need to be back behind the halfway line.



10. GENERAL RULES:

- 10.1. General match play and conduct will be in accordance with the Australian Football Federation and follow the traditional rules of soccer in terms of contact between players, playing the ball, and spirit of the game. For 7-a-side, there will be some modifications.

11. Modifications (7-a-side rules):

- 11.1. All teams must take the field with seven players, including the goalkeeper.
- 11.2. Unlimited interchanges will be allowed for all matches. These can be made from the centre line of the pitch. (Blue cones will mark the interchange areas)
- 11.3. The referee must approve all substitutions and can award an indirect free kick against any team that is deemed to be wasting time during substitutions. This also includes player injury.
- 11.4. Teams will line up on the same side of the pitch.
- 11.5. Coaches and players are not allowed past the marked interchange area of their half. This needs to stay clear for interchange and scorers.
- 11.6. Goalkeepers may also be substituted, but play will not be held up to accommodate this. i.e., play will continue even if the new goalkeeper is still changing gloves.
- 11.7. NO slide tackles allowed.
- 11.8. No offside
- 11.9. Defending players must be a minimum of 5m away from the ball for all free kicks, direct or indirect.
- 11.10. Throw-ins will be taken as indirect kick-ins from the sideline, and
- 11.11. Corners will be played as normal.

12. Direct free kicks:

- 12.1. Field players handling the ball (including goalkeeper if outside of the penalty area)
- 12.2. Inappropriate contact with a player (such as trips, use of excessive force, holding back players, etc), rough conduct, or conduct contrary to the spirit of the game (such as swearing, abuse of other players, or dissent towards the referee)
- 12.3. Penalty kicks are awarded for any of the above infractions inside of the goal area, and to be taken from the penalty spot **7m in front and centre of the goal line.**
- 12.1. A goal may be scored directly from a kick-off, which will be taken from half-way, with both teams positioned inside their own defensive half. Defending team must be a minimum of 5m away from the ball at kick-off and not in their attacking half before the kick-off is taken.
- 12.2. Corners will be played from the corner of the pitch and are direct free kicks.



13. Indirect free kicks:

- 13.1. Goalkeepers may not use their hands to handle the ball if it has been passed to them from a teammate (indirect free kick to be taken from the spot at which the infraction occurred).
- 13.2. Goalkeepers must release the ball within 6 seconds after making a save or taking a goal kick (indirect free kick to be taken from the spot at which the infraction occurred)
- 13.3. Goalkeepers can only dispose of the ball either by kicking from the ground **(No AFL style kicking)**, rolling or throwing to another player (first infraction will be a reminder to the goalkeeper as the ball is returned to them for a second attempt; any subsequent incident will result in an indirect free kick to be taken from the spot at which the infraction occurred)
- 13.4. Goalkeeper may take a Goal kick from anywhere along the edge or inside the Goal box.
- 13.5. Goalkeepers cannot kick the ball from a Goal kick over the halfway line without being touched by a player. An indirect free kick to be awarded **at the halfway line** to the opposing team if an infraction occurs.
- 13.6. If the referee determines that a team is deliberately wasting time during substitutions, clearing of the ball excessively out of bounds or player injury, an indirect free kick may be awarded at their discretion; generally, at the point of a reversal of possession, or in line with the penalty spot according to the context of the game.
- 13.7. Instead of a throw-in, an indirect free kick will be awarded from the appropriate spot on the sideline.

14. Additional considerations:

- 14.1. Serious foul play or misconduct will be punishable by being sent off for 5 minutes or more by the referee. A substitute player may be used to replace the offending player.
- 14.2. Further consequences may take place after the match. This will be at the discretion of the convenor, referee and SACSA Executive members.
- 14.3. Defenders and attackers are allowed inside the Goalkeepers box based on the movement of play.
- 14.4. All players must have exited the Goalkeepers box when the Goalkeeper is taking a Goal kick to recommence play.
- 14.5. The teams Goalkeeper must take the Goal kick.
- 14.6. The ball can be passed back to the Goalkeeper inside their Goal box during general play as an attacking opponent can apply pressure on them. The Goalkeeper can clear the ball by foot anywhere down the field over the halfway line on the full after a pass back.

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