

YEARS 3/4 - PRIMARY SOCCER CARNIVAL

(9-a-side)

Venue:

Barratt Reserve (West and East Ovals)

Military Road, West Beach.

General Information:

****IMPORTANT****

It is compulsory for each player to wear **shin pads and Soccer boots.**

They will not be allowed on the pitch if they do not wear boots or shin pads.

1. **Draws will be put on the SACSA Sports website and the Sportfix App** at least a week before the event. (fixtures will be available via the app during the day)
Please check two days prior to the event in case of draws changing. Any changes after this will be only available on the Sportfix App. (www.sacsasports.com.au/sports/soccer).

2. **Scorers & game times**

1. For the Years 3/4 there will be a ladder shown for the day and scores tallied, please check for updates on the sportsfix app.
 - o Referees provided on the day will score the game.
 - o A siren will be sounded at ½ time and at the end of game.

Please note:

Once the siren has sounded, the referee will blow their whistle once the current phase of play is over.

(Please note: game times are dependent on number of teams in draw. Please refer to run sheet for times)

2. The games will be two 11 minute halves with a two minute halftime and one minute between each game. Altogether 25 minutes.
 3. Please ensure your team is ready to go before the start of the game.
3. **All team coaches** must attend the coaches meeting at **8:30am**.
If this is not possible, please let the SACSA Executive Sports Coordinator know prior to the carnival.
Please sign in your school on arrival with the convenor.
 4. Please remind your students that they may not wear anything that will endanger themselves or any other players e.g. NO jewellery or adornments
 5. Schools will be responsible for their own general first aid needs, but an **employed First Aid Officer** will be present on the day to help with evaluation of injuries.

6. **Photographs** may be taken on the day during games. If you do not wish for a particular student to be photographed, please can you let the SACSA Sports Coordinator/convenor know prior to the event.
Team Photos are the school's responsibility.
7. **Lateness policy**
The penalty for being late is 1 goal every 2 minutes with a maximum score of 0-2.
8. **Blood policy will be enforced.**
Any student who has a blood injury must leave the court and have the wound covered before continuing in the game. A substitution must be made for immediate continuation of the game. Any clothing with blood on it must also be removed or cleaned. Time will not be stopped.
9. Senior students who have been trained and are experienced will be paid by SACSA Sports to umpire.
10. **Certificates**
 - All players will receive a certificate for participation which will be given to the representing teachers on the day.
11. **Spirit of the game**
 - Participation and sportsmanship is the key to this age group with **no results published**
 - Where necessary the team scoring the goal should retrieve the ball to the umpires.
 - At the end of the game all players and coaches should shake hands
This is a visual demonstration of the spirit in which the game is played.
 - We would also like for all teams to come together and pray in your last game before the start.
12. There will be a canteen with hot and cold food and drinks at the clubrooms on the Southern side of Barratt West. Please ensure that your teams have adequate water for the day.
13. Schools will need to bring their own shade shelters.
14. Presentations are at the end of the day. Teams are expected to stay until the conclusion of the day.
Please inform convenor or SACSA Executive Sports Coordinator if your school needs to leave early.

Team, results & draw Information:

- **PLAYING GROUND**

- The dimensions of the field is 45m x 30m.
- Goals will be 3m x 2m

- **THE BALL**

- Year 3/4 Boys and Girls - Size 4
- SACSA Sports will supply all match balls.
- Please make sure you bring no more than two warm up balls (named) for your team.

- **START OF THE GAME**

- The Home team on the **score sheet** shall: either choose kick-off or direction of play. This needs to be checked and done prior to the beginning of each game.

- **THE TEAM**

- Boys and Girls – 9-a-side - The team consist of a maximum of 9 players on field at any one time, and up to 3 reserves (**12 players max**).

- **Players Numbers**

- 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.

- **In the event of a draw** during the minor rounds there will be NO extra time played.

- **Extra Rounds**

- Teams will play an extra game after the minor rounds if time permits.
- Please check the sportfix app for all updates.

Modified Rules of the Game:

- Rules will be in accordance with the Australian Football Federation.

Any SACSA Modified or Highlighted rules are below.

- **Corners**

- A player from the attacking team places the ball from the point where the sideline meets the baseline. (the corner)
- Opponents must be at **least 5 metres** away from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- A goal may be scored directly from a corner kick.

- **Offside**

- There is no offside rule. Coaches should strongly discourage children from permanently standing in blatant offside positions. Especially in the Goalies penalty area.

- **Goal kicks**
 - Goal kick from anywhere within the penalty area.
 - Opponents need to remain at **least 10 metres** outside the penalty area until the ball is in play.
 - Referees should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area.
 - The ball is in play once it is kicked directly out of the penalty area.
- **Goal Keepers**
 - The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands and is allowed to either kick or drop kick from their hands.
 - An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.
- **Throw ins**
 - A Throw in will be awarded to the opposing team if kicked out of play along the sidelines.
 - Player will face the field of play, has part of each foot on the ground either on or behind the sideline, uses both hands and delivers the ball from behind and over his or her head.
 - The thrower must not touch the ball again until it has touched another player.
 - Opponents must be at **least 5 metres** away from the ball until it is in play.
 - The ball is in play once it enters the field of play.
 - A goal cannot be scored directly from a throw in.
- **Substitutions**
 - Teams will be permitted to utilise interchange (unlimited) substitutions.
 - Please ensure that substitutions take place in a break of play and referee must acknowledge the substitution is taking place.
- **Girl's Handball**
 - If the girls are deemed to be protecting their bodies, NO handball will be called.
- **Cautions**
 - There will be no yellow or red cards issues during the Carnival. If there is a serious incident (i.e. spiteful tackle, serious rough play, intentional foul, etc.) the player will be required to make a 'forced substitution,' whereby the coach must substitute the player.
 - It will be up to the referee's judgment whether the player may return in the same game.

If you have any further questions regarding the carnival, please use contact details below.

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Last updated 2025