

YEARS 5/6 - PRIMARY SOCCER CARNIVAL

Venue: Barratt Reserve (East and West 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.

Each team is also required to supply one linesman (including a flag) for each game.

1. **Draws will be put on the SACSA Sports website and the Sportfix App** at least a week before the event. (Results and ladders 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

- Referees provided on the day will score the game
- 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)

- The games will be two 8 minute halves with a two minute halftime and two minutes between each game. Altogether 20 minutes.
- 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 Field 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. Referees

- Paid umpires will be supplied by SACSA Sports from local clubs and senior students who have been trained and are experienced.
- Each team will be required to supply one linesman (including a flag) for each game.

10. Medallions & Trophies

- Players from the winning team (gold) and the runner-up team (silver) will receive medallions.
- Only 15 medallions (Boys) and 12 medallions (Girls) will be given out for each team.
- A championship trophy will be rewarded to the overall winners of each age group.

11. Spirit of the game

- 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**

- full size pitch for the Boys and Girls
- Goals will be 7m x 2m

- **THE BALL**

- Year 5/6 Girls – Size 4
- Year 5/6 Boys – Size 5
- 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.

Grand Finals will be determined by rock, paper, scissors.

- **THE TEAM**

- Girls & Boys – 11-a-side - The team consist of a maximum of 11 players on field at any one time, and up to 4 reserves (**15 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.

- **Table Points:** 3 points for a win, 2 points for a draw, 1 point for a loss.

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

- **Finals / Extra Rounds** - Teams will play a Final or Crossover game after the minor rounds if time permits. Please check the Sportfix app for all updates.

- **Crossover Draws:**

- **Teams will play a Semi-final or crossover game**, but only the top two teams from each pool will play off, in a cross-over format, for a spot in the Grand Final.
- Should two or more teams finish on equal points then the following method will be used to determine final positions in the order below:
 - I. **The result** of the match between the teams concerned (if a two or three - way tie).
 - II. If still tied or more than two teams tied, placing's determined by the **highest goal percentage** e.g. goals scored for / goals scored against x 100.
 - III. If still tied, the team with the least amount of points scored against them.
 - IV. If still tied, the team that scored first in the match between the teams concerned

- **In the event of a draw during Semi Finals:**
 - where the result of the game will make a difference to whether a team progresses to the next finals,
The team who placed higher in their group/pool will progress as the winner.
- **In the event of a draw during Grand Final:**
 - if the game ends in a draw, the teams will play 2x two minute halves.
 - If the result is still undecided, penalties will decide the outcome (Penalties best of 3, then sudden death.) this must be done quickly.
 - If teams are **deemed wasting time** either by the referee or convenor a penalty point will be awarded to the opposite team.

Modified Rules of the Game:

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

Any SACSA Modified or Highlighted rules are below.

- **Goal kicks**
 - Girls - Goal kicks to be taken from the edge of the 18-yard box. (or large box equivalent)
 - Boys - Goal kicks to be taken from halfway between the penalty spot and the edge of the 18-yard box. (or large box equivalent).
- **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.
- **Offside**
 - Offside will be used during competition.
- **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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