



FOOTBALL

RULES GOVERNING COMPETITION

REVISED AUGUST 2019





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

The international FIFA rules are used in football. Teachers are reminded of the following points for the Ryde Zone Inter-School competition.

1 Team composition

- 1.1 Girls: seven (7) players on the field from each team. Substitutions can be made at any break in play with unlimited substitutions.
- 1.2 Juniors: seven (7) players on the field from each team. Substitutions can be made at any break in play with unlimited substitutions.
- 1.3 Seniors: eleven (11) players on the field from each team. Substitutions can be made at any break in play with unlimited substitutions. A maximum of 14 players can be used during the course of a game.

2 Teams

- 2.1 Schools can provide Junior and Senior Boys teams and Junior and Senior Girls teams. Juniors may compete in the Seniors competition with the stipulation that they become ineligible for Juniors when they have played three or more games in the higher age group. Children are allowed to play only one official match each Friday.

3 Order of play

- 3.1 Order of play is for Girls, Junior boys to be followed by Senior boys.
Note the order of play can be changed on the day by mutual agreement.

4 Playing time

- 4.1 Juniors – 15 minutes per half
Seniors – 15 minutes per half
Girls - 15 minutes per half
Half time - 3 minutes

5 Starting time

- 5.1 Games should commence at 12.45pm



6 Referees

- 6.1 A teacher from each school is expected to referee half of each game unless negotiated otherwise. The home team teacher has the option of which half he/she will referee.

7 Results

- 7.1 Result should be entered by logging onto the PSSA web site at <http://www.pssa.net.au>.
- 7.2 Each school is to be responsible for checking the results.
- 7.3 Where a school disputes the results entered on the web site, the sports coordinator from the school should fax or email the sport's convener, indicating the round and score in dispute.
- 7.4 If no results are received the game is deemed a draw but no points will be allocated for the game.
- 7.5 Points during the competition will be awarded as follows:-

Win - 3 points
Draw - 2 points
Loss - 1 point
Forfeit - 0 points

8 Finals

- 8.1 Semi finals will be played by the top four teams in each grade, i.e. 1st vs 4th, 2nd vs 3rd. The winner of each semi-final will progress to the final.
- 8.2 Where two or more teams finish with the same points at the completion of all rounds, the convener will use a goal difference to rank the teams. The first 4 teams will move into the semi finals.
- 8.3 The winner of each semi-final will progress to the final.
- 8.4 During semi finals, in the event of wet weather or if the score is level at full time the team who finished higher on the ladder is declared the winner and will progress to the final.
- 8.5 During the finals, if the score is level at full time, an extra five (5) minutes each way should be played.
- 8.6 During the finals, in the event of a draw after extra time, joint winners will be declared.

9 Coaching

- 9.1 Coaching of teams in Football is not allowed during play. Coaching should be restricted to half time, and before and after the game.



10 Football size

- 10.1 Football shall be size four (4)

11 Uniforms

- 11.1 Players are to be in correct attire. Shin pads are compulsory. No watches or other forms of jewellery are to be worn.

12 Playing rules to be observed

- 12.1 A goal is scored when the whole of the ball is over the line. The same rule applies for a ball to be out of play, i.e. the ball must be completely over the lines.
- 12.2 Only goal keepers are allowed to handle the ball and only within their own penalty box. Goal keepers must also wear a different coloured shirt to that of their own team, and also of the opposition.
- 12.3 Corners are to be taken five metres in from the corner post in Juniors and Girls games, and taken from the corner post in Seniors.
- 12.4 Goal kicks are to be taken on an imaginary line half way between the goal box and the edge of the penalty box. Goal kicks to be taken inside the goal box for Seniors.
- 12.5 A free kick is given to the opposition for any player who handles the ball (except goal keepers), trips a player, or any rough play. If any of the above offences occur with the player's own penalty box, a direct penalty will be awarded on a spot 12 metres in front of the goal with only the goal keeper allowed as the defence.
- 12.6 After catching the ball, goalkeepers may take as many steps as they like provided they release the ball within six seconds. The goal keeper can not pick up any ball that has been passed back to them by the foot of a team mate. An indirect free kick will be awarded for this offence where the offence took place.
- 12.7 Offside Rule applies. This occurs when the player about to receive the ball has only the goal keeper (or no players) between him/her and the opposition goal line as the ball is kicked through by a team mate.
- 12.8 Throw-ins are to be taken from behind the line with both feet on the ground and the ball thrown from behind the head.
- 12.9 These are the major rules needed for Ryde Zone Football. Check FIFA laws for all other Football rules.



13 Field of play

- 13.1 Girls: play is conducted across the normal field, with the sidelines becoming the goal line. The half way line and the penalty box line become the sidelines. See diagram below.
- 13.2 Juniors: play is conducted across the normal field, with the sidelines becoming the goal line. The half way line and the penalty box line become the sidelines. See diagram below.
- 13.3 Senior: full field



14 General rules for 7-a-sided games

- 14.1 Teams will consist of two teams of seven players and two games will be played simultaneously on each half of the full sized field.
- 14.2 The small sided game will take place in one half of a full-sized football field.
- 14.3 The field will be between the 18 yard box and halfway line and indicate the out lines. The edge of the 18 yard box will indicate the penalty box for goalkeepers.
- 14.4 Cones will mark the out line by continuing the line of the 18 yard box.
- 14.5 The goal line will be the sidelines of the full sized field.
- 14.6 Goals will be marked with two agility poles five metres apart in the centre of the field.
- 14.7 Start of play and re-start after a goal – Pass forward to a team-mate from the middle of the half-way line. All players must be in their own half of the field of play.



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- Opponents must be at least 5m away from the ball until it is in play.
- 14.8 Ball crossing the touch line – Throw in. Opponents must be at least 5m away from the ball until it is in play.
- 14.9 Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 5m away from the ball until it is in play.
- 14.10 Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. The ball must be placed on the ground and kicked to restart play. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it leaves the penalty area.
- 14.11 Goalkeepers – The goalkeeper is allowed to handle the ball anywhere in the penalty area. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.
- 14.12 The ball is in play once it moves out of the penalty area.
- 14.13 Fouls and misconduct – Indirect free kicks are awarded for all acts of handball or fouls and misconduct with opponents at least 5m away from the ball. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.
- 14.14 Offside – There are off sides