



## 2017 | 10 Years – Telstra Skill Acquisition Program Metropolitan Rules

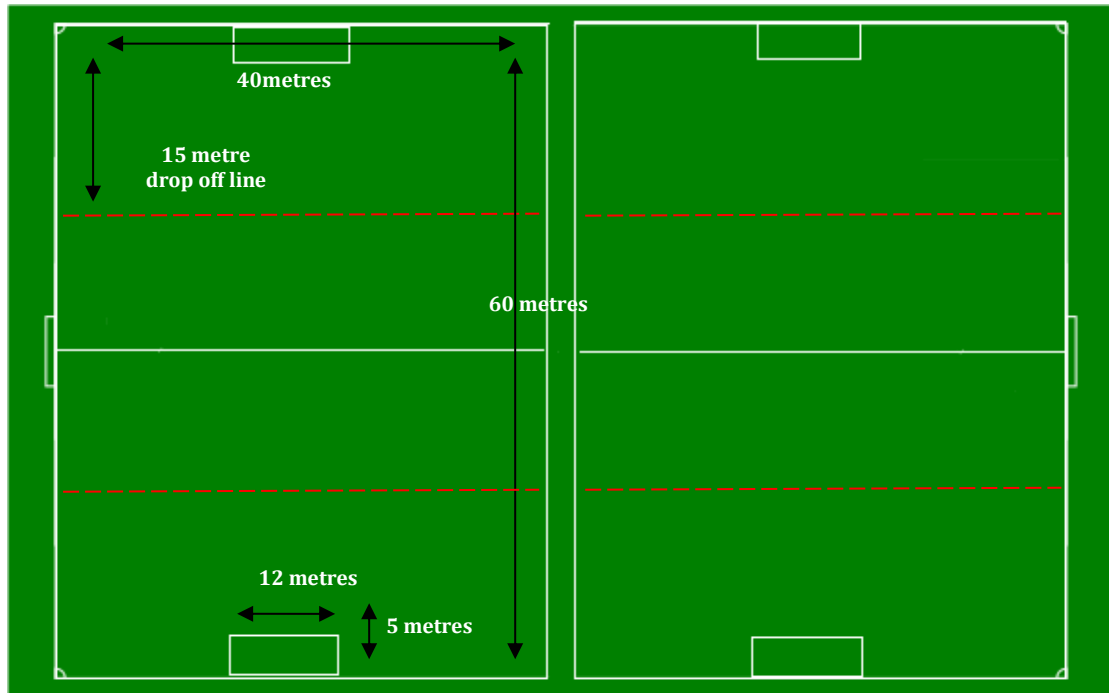


Diagram 1 – Telstra SAP Field Dimensions for 10 Years

FIFA/NNSWF regulations apply to all Telstra SAP competitions with the following rules implemented for the 10 Years Telstra SAP Competitions

## Field of Play

### 1. FIELD SIZE

60m x 40m

Marked with cones or lines

### 2. GOAL SIZE

5m x 2m

### 3. PENALTY AREA

12m x 5m

### 4. PENALTY KICK

There will be no penalty kicks in 10 Years Telstra SAP fixtures. Infringements inside the penalty area will be awarded as an indirect free kick which is to be taken outside the box.

### 5. GOAL KICK DROP OFF LINE



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A goal kick drop off line (dotted or coned) will be marked fifteen (15) metres from the goal line. The opposing team players are required to remain behind the drop off line when goal kicks are being taken.

### **6. PLAYING NUMBERS**

7 v 7

### **7. MATCH DURATION**

Games will start, stop, recommence and conclude by the use of a whistle/hooter. Teams which are not ready to start at the scheduled kick off time will result in loss of game time.

It is the responsibility of the Host Zone to provide an official to control the timing whistle/hooter.

Fixtures will be played over 2 equal periods of 20 minutes (5 minutes half time).

### **8. INTERCHANGE OF A PLAYER**

Unlimited interchange will apply.

### **9. INTERCHANGE OF PLAYERS BETWEEN SQUADS**

Players will be permitted to interchange between squads in the event of injury or player shortage.

### **10. OFFSIDE**

Blatant offside will be policed and result in a free kick to the opposing team.

### **11. MATCH BALLS**

A size four (4) match ball will be used for 10 Years fixtures. Match balls will be provided the Host Zone.

### **12. FREE KICKS**

All free kicks will be indirect.

### **13. FOUL THROW**

Player should be shown the correct way to throw in and given a second chance.

### **14. GAME LEADERS**



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The team listed as the home team on the official competition draw **MUST** provide a game leader to officiate the fixture.

Game Leaders must be present on the field of play during all fixtures.

The Game Leader should:

- Encourage all children to have fun;
- Ensure the correct number of players are on the field;
- Check all players are wearing shin guards;
- Ensure the opposing team is outside the drop off -line for all goal line restarts;
- Actively police blatant offside and,
- Ensure opposing players are 8m away from re-start and free kicks.

## Administration

### 1. NUMBER OF PLAYERS REGISTERED

Each team is restricted to a maximum number of ten (10) players. Players must be registered to the SAP Metro Competition only. No “Associate Players” will be eligible to participate.

### 2. COMPETITION POINTS

No points will be allocated or winners determined for the 10 Years Telstra SAP competition fixtures.

### 3. PLAYER REGISTRATION PROCESS

All players **MUST BE** registered through My Football Club and allocated to their respective team in FoxSportsPulse.

### 4. TEAM OFFICIAL REGISTRATION

All team officials must register through My Football Club.

### 5. WET WEATHER PROCEDURES



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In the event of any wet weather cancellations the following will apply:

- a. The Host Zone must notify the opposing teams;
- b. Postponed fixtures can be rescheduled at the discretion of the participating teams.

### **6. DISCIPLINARY**

Yellow and red cards will not be used to record player infringements. Players may be cautioned by the game leader and sent from the field of play for persistent or serious misconduct at the discretion of the game leader.

Team coach must mentor & deal with any players sent from field of play or commits persistent infringements.