



10 Years

FIFA / NNSWF Regulations apply to all SAP Gala Days with the following rules implemented for the 10 Years SAP Gala Days.

Field of Play

1. **Field Size**
60m x 40m

2. **Goal Size**
5m x 2m

3. **Penalty Box Area**
12m x 5m

4. **Goal Kick Drop Off Line**

A goal kick drop off line (dotted) 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.

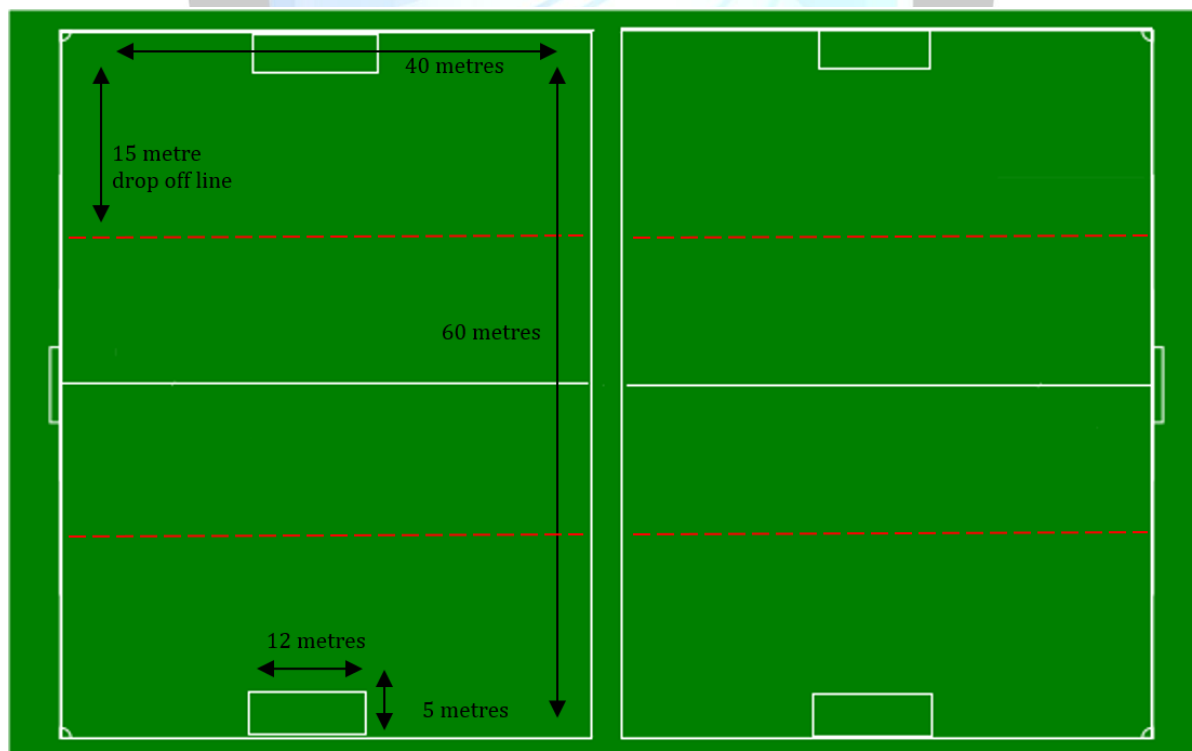


Diagram 1 – SAP Field Dimensions for 10 Years

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Playing Rules

1. Playing Numbers

7 v 7

Unlimited Interchange

2. Match Duration

Two equal periods of fifteen (15) minutes

Maximum five (5) minute half-time (*subject to Gala Day timing structure*)

3. Game Leaders

The team listed as the home team on the official 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 participants 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.

4. Match Balls

A size four (4) match ball will be used. Match balls are to be provided by the Host Zone.

5. Free Kicks

All free kicks will be awarded as indirect.

6. Offside

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

7. Foul Throws

Players should be shown the correct technique to throw the ball in and given a second chance in the event of a foul throw.

8. Penalty Kick

Infringements inside the penalty area will be awarded as an indirect free kick which is to be taken outside the penalty area.

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Administration

1. Number of Players Registered

Each team is restricted to a maximum of twelve (12) Players.

2. Team Lists

Each participating Zone must submit (to Host Zone) a team list naming all Players (including shirt numbers) for each squad at least one (1) hour prior to the commencement of the Gala Day.

Players will be permitted to interchange between squads at the discretion of Team Management.

3. Player Registration Process

All Players must have an active registration via MyFootballClub to the respective Zone Premier database Registration Package.

4. Team Official Registration Process

All Team Officials must have an active registration via MyFootballClub to the respective Zone Premier database Registration Package.

5. Colour Clash

In the event of a colour clash, the team listed as the away team on the official draw will be required to wear an alternate strip or bibs.

6. Wet Weather Procedures

In the event of any wet weather cancellations/amendments the Host Zone is responsible for notifying all participating teams of any fixture cancellations.

7. Disciplinary

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.

Players sent from the field of play must be reported to Gala Day management for further disciplinary consideration.