

# 2018



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## 10 Years | Telstra Skill Acquisition Program Country Rules

FIFA/NNSWF regulations apply to all Gala Day fixtures with the following rules implemented for the 10 Years Telstra SAP Country Gala Days.

### PLAYING RULES

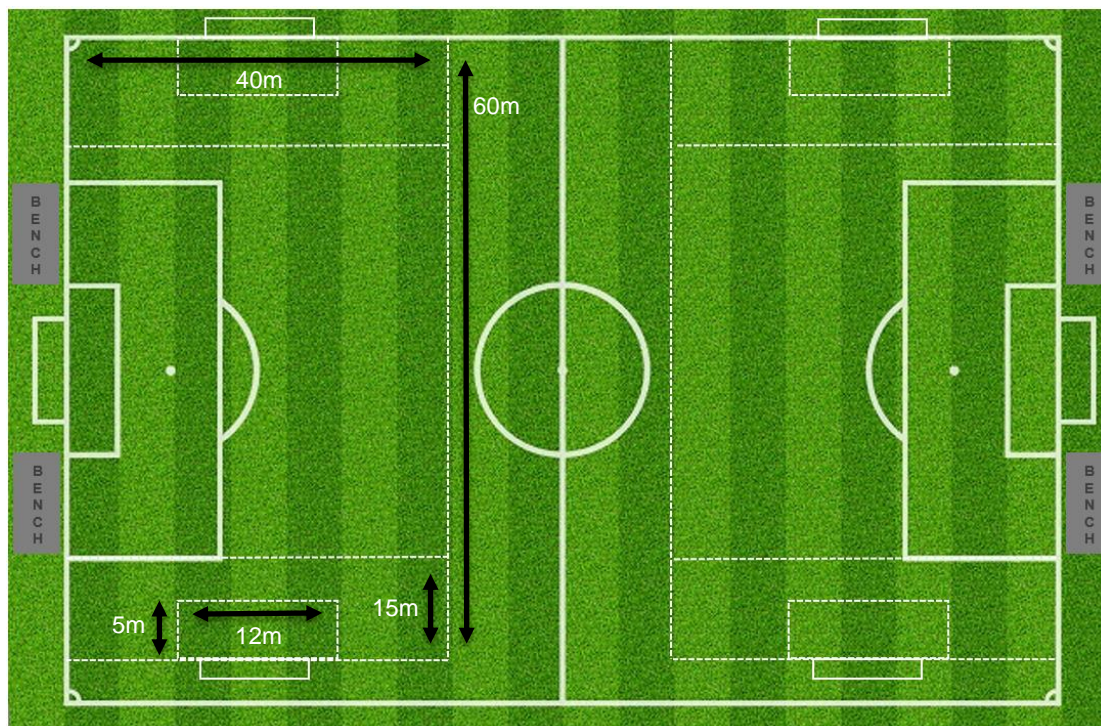


Figure 1

#### 1. FIELD SIZE

60m x 40m

Marked with cones or permanent lines.

#### 2. GOAL SIZE

5m x 2m; fixed posts, Bownets or portable goals must be secured appropriately.

#### 3. PENALTY AREA

12m x 5m

Marked with cones or permanent lines.

#### 4. GOAL KICK DROP OFF LINE

A goal kick drop off line (permanent broken line or touch-line marker) will be marked fifteen (15) metres from the each goal bi-line. All attacking players are required to remain behind the drop-off line when goal kicks are being taken until the defending team has taken a touch. The aforementioned rule is not applicable when goal keeper receives ball in general play.

#### 5. PENALTY KICK

No penalty kicks will be awarded. Infringements inside the penalty area will be awarded as an indirect free kick which is to be taken outside the box.

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### 6. PLAYING NUMBERS

Each team will be permitted to field a maximum of seven (7) players on the field of play at a time inclusive of a nominated goal keeper.

### 7. MATCH DURATION

Fixtures will be played over two (2) equal periods of fifteen (15) minutes (5 minutes half-time).

Subject to Gala Day structure. May vary throughout season. Refer to Gala Day Fixture Draw for applicable timings.

### 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 of reasonable quality will be used for fixtures. Match balls will be provided the Host Zone as nominated on the official fixture draw.

### 12. FREE KICKS

All free kicks will be awarded as indirect.

### 13. FOUL THROW

Players should be coached the correct method to throw the ball into play and provided assistance where necessary.

### 14. 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.

### 15. 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.

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### ADMINISTRATION

#### 1. NUMBER OF PLAYERS REGISTERED

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

#### 2. COMPETITION POINTS

No points will be allocated or winners determined.

#### 3. PLAYER REGISTRATION PROCESS

All players must be registered through MyFootballClub.

#### 4. TEAM OFFICIAL REGISTRATION PROCESS

All team officials must register through MyFootballClub.

#### 5. WET WEATHER PROCEDURES

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

5.1 The Host Zone must notify all 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.