

# 2018



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## 12 Years | Telstra Skill Acquisition Program Country Rules

FIFA/NNSWF regulations apply to all Gala Day fixtures with the following rules implemented for the 12 Years Telstra SAP Country Gala Days.

### PLAYING RULES

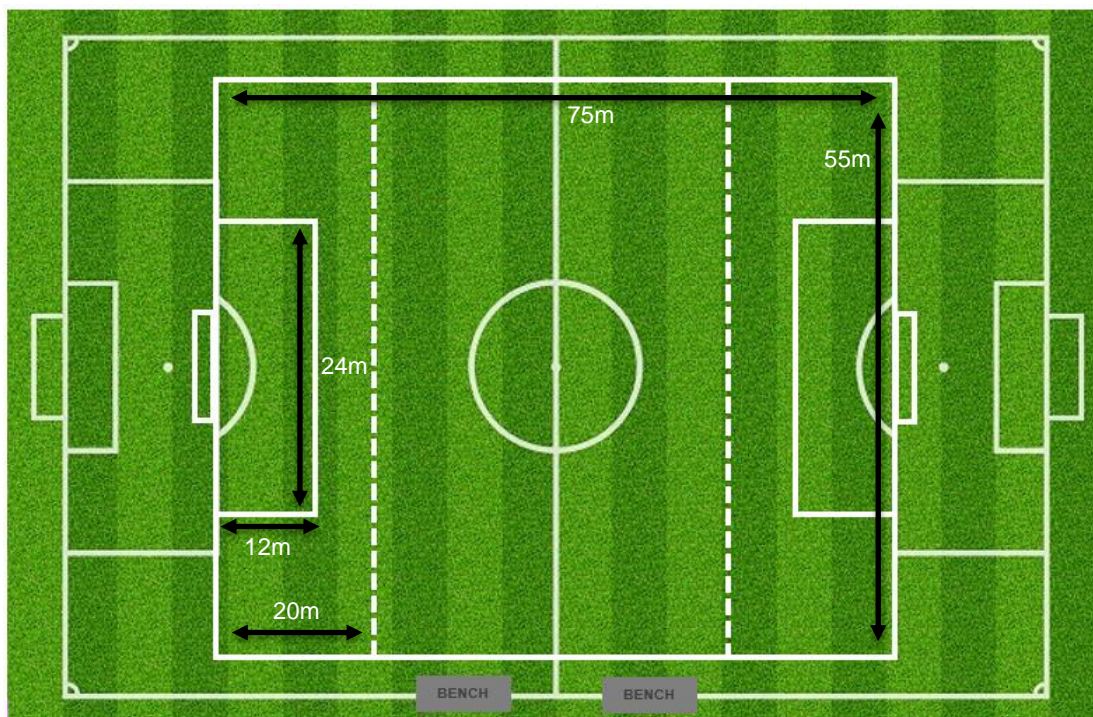


Figure 1

#### 1. FIELD SIZE

75m x 55m

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

24m x 12m

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 twenty (20) 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

A penalty kick will be taken for infringements inside the penalty area marked seven point five (7.5) metres from the goal line within the goal box.

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### 6. PLAYING NUMBERS

Each team will be permitted to field a maximum of nine (9) players on the field of play at a time inclusive of a nominated goal keeper.

### 7. MATCH DURATION

Fixtures will be played over two equal periods of 20 minutes (5 minute 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 from their registered Member Zone in the event of injury or player shortage.

### 10. OFFSIDE

Offside will apply for all fixtures.

### 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 direct or indirect in accordance with FIFA Laws of the Game.

### 13. MATCH OFFICIALS

Zone Branch Referees will be appointed to fixtures where available. Referees must be a registered NNSWF Match Official.

Coverage of Referee fees is the responsibility of the Host Zone to manage and invoice participating Zones evenly for each Gala Day.

In the event Match Officials are not appointed or aren't available the team listed as the home team on the official fixture draw will be required to provide a Game Leader to referee the fixture.

### 14. 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 fourteen (14) players.

#### 2. COMPETITION POINTS

No points will be allocated or winners determined.

#### 3. PLAYER REGISTRATION PROCESS

All players must register through MyFootballClub.

#### 4. TEAM OFFICIAL REGISTRATION

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 the opposing teams;
- 5.2. The Host Zone must notify the relevant Match Officials.

#### 6. DISCIPLINARY

Players may be cautioned and/or sent from the field of play for persistent or serious misconduct at the discretion of the Referee or Game Leader.

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