

**PREMIER CLUB
SKILL ACQUISITION PROGRAM
9 & 10 Years | RULES**



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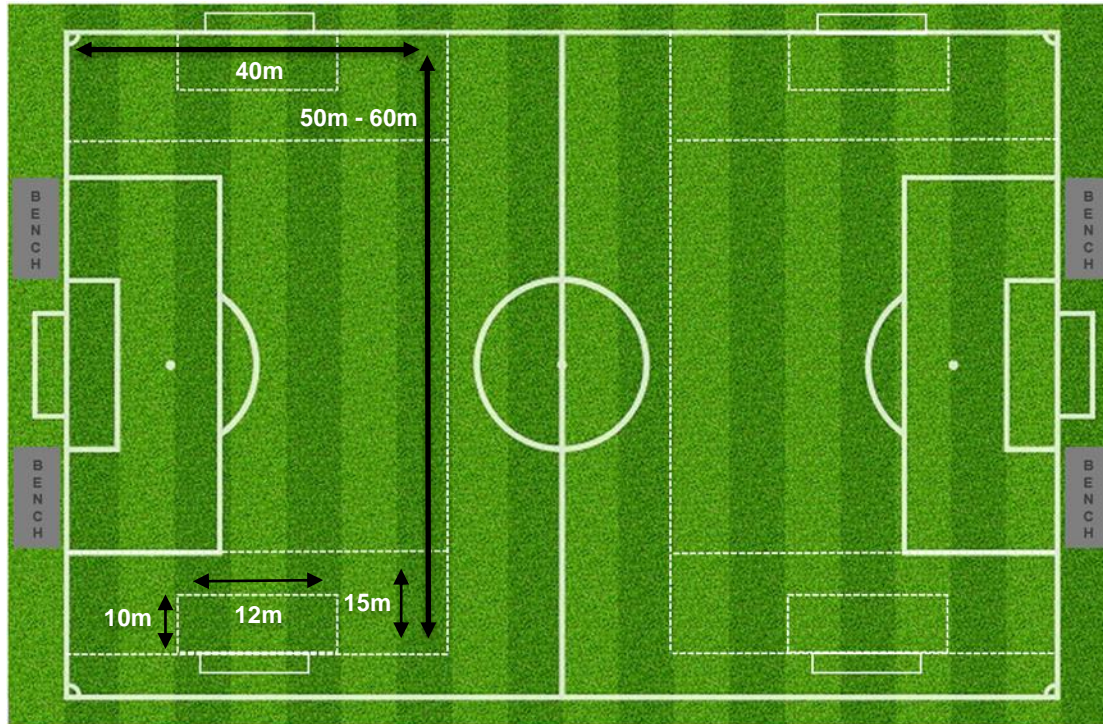
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1. FIELD OF PLAY

The following dimensions shall apply for each age group. The field of play is to be marked with either permanent line marking paint or outlined with marker cones.

1.1. DIMENSIONS

1.1.1. 9/10 YEARS DIMENSIONS



1.2. GOAL SIZE

5 metres x 2 metres Goals are to be used for all age groups. Portable goals or Bownets are permitted to be used provided they are secured appropriately.

1.3. GOAL KICK DROP OFF LINE

A Goal Kick Drop Off Line is to be marked on each field with either a permanent broken line marked with paint or with a marker on both touch lines. Measurements are to be applied as below:

1.3.1. 9/10 YEARS

15 metres from each goal bi-line.

1.4. PENALTY AREA

A Penalty Area is to be marked with either flat rubber cones or with permanent paint.

1.4.1. 9/10 YEARS

Perimeter: 12 metres x 5 metres

Penalty Mark: Not applicable

2. MATCH DURATION

The following match durations shall apply to each specified age group. Matches are to commence at the stipulated time on the fixture draw. In the event a team is late to a match no additional time shall be applied.

2.1. 9/10 YEARS

2 equal periods of 20 minutes with a 5-minute half-time.

3. PLAYING NUMBERS

The following playing numbers shall apply.

3.1. 9/10 YEARS

Each team will be permitted to field a maximum of 7 players on the field of play at a time inclusive of 1 Goal Keeper. A maximum of 5 interchange players are permitted for each team.

4. MATCH RULES

The following match rules shall be enforceable for all fixtures.

4.1. OFFSIDE

The following provisions shall apply:

4.1.1. 9/10 YEARS

Blatant offside shall be policed by the Game Leader and shall result in an indirect free kick being awarded to the non-offending team.

4.2. DIRECT FREE KICKS

Direct free kicks (including penalty kicks) shall not be awarded.

4.3. INDIRECT FREE KICKS

4.3.1. 9/10 YEARS

All free kicks shall be awarded as indirect. Infringements inside the penalty area shall be awarded as indirect with the free kick taken outside the penalty area.

4.4. GOAL KICK DROP OFF LINE

All attacking players are required to remain behind the drop-off line when goal kicks are being taken until the team taking the goal kick has taken a touch.

Not applicable when goal keeper receives ball in general play.

4.5. INTERCHANGE

Unlimited interchange shall apply to all matches.

5. REGISTRATION PROCESS

All participating Players and Team Officials must be registered and active in the National Registration System to be considered eligible to participate in accordance with NNSWF Premier Competition Regulations.

6. GAME LEADERS

A Game Leader must control each match. The team listed on the draw as the home team must provide a Game Leader.

6.1. 9/10 YEARS

The team listed as the home team on the official draw must provide a Game Leader to officiate the fixture. Game Leaders must always be present on the field of play during play.

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.

7. MATCH BALLS

The following provisions shall apply:

7.1. 9 YEARS

Size 3 match balls are to be used for all matches.

7.2. 10 YEARS

Size 4 match balls are to be used for all matches.

8. POINT SCORE METHOD

No results shall be officially recorded for any matches.

9. WEATHER PROCEDURES

In the event of any weather-related cancellations the Host Club must notify all opposing teams. The [NNSWF Hot Weather Policy](#) shall apply to all matches.

Postponed fixtures will not be rescheduled.

10. DISCIPLINARY MATTERS

The following provisions shall apply.

10.1. GENERAL MISCONDUCT

Game Leaders may caution players or dismiss players from the field for persistent or any misconduct. Team Officials are required to mentor and educate players who are cautioned or dismissed.

10.2. SERIOUS MISCONDUCT

Players or Team Officials guilty of serious misconduct are to be referred to NNSWF who can determine any sanction in accordance with National Disciplinary Regulations or the National Code of Conduct.

11. COLOUR CLASH

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

12. FIXTURE DRAWS

NNSWF shall supply fixture draws.

13. TEAM SHEETS

Team sheets are not required to be completed for matches.

OFFICIAL