



**PREMIER CLUB  
SKILL ACQUISITION PROGRAM  
9, 10 & 11 Years | RULES**





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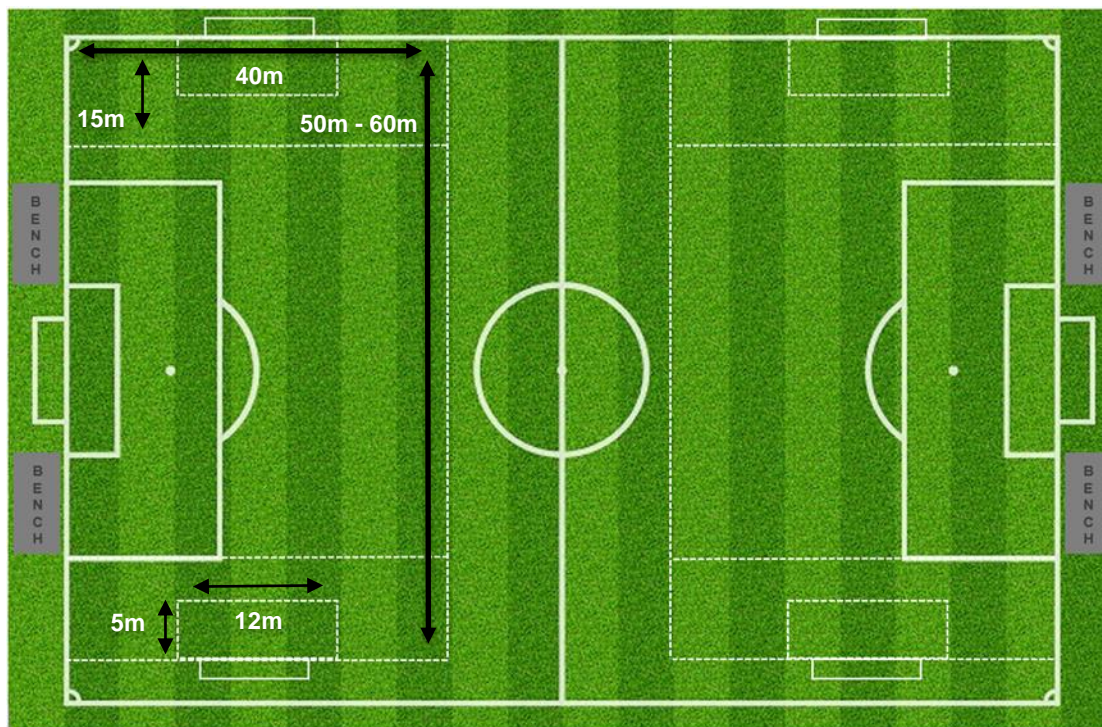
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## 1. FIELD OF PLAY

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.

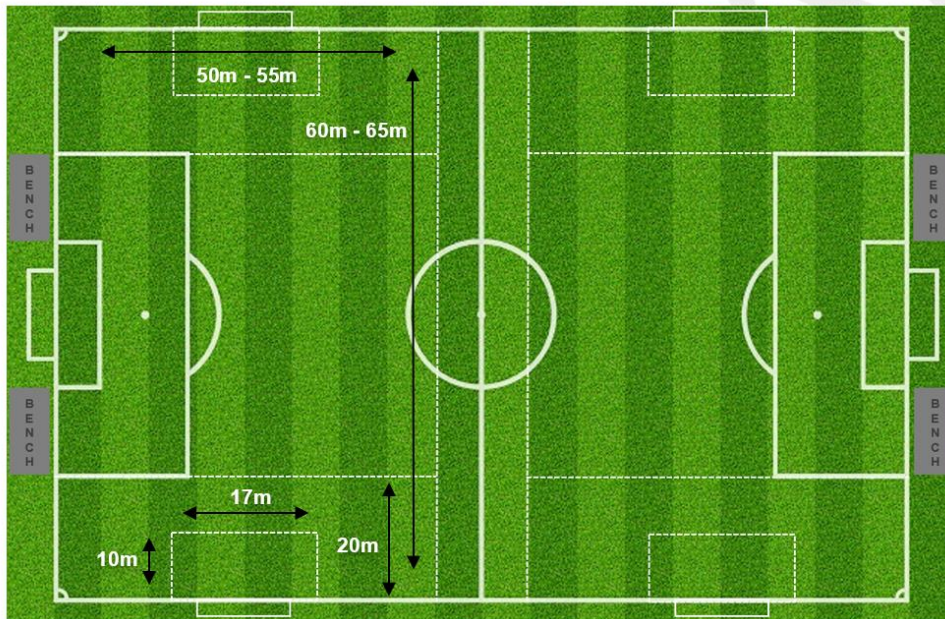
### 1.1. DIMENSIONS

#### 1.1.1. 9/10 YEARS DIMENSIONS





## 1.2. 11 YEARS DIMENSIONS



### 1.3. 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.

### 1.4. 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:

#### 1.4.1. 9/10 YEARS

15 metres from each goal bi-line.

#### 1.4.2. 11 YEARS

20 metres from each goal bi-line.

### 1.5. PENALTY AREA

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

#### 1.5.1. 9/10 YEARS

Perimeter: 12 metres x 5 metres

Penalty Mark: Not applicable

#### 1.5.2. 11 YEARS

Perimeter: 17 metres x 10 metres

Penalty Mark: 7.5 metres



## **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. 9/10/11 YEARS**

2 equal periods of 30 minutes with a maximum 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 Goalkeeper. A maximum of 5 interchange players are permitted for each team.

### **3.2. 11 YEARS**

Each team will be permitted to field a maximum of 9 players on the field of play at a time inclusive of 1 Goalkeeper. 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.

#### **4.1.2. 11 YEARS**

Offside shall apply.

### **4.2. DIRECT FREE KICKS**

#### **4.2.1. 9/10 YEARS**

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

#### **4.2.2. 11 YEARS**

Direct free kicks shall be awarded in accordance with FIFA Laws of the Game for 11 Years matches only.

### **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.



#### **4.3.2. 11 YEARS**

Indirect free kicks shall be awarded in accordance with FIFA Laws of the Game for 11 Years matches only.

#### **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 goalkeeper receives ball in general play.

#### **4.5. INTERCHANGE**

The following provisions shall apply:

##### **4.5.1. INTERCHANGE**

A Team is permitted to name a maximum of 5 interchange Players on the Team Sheet.

A Team will be permitted to utilise 2 interchange periods in each half;

- A Team's interchange periods can be used at the discretion of that Team;
- During these periods, Teams may make an unlimited number of interchanges;
- Teams may make an unlimited number of interchanges during the half-time period;
- In the event of an injury causing a Player to be unable to continue in the match, an Injury Interchange may be permitted, for the injured Player only, at the discretion of the Match Official which will not count toward the 2 interchange periods

The interchange rule will apply for the following competitions:

- 11 Years.
- 10 Years.
- 9 Years.

### **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. MATCH OFFICIALS / GAME LEADERS**

A Match Official or Game Leader must control each match. In the event a Match Official is not appointed to the match the team listed on the draw as the home team must provide a Game Leader.

#### **6.1. MATCH OFFICIALS**

Referees may be appointed to matches where available. Appointed Referees must be a registered NNSWF Match Official.

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



## 6.2. 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 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. 10/11 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 formally rescheduled by NNSWF.

## 10. DISCIPLINARY MATTERS

The following provisions shall apply in conjunction with NNSWF Premier Competition Regulation 37.

### 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 which will be made available via the SportsTG network portal.

## **13. MATCH RECORDS**

Clubs will be supplied with a template to record player participation in fixtures. It is the Clubs responsibility to record and maintain which players have participated in fixtures throughout the season. The Match Record may be requested by NNSWF to verify participation for insurance or other purposes.