



2021

**JUNIOR DEVELOPMENT LEAGUE
9s, 10s, 11s and 12 Years
GALA DAY RULES**





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OFFICIAL

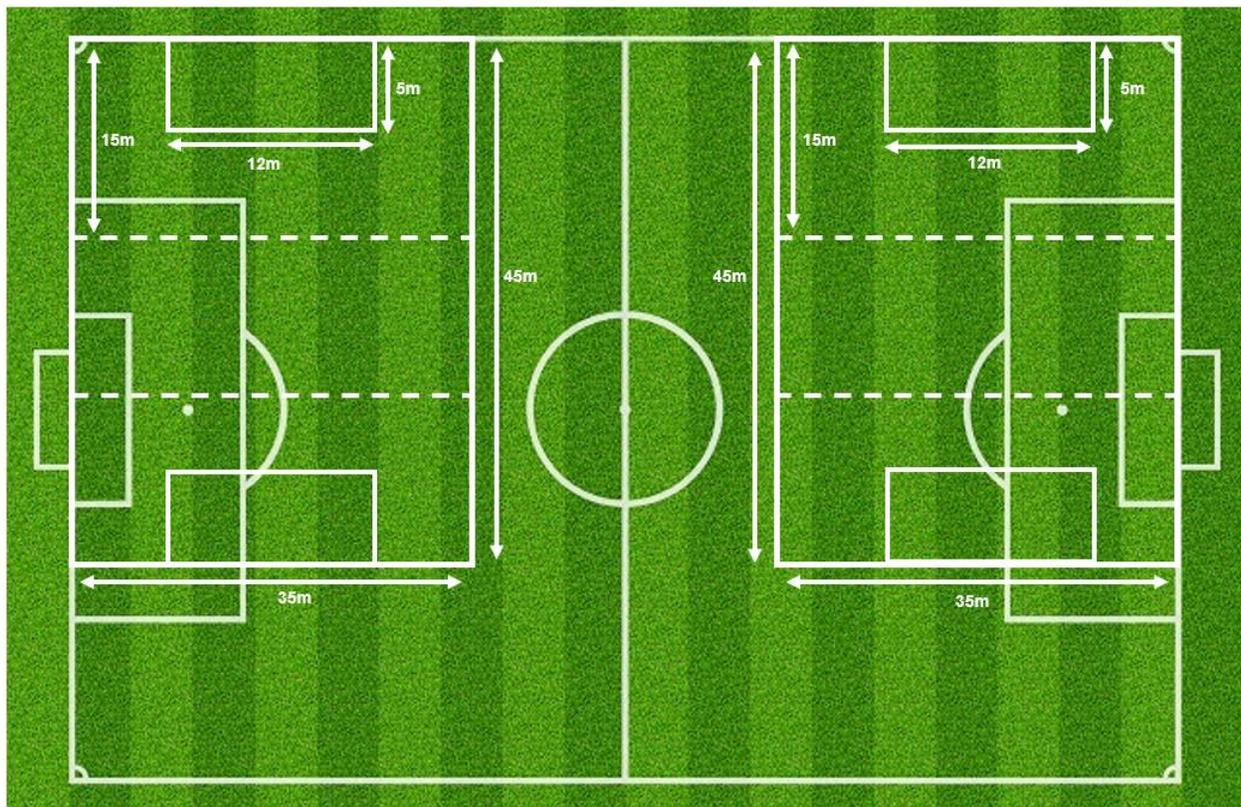


1. FIELD OF PLAY

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





Penalty Mark: Not applicable

1.5.2. 11/12 YEARS

Perimeter: 20 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 YEARS

2 equal periods of 20 minutes with a maximum 5-minute half-time unless otherwise stipulated for specific Gala Days.

2.2. 11/12 YEARS

2 equal periods of 25 minutes with a maximum 5-minute half-time unless otherwise stipulated for specific Gala Days.

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. 11/12 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.

3.3. BOYS V GIRLS MATCHES

Where Matches are scheduled between Boys and Girls Teams, the number of Players on the field shall be in accordance with the applicable Boys age group.

4. AGE RESTRICTIONS

A Player's age is determined by the age they turn during that calendar year.

Players are permitted to play up 2 years above their age.

Players must be born in 2013 or early to be considered eligible to participate.

5. MATCH RULES

The following match rules shall be enforceable for all fixtures.



5.1. OFFSIDE

The following provisions shall apply:

5.1.1. 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.

5.1.2. 11/12 YEARS

Offside shall apply.

5.2. DIRECT FREE KICKS

5.2.1. 9/10 YEARS

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

5.2.2. 11/12 YEARS

Direct free kicks shall be awarded in accordance with FIFA Laws of the Game for 11 and 12 Years matches only.

5.3. INDIRECT FREE KICKS

5.3.1. 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.

5.3.2. 11/12 YEARS

Indirect free kicks shall be awarded in accordance with FIFA Laws of the Game for 11 and 12 Years matches only.

5.4. 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.

5.5. INTERCHANGE

The following provisions shall apply:

5.5.1. INTERCHANGE

A Team is permitted to name a maximum of 5 interchange Players on the Team Sheet. Unlimited interchange shall apply throughout both halves and during the half-time interval.

The interchange rule will apply for the following competitions:

- 12 Years.
- 11 Years.
- 10 Years.



- 9 Years.

5.6. GOALKEEPERS

The goalkeeper is allowed to handle the ball anywhere in the penalty area.

To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.

The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

6. 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.

7. GAME LEADERS

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

7.1. GAME LEADER ROLE

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.

8. MATCH BALLS

The following provisions shall apply:

8.1. 9 YEARS

Size 3 match balls are to be used for all matches supplied by the home team.

8.2. 10/11/12 YEARS

Size 4 match balls are to be used for all matches supplied by the home team.

9. POINT SCORE METHOD

No results shall be officially recorded for any matches.



10. 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.

11. DISCIPLINARY MATTERS

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

11.1. 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.

11.2. 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.

12. 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.

13. FIXTURE DRAWS

NNSWF shall supply fixture draws which will be made available via the SportsTG network portal.

14. DUTY OFFICERS

Clubs / Zones are required to supply Duty Officers for each Match they participate in. Duty Officers must be supplied in accordance with Premier Competition Regulation 10.

15. 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.