



**2022**

# **JUNIOR DEVELOPMENT LEAGUE 9s, 10s, 11s and 12 Years | RULES**





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OFFICIAL

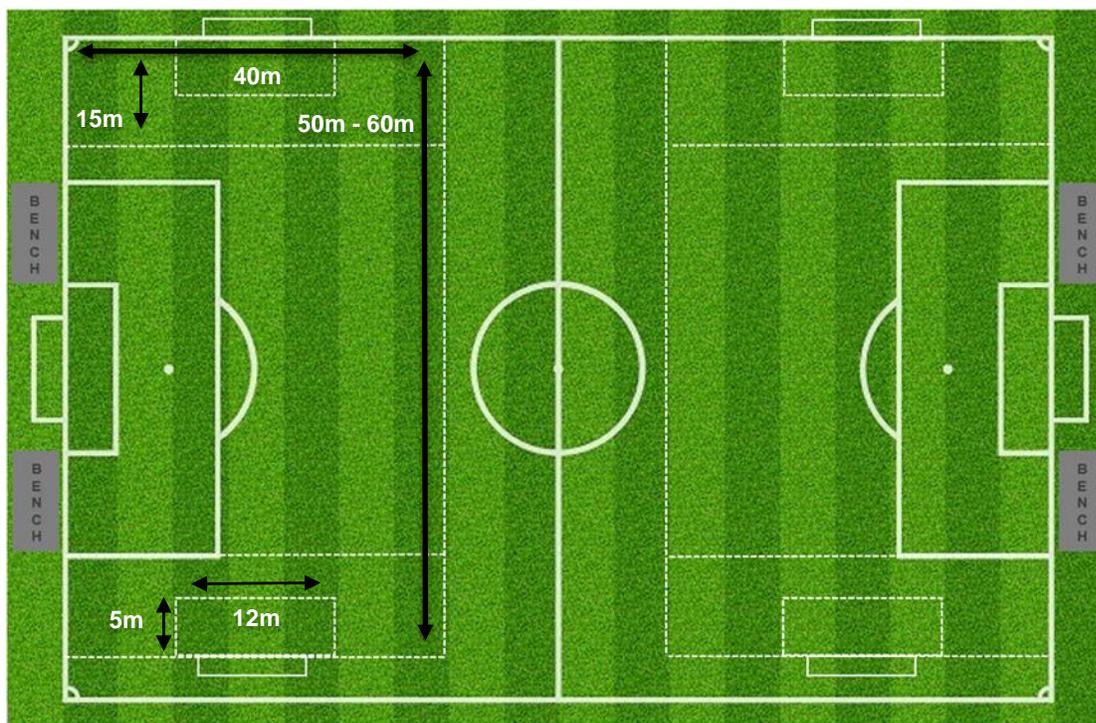


## 1. FIELD OF PLAY

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.

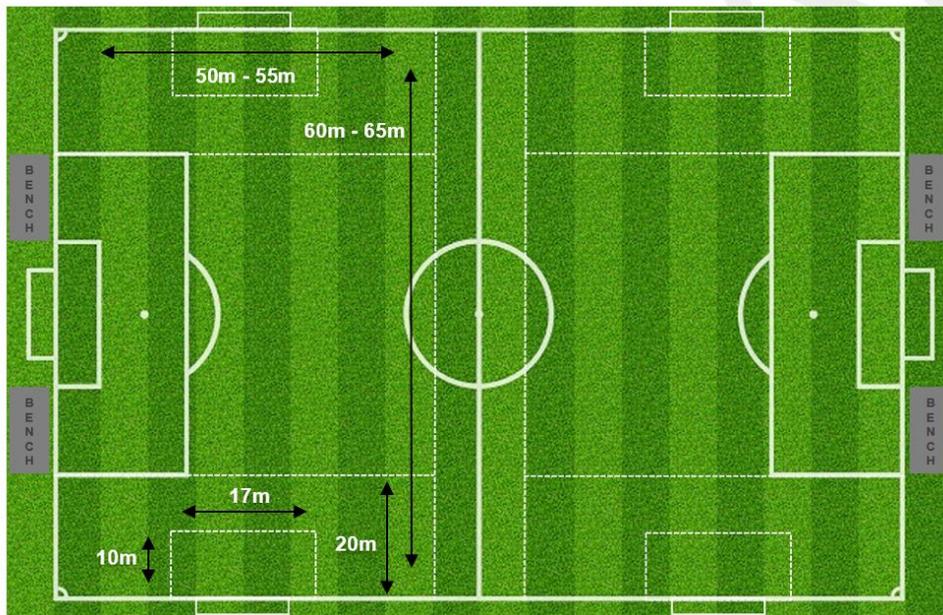
### 1.1. DIMENSIONS

#### 1.1.1. 9/10 YEARS DIMENSIONS





## 1.2. 11/12 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 line.

#### 1.4.2. 11/12 YEARS

20 metres from each goal 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. 11/12 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 YEARS

3 equal periods of 20 minutes with a maximum 2-minute break between each third.

### 2.2. 10/11/12 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. 11/12 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.

## 4. AGE RESTRICTIONS

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

Year Born	Age Group
2013, 2014	9 Years
2012	10 Years
2011	11 Years
2010	12 Years

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

## 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 or when the Goalkeeper handles the ball until the team in possession has taken a touch or the Goalkeeper releases the ball.

## **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. 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.

### **7.1. 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.

### **7.2. 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.

## **8. MATCH BALLS**

The following provisions shall apply:

### **8.1. 9 YEARS**

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

### **8.2. 10/11/12 YEARS**

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

## **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 GameDay network portal.

## **14. DUTY OFFICERS**

Clubs 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.



## **PLAYING RULES (LMRFF JDL 5s)**

The following provisions will apply for LMRFF JDL 5s only:

- 9s and 10 Years → All teams must take the field with 5 players;
- 11s and 12 Years → All teams must take the field with 6 players;
- Each match will consist of 1 period of 20 minutes (no half-time interval);
- Unlimited interchange will be allowed for all matches;
- The team listed first on the fixture draw as the 'home team' must supply a Game Leader for each match;
- Kick offs will be taken from half way;
- No slide tackles;
- No offside;
- No throw ins;
- No corners;
- If the ball hits any part of the net behind the goalkeeper off a shot, keeper save or deflection, the ball automatically goes to the goalkeeper for a restart;
- Goalkeepers can pass the ball out with their feet or throw it out with their hands;
- Goalkeepers may not pick the ball up if it has been passed to them from a team mate;
- Goalkeepers cannot kick the ball out of their hands;
- Goalkeepers must release the ball within 6 seconds;
- If a team kicks the ball out of the pitch, the match will be a restart with the goalkeeper of the opposing team;
- No pushing or grinding into the rebound boards;
- Serious foul play will be punishable by yellow and red cards.