



SPORTS ASSOCIATION

for Adelaide Schools

SAAS 1st XI Soccer League

Competition Rules

With approval from



Rules and Regulations

1. Rules of Play

- a. FIFA rules apply unless amended as specified in this document.
- b. Competition Code of Conduct will be applied to players, coaches, and spectators.

2. Fixtures

- a. Wednesday nights, with games commencing between 4:00 and 4:15. A full fixture list will be provided to all competing schools. Fixtures are accessible by everyone through the SAAS Website.
- b. For any unforeseen circumstances, please see following sections: Alternate Match Scheduling and Inclement Weather or Unexpected Termination of Play.

3. Fields

- a. Fields are in the North, East, South and West of Adelaide, with travel time being considered, where possible, in the fixture process.
- b. For unforeseen circumstances regarding match rescheduling or weather cancellation, an alternate venue for the match to be played is allowed – with consent from both teams and permission from the league coordinator.

4. Round Information

- a. Please refer to the website for all fixtures.
- b. An email will be sent to both schools if there is an ineligible player for that match.

5. Coaching Expectations

- a. Coaches are required to abide by FIFA rules and set an example for their team.
- b. Coaches/ Sports coordinators are required to confirm the match report to the league coordinator via email by Friday 12.00pm.
- c. Coaches/ Sports coordinators are required to maintain contact with the league coordinator via email to ensure all updates are received.

6. Referees

- a) FSA licensed referees will be responsible for officiating the league matches.

7. Duration of Matches

- a. The SAAS Messenger 1st XI Soccer League matches will be:
 - i. Two (2) halves of 40 minutes each
 - ii. Halftime break length will be 5 minutes (No Changerooms)
 - iii. Additional/Amended time is at the referee's discretion.
- b. It is understood that travel constraints may affect kick off time. Should this happen, the referee will have permission to shorten break time, or the duration of halves as required.
- c. During the Semi Finals games and Grand Finals, a result must be achieved. Due to time constraints with pitches Semi Finals matches will go straight to penalty shootout.
The Grand Final will play Extra time (10 minutes each way) and if scores still level will then proceed to penalty shootout to confirm the result.

8. Score Reporting

- a. **Three (3) points** will be awarded for a win.
- b. **One (1) point** will be awarded for a draw.
- c. **Zero (0) point** will be awarded for a loss.
- d. **Forfeit will be a 5-0 win** for the receiving team.
- e. *One (1) point will be awarded to teams scheduled to play in a round that is scratched due to weather – with no goals for/goals against (team allocated the bye receives no points).
- f. The full name(s) of the goal scorer(s) must be recorded in addition to player number to ensure player database accuracy.
- g. Coaches are required to record match score and their teams goal scorer(s) as a backup to referee match report (In addition, coaches are required to record yellow and red card(s) to ensure player database accuracy).
- h. A member from each team is required to enter results into the Google Doc https://docs.google.com/spreadsheets/d/1jIT9alcqcoUG_smOrSfFfjH8WwoySw_JzwjZJwc-rtE/edit#gid=0 or email each of the following sheets – **Referee Summary sheet (1st listed team responsible)** once completed by the referee, **Game Information Sheet (Division 1 – Team of the Year Information)**, **Match Sheet**. This must be submitted to the league coordinator via email – leo.panzarino@saas.asn.au by Friday 12.00pm.

9. League Structure

- a. The league will consist of Division 1 and two Division 2 conferences: North/East and South/West
- b. Division 1 each team will play against each other once.
- c. Once all the games have been played in Division 1 and Division 2 in each conference, teams will progress into a 'Division 1' finals series and a 'Division 2' finals series.
- d. The top 4 from each conference will progress to Final - Division 1 and Division 2 North/East plus South/West.
- e. Division 2 Finals will be a Semi Final cross-over and cross over round for all teams that do not qualify – 'knock-out' format. (e.g., 1st N/E vs 4th S/W, 2nd N/E vs 3rd S/W with winners progressing to the Grand final).
- f. The two winning semifinalists from each Division will play off in the Grand Final to decide the winner of Division 1 and Division 2.
- g. If a knockout round (or inter-col, inter-school) coincides with a SAAS league fixture of the same two teams, the SAAS match can also be used as host to that competition match to provide continued access to players.
- h. Two Division 1 SAAS teams will qualify for the State Knockout.
- i. The Division 1 school that finishes top of the minor round ladder will automatically qualify for the State Knockout. The other side will be the next team to finish in the highest position.

10. Tie Breaking in League Placings

- a. Should there be multiple teams on equal points, the following steps will be enacted:
- b. positions will be determined by points, should two, or more, teams occupy the same number of points then,
- c. the first tie break will be the best goal difference; if equal goal difference, then,
- d. the second tie break will be most goals scored; if equal goals scored then,
- e. the third tie break will be least red cards; if equal red cards, then,
- f. the fourth tie break will be least yellow cards; if equal yellow cards, then,
- g. the fifth tie break will be five (5) penalty kicks between the teams until a winner is determined.

11. Match Day Requirements and Pre-Match Check in

- a. At venues where ground set up is required: Each team is responsible for set up and take down of their half for net and corner flags. The nets and flags will be stored in the club rooms.
- b. A team list needs to be handed to the referee at least 15 minutes prior to kickoff.
- c. The home team is responsible for supplying 2 official league match balls.
- d. Each team is responsible for ensuring players are correctly numbered according to their jersey number. This is required for record keeping (disciplinary, goals scored, Best on Ground votes).
- e. Each team must be correctly outfitted with the appropriate football equipment (boots, correct coloured socks, correct coloured shorts, correct coloured and numbered shirt where possible, appropriate shin guards).
- f. Each team is required to nominate 1 Ground Steward to ensure their sideline acts within respect to the school and football code.
- g. Each team must also provide a linesperson for their defensive half.
- h. Each team is responsible for cleaning their sideline when match has concluded.

12. Forfeitures

- a. For the integrity of the competition, forfeits are strongly discouraged. It is expected that schools will field a team no matter the quality of players they have available for match day.
- b. If a forfeit does occur, then the opposition team will be awarded a 5-0 win.
- c. A monetary fine will also be incurred by the forfeiting team – As per the SAAS constitution.

13. Substitutions

- a. The substitutions rule is unlimited substitutions or 'interchange'. All substitutions must be made at halfway and at referee permission.
- b. Except for finals where a maximum of **16 per team**.
- c. At match commencement, all substitutions must be wearing a 'bib' to distinguish from field players.

14. Injury

- a. The match will be stopped at the referee's discretion.
- b. Each school is required to have someone present who holds a current first aid certificate, i.e., teacher/ coach, to attend to player injuries.
- c. The referee has permission to add-on any additional time required as per FIFA rules.

15. Ejections / Disciplinary Actions

- a. A red card results in the team removing that player from the field without replacement.
- b. The player may remain on sideline (due to duty of care by coach). The Ground Steward must ensure the player(s) remain supervised.
- c. A straight red card results in a 1 match automatic ban.
- d. A straight red card because of serious violent physical contact (striking another player) will result in an incident report to the school and a review of the incident for suspension length.
- e. A red card because of 2 yellow cards results in a 1 match automatic ban.
- f. If **4 yellow cards** are accumulated, the player is ineligible for next league match.
- g. Yellow card accumulation is not applicable in the final's series.
- h. Should a round be cancelled due to unforeseen circumstances, including inclement weather, any player suspended for that round will be considered to have served their suspension.
- i. A weekly email detailing accumulated cards will be issued to the schools following each round.
- j. Suspensions from other FSA or other School Boy competitions are applicable to the SAAS 1st XI Soccer League. Cross-Sanctions between the FSA and SAAS will be enforced.
- k. SWEARING is not acceptable, and players may be presented with disciplinary action at the discretion of the game official.

16. Alternative Match Scheduling

- a. The alternative scheduling of matches is an option, but must be approved through the SAAS office, events such as school events and Inter-col events, etc.
- b. If a match is rescheduled and the pitch is deemed unplayable, then the draw will be awarded.
- c. If teams wish to renegotiate a match day, they must do so with the consultation and approval of the league coordinator.
- d. The same match day process will apply at an alternate venue (complete with a proper sized field, line markings, nets, and corner flags) agreed by both teams and approved by the league coordinator.
- e. The match report card is also required to be completed as normal.

17. Inclement Weather or Unexpected Termination of Play

- a. The school code of weather will be applied in all applicable situations.
- b. If the weather is deemed extreme, the decision will be made by the league coordinator, ground facilitator to cancel that round.
- c. The round will be cancelled and will not be replayed – 1 point (with no goals for/goals against) will be allocated to all teams scheduled to play, with the team allocated the bye remaining unaffected.
- d. Should a round be cancelled due to unforeseen circumstances, any player suspended for that round will be considered to have served their suspension.
- e. The final decision will be made on the Wednesday approximately by 1.30pm, unless the weather becomes more extreme after this time.
- f. Please view the website/Whatsapp Group for updates regarding cancellations, an email will also be sent to all schools.

18. Disputes

- a. Any match disputes should be reported to the league coordinator at the conclusion of the match. The league coordinator will take a statement from both parties concerned and will review the case.
- b. Any record keeping mistakes (player data: goals scored, yellow cards, red cards) must be presented with evidence to the league coordinator for review.
- c. Decision of the review panel is final and cannot be disputed.

19. Awards

- a. The Grand Final match is encouraged to be supported by all teams involved in the competition.
- b. At the completion of the Grand Final match each team will be presented with their respective awards.
- c. An awards ceremony will take place after the completion of the tournament. This will include: The Golden Boot Award, League Best and Fairest, and the Team of the Year.

20. Promotion/Relegation

- a. The side that finishes in last place of Division 1 will be relegated to Division 2, Unless the side that has won promotion declines this opportunity and wishes to remain in Division 2. If this is the case the Division 1 team that was up for relegation can remain in the Division 1 competition.
- b. The Division 1 team that finishes top (Minor Premiers) will win an automatic position to compete in the School Sport State Championship.



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Required to be completed and Submitted to SAAS for both Division 1 and Division 2

GAME DAY

1. Team Sheet – Provided to the Referee by both teams before the start of **Play**.
2. **Team listed 1st** (Home Team) is required to present and collect the referee sheet. This is to be sent to SAAS via email – leo.panzarino@saas.asn.au
 - *Referee Sheet – 3-2-1 Votes
 - *Red Card / Yellow Cards
 - *Goal ScorersThis is the games official sheet and a must.

POST GAME

1. Game Results, Information and Coaches VOTES for his team's Best 3 players are required to be submitted to SAAS via a google doc
https://docs.google.com/spreadsheets/d/1jIT9alcqcoUG_smOrSfFfjH8WwoySw_JzwjZJwc-rtE/edit#gid=0
2. If coaches can post score updates on the SAAS Whatapp page – it will help communicate and share current game results for the competition to follow.
3. Game report for Gordon Armstrong (SAAS Media Provider). He will complete a game report for the SAAS Social FB Page – A template has been provided.

This is a positive way to promote the sport in your school and for your team. gordomim@bigpond.com

Many Thanks in advance for all your help with 1st XI SAAS Soccer
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