



## Competition Rules – SOCCER

### 1. TEAM ENTRY

1.1 There are four divisions.

- **Premier League** (Senior School – Years 7-12)
- **Div 1** (Senior School – Years 7-12)
- **Div 2** (Middle School – Years 7-9)
- **Div 3** (Years 7 and 8)

The shield grades are Premier League and Division 1.

1.2 If a School has 2 or more teams, 1 of these must be in the Premier League. The remainder of their teams they can enter where they believe they best fit.

1.3 If a School has only 1 team, they can enter where they believe they best fit. They will however be ineligible for the Senior B (Div 1) trophy if they do not have a Premier League team.

1.4 Teams are to consist of 11 players on the field with up to 5 substitutes.

1.5 A team must have 8 players to avoid a forfeit. If a forfeit is necessary, schools may decide to have a 'scratch match'.

1.6 Eligibility for a finals match: If half the player(s) matches have been played in any given grade, they can play in a Final in that grade (as confirmation, if a player plays 50% of their matches in A grade and 50% in B grade, they would be eligible for finals in either grade) – whilst this is not monitored, it is an expectation that the schools follow this rule in the spirit of the competition.

1.7 Schools need to provide 1 field for every 2 teams entered in the competition.

### 2. REFEREEING

2.1 The first named school is to provide one referee for their match.

2.2 In Premier League grade only, schools are required to provide a line judge each.

### 3. MATCH RULES

3.1 Rules are in accordance with the current rules of the South Australian Soccer Association. [IFAB LINK](#)

3.2 New rule inclusions from 2020 season onwards:

- Kick-off can go in any direction. Does not necessarily need to go forward.
- For a goal-kick, defenders are now able to be inside the 18-yard box. Forwards must still be outside until after the kick has occurred.

3.3 Matches are played Wednesday afternoons.

3.4 Games start at 4.10pm.

3.5 Teams play 25-minute halves with a 5-minute half-time break.

3.6 Games must be completed by 5.15pm. If teams are late to arrive due to transport distances, then both halves will be reduced equally in time unless the finishing time can be extended by mutual agreement. Coaches should negotiate time before the start of matches.

3.7 Choice of ends and the kick-off shall be determined by the toss of a coin.

## 4. RESULTS

4.1 A drawn match is allowed (unless a finals game).

### 4.2 Incomplete matches.

4.2.1 If a match is unable to commence for reasons beyond the control of either team, the result will be a draw, with 0-goal differential.

4.2.2 If a match has commenced, and a minimum of **75%** of the match (37.5 minutes) has been played, and the match is subsequently abandoned at any time after, then the result at time of interruption will be deemed the final score of the match.

4.2.3 If the match is abandoned with less than **75%** match time played, then the result will be a draw with 0-goal differential.

4.2 All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA website, each and every Wednesday morning.

4.3 For IGSSA Premiership tables, three points will be awarded for a win, one for a draw and zero for a loss. The maximum win tally that will be registered is 8 goals. If teams win (or lose by more than that, it will be just the 8-goal margin registered). In the event of a bye, the team drawn to have a bye will be awarded three points. In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning margin. The offending team will be awarded zero points and the maximum losing margin.

4.4 Shield points will be given for the first complete round in the Premier League and Division 1.

4.5 A 1 v 2 Final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades. The winner of the 1 v 2 Final will be awarded the shield.

4.5.1 Finalists will be determined by total points initially (i.e., win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

4.5.2 If a finals match is tied at the end of full time, then:

- 2 x 5mins, then penalties (5 in total) if still tied.

4.5.3 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- Head-to-Head – Calculate the premiership points for games played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
- Score Differential – Calculate the score differential for all games played. The team with the

greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:

- iii. The shield will be shared between all teams on tied points.

## 5. EQUIPMENT

5.1 Each school is to provide a match quality ball and first aid kit.

5.2 Shin guards are compulsory for all players.

5.3 Goalkeepers must wear a different coloured shirt from all other players.

5.4 Goalkeepers must wear gloves.