

**Southern Districts
Competition Rules 2022**

1 COMPETITION DEPARTMENT

1-1. The Competition Department shall be responsible for:

- A.** The compiling of all Association competitions and the administration of those competitions in accordance with the Association rules.
- B.** The official interpretation of the Competition Rules in consultation with the Board
- C.** Recording and publishing the results and where applicable maintaining the points score.

2 AGE GROUPS

2-1. To be eligible to play in an age limited competition in any year the player must attain that age in the current calendar year i.e.; January 1 to December 31.

3 POINTS

3-1. In premiership competitions shall be allocated as follows:

- A.** Win 3 points
- B.** Score Draw 1 point
- C.** Scoreless Draw 1 point
- D.** Win on forfeit 3 points

3-2. Any team awarded a forfeit shall be awarded 3 points and a 2 – 0 goal result recorded in that round of the relevant competition, the opposition team shall be similarly debited.

3-3. Where a team refuses, by word or conduct to take part in all or part of a match, that team shall be deemed to have forfeited that match.

3-4. A team claiming a forfeit must submit a Team Sheet containing at least seven (7) players who are present and eligible to play in the match, and, where an official referee is present, the official shall sign the Team Sheet in accordance with these rules. The Coach or Manager of the team forfeiting a match shall have the right to inspect the ID cards / ID Sheet of the opposition team and ensure that only the players present are named on the Team Sheet.

3-5. In the event that the result of a match is overturned and a forfeit awarded by the SDSFA Board or PD&JC for a breach of the rules, (notwithstanding rule 3-2) the non-offending team if having won the match by a greater result than 2-0 then the result of that match is to stand.

4 REGISTRATIONS, CLEARANCES AND TRANSFERS

4-1 All registrations and transfers must be in accordance with the By-laws.

5 ID CARDS / ID SHEETS / ELECTRONIC MATCHSHEET IDENTIFICATION

5-1. All games will be played under the ID Card / ID Sheet System. Only SDSFA Board approved ID cards with current photo player identification will be permitted. Using the Electronic Matchsheet to directly look up the players in the team is also permitted.

5-2. Opposing Team Managers are responsible for sighting of ID Cards / ID Sheets as specified in the By-laws, on the field of play ten (10) minutes prior to the commencement of the match.

5-3. If team ID cards / ID Sheets are not produced prior to commencement of a match then The referee will not commence the match. Once the identifications for bot teams has been checked the match can commence.

5-4. If any player or official who's identity is in question and needs to be checked but leaves the ground before it can be done so, the team will be stood down until the person is identified and the match that they were not identified for will have its result pending upon review of the PD&JC.

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In the case of the team officials not having their ID cards or ID Sheet on them on the day they can use the electronic matchsheet to check the identity of the players on the day

- 5-5. Any players not participating in a match must have a line drawn across their name on the team sheet at the conclusion of the match.
- 5-6 No alteration to a team sheet is permitted once the match has commenced, except in 5-5.

6 REFEREES

- 6-1. A referee shall be appointed by the S.D.S.R.I. for each match where possible.
- 6-2. Where an official referee, or a Competition Department appointed PTAR is not present five (5) minutes prior to the scheduled kick-off, the visiting team shall have first option of appointing an unofficial referee. Where the visiting team is unable to meet this requirement the home team shall then have the option of appointing a referee.
- 6-3. A team which refuses to accept the appointment of a referee in accordance with the above paragraph shall forfeit the match.
- 6-4. Failure to play the match due to the non appointment of a referee will result in neither team being awarded points.
- 6-5. Where a match is played under the control of a person who purports to be an APPOINTED referee, or an appointed PTAR, but who is not, the team which nominated person as a referee shall forfeit the match.
- 6-6. A referee appointed by the S.D.S.R.I., or a Competition Department appointed PTAR, to act as a referee at a match under the control of the Association, shall be entitled to a fee from each team in accordance with the table of fees.
- 6-7. Upon the conclusion of the match the referee shall complete such detail on the Electronic Team Sheet as is within their jurisdiction together with all other information as the Board may require and shall sign the Electronic Team Sheet in the appropriate place.

7 MATCH BALLS AND PLAYING FIELD SIZES

- 7-1. In competition matches the home team shall supply two match balls which comply with the laws of the game. In semi-finals, finals, grand finals and knockout competitions the home team shall supply such balls.
- 7-2. Upon the receipt of a report from a referee to the effect that the appropriate team has not supplied both match balls the offending team will be fined as per the By-laws.
- 7-3. Footballs shall be of an approved material and shall be of the following minimum circumference.

AGE GROUP	CIRCUMFERENCE		SIZE
	Minimum	Maximum	
Grade 6-9	21in.(53cm)	23in.(58cm)	3
Grade 10-13	25in.(63cm)	27in.(68cm)	4
Grade 14-All Age	27in.(68cm)	28in.(71cm)	5

7-4.

FIELD SIZES

Small Sided	(6-7)	Length 30metres x Width 20metres
Mini	(8-9)	Length 45m x Width 35m
9x9	(10-11)	Length 65m x Width 45m
Full Field	(12-AA)	Length 90-120m x Width 45-90 m

8 MATCH DURATION AND MINIMUM NUMBER OF PLAYERS

- 8-1. Unless otherwise specified in the rules for a particular competition each match shall consist of two equal halves of the following:

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AGE GROUP	MIN No.	PER HALF
Grade 5	(3)	15 mins
Grade 6-7	(3)	20 mins
Grade 8-9	(5)	20 mins
Grade 10-11	(6)	25 mins
Grade 12	(7)	25 mins
Grade 13-14	(7)	30 mins
Grade 15-16	(7)	35 mins
Grade 17	(7)	40 mins
Over 45's	(7)	40 mins
Grade 18-21	(7)	45 mins
All Age	(7)	45 mins
Premier League	(7)	45 mins
Over 35's	(7)	45 mins

NOTE: The allowance of extra time to offset that which is lost due to injury, or any other reasonable cause, shall be at the discretion of the referee.

8-2.

- A.** In all cases where a result is required and extra time is to be played, that time of each half will be ten (10) minutes.

AGE GROUP	PER HALF
Grade 12 Competitive - All Age	10 mins

- B.** The extra time will be by the 'sudden death' goal system, i.e; the first team to score a goal during extra time will be declared the winner of the match.

9 CORNER KICKS

- 9-1** In Grade 12 field (i.e. 11-a-side game), corner kicks shall be taken from within one (1) metre of a point on the goal line seven point three two (7.32) metres from the penalty box within the field of play.

10 GOAL KICKS

- 10-1.** For age 12 to All Age goal kicks are to be taken from within the 6 yard box.

11 ELIGIBILITY FOR COMPETITIONS

- 11-1.** No player may play more than three (3) games with any team in his own age group without becoming a full member of that team. Forfeits are not included. This rule may be waived subject to the agreement of the SDSFA Board.
- 11-2.** Players Team Coded in a higher Division or Age Group cannot play in a lower Division or Age group.
- 11-3.** A player who has played more than three (3) games in a team or teams in a higher age group or division shall not be eligible to play in his original team for the balance of the season, unless they receive the permission to do so from the SDSFA Board.
- 11-4.** At no time will more than two (2) players be allowed to play up in the same team in an older age group.
- 11-5.** Where a club has two (2) or more teams in the same division of an age group, no movement of players between such teams will be permitted.
- 11-6.** With the exception of goalkeepers no player shall be permitted to play in a semi-final,

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Final or Grand-final, unless he has played at least four SDSFA competition matches with that team, except that a maximum of two (2) players from a lower division or age group may play provided that insufficient full members of that team are available to play the match and the team would otherwise be left with less than eleven (11) players.

- 11-7.** For the purposes of the above paragraphs a player shall be deemed to have played in a match if a shirt number appears next to his name on the Team Sheet (subject to 5.5) and if as a substitute, the referee has indicated on the Team Sheet that the substitution has taken place.
- 11-8.** Minimum age requirement:
A player must attain the age of 4 years on or before the 31 December to be registered.
- 11-9.** A player must have attained the age of 35 years to be registered in the Over 35 competition.
- 11-10.** A player must have attained the age of 45 years to be registered to play in an Over 45 Competition / Champion of Champions

12 INTERCHANGE

Unlimited interchange of players is permissible at any time during the game in every age group. Interchange procedure shall be as follows:

- 12-1.** "Interchange Zone" will be an area one metre either side of the halfway line.
- 12-2.** An interchange is one which is made when the ball is out of play, and for which the following conditions shall be observed.
- I. The player leaving the field shall do so from the side line crossing over from the sector called the interchange zone.
 - II. The player entering the field shall also do so from the interchange zone but not until the player leaving the field has passed completely over the side line.
 - III. A player, nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
 - IV. That interchange is completed when the player who was off the field, enters the field. From that moment they become a player and the player whom they replaced ceases to be a player.
- 12-3.** The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
- 12-4.** If during an interchange, an interchange player enters the field before the replaced player leaves the field, then the referee shall caution the interchange player and then restart the game.
- 12-5.** If during an interchange, an interchange player enters the field or a replaced player leaves the field from a place other than the interchange zone, the referee shall caution the offending players.

The interchange of players will cease at the completion of normal and extra time. If at his time penalty kicks are required to obtain a result, then the eleven (11) players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchange at this time is permissible.

NOTE: If during the taking of penalty kicks, the goalkeeper is injured he may be replaced with another goalkeeper provided the replacement was listed on the Team Sheet.

- 12-6.** A maximum of three (3) players may be used from the bench as interchange players for Junior Teams Grade 12 to Grade 15.
- 12-7.** A maximum of five (5) players may be used from the bench as interchange players for Grade 16 and above.

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13 SEMI-FINALS, FINALS AND GRAND FINALS

- 13-1.** Competitions will be decided by a Semi-final, Final and Grand Final series, in which the four (4) sides finishing on the highest points shall compete. This Series will commence with the Major Semi-final (1st Vs 2nd) and the Minor Semi-final (3rd Vs 4th). The loser of the Major Semi-final will play the winner of the Minor Semi-final in the Final, the winner of this match shall play the winner of the Major Semi-final in the Grand Final.
- 13-2.** Where teams finish on equal points the team having the higher goal difference shall be considered the higher placed team. To calculate the goal difference, the number of goals against is subtracted from the number of goals scored by the team. In the event of two teams finishing on the same number of points and goal difference, the team which has scored the most number of goals shall be considered the higher placed team. A play off will take place with penalties, if necessary.
- 13-3.** When a Semi-final, Final or Grand Final is drawn after the time prescribed for that age group, extra time consisting of two equal halves will be ten (10) minutes, in accordance with Competition Rule 8-2.

AGE GROUP	PER HALF
Grade 12- All Age	10 mins

- 13-4.** If after playing extra time in accordance with the above (Competition Rule 8-2.) and the Semi-final, Final or Grand Final in a Grand Final is still drawn the match will be decided by a PENALTY SHOOT-OUT.
- 13-5.** To be eligible to play in a Semi-final, Final or Grand Final a player, with the exception of a goalkeeper who must remain in goals for the duration of the match, must have played for that team in at least three (3) SDSFA premierships matches. The goalkeeper may come from a higher division or age group with approval from the SDSFA Board.
- 13-6.** The following Competition Rules will apply specifically to the **SDSFA Premier League Competition**. The competition is played as a squad. ie with both First and Reserve Grade Teams.
- I. Where possible the competition will be conducted with a maximum of ten teams for Premier League.
 - II. Premier League will be conducted over 18 rounds on a home and away basis where possible with a 4 team semi finals format to be played for both First and Reserve Grade squads.
 - III. Clubs are required to register at least twenty-five (25) players by the nominated closing date before the first round each season and a maximum of thirty-six (36) players may be registered. Additional registrations will only be permitted if players are de-registered in accordance with SDSFAI By-laws.
 - IV. When a Premier League team is competing in the Football NSW Bill Cullinan Cup, the Reserve Grade match will be postponed. Only teams finishing 1st or 2nd in the First Grade Premier League competition in the previous year are eligible to enter in the FNSW Bill Cullinan Cup.
 - V. In the event that deferred matches are not played on the same day, the following will apply:
 - a) If the First Grade team only is playing, no restrictions are placed on player selection.
 - b) If the Reserve Grade team only is playing only those players who have played in two of the last three Reserve Grade matches in which the player was eligible may be selected.

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- VI.** Where a Reserve Grade match only is postponed and rescheduled to be played at a later date, players who have played in First Grade for that particular round shall not be eligible to play in that Reserve Grade match.
- VII.** As the Premier League competition shall be conducted as rounds with both First and Reserve Grade matches, should a Club be unable to field sufficient players for either Grade for that round, the Club will forfeit both the Reserve and First Grade fixtures for that particular Round. A fine of \$500.00 plus referee fees will apply to each Reserve and First grade. Points will not be awarded to either grade should a particular round be not completed.
- VIII.** Should either the first or reserve grade matches be abandoned by the match officials the club or clubs, deemed responsible by the PD & JC for the abandonment/termination, then only the competition in which the abandonment/termination occurred and the players and club officials nominated on the team sheet of the match abandoned, may play In the rescheduled match.
- IX.** Movement of players between First and Reserve Grade teams of the same club is permitted during the season. However, all clubs must submit the names of eleven (11) players who are team coded to First Grade and these eleven (11) players will not be eligible to play in Reserve Grade. During the course of the regular season a total of 3 (three) changes to the 11 nominated players will be permitted. Any requested changes to the initial nominated 11 (eleven) must be made to the competition department during the week prior to their next match.
- X.** Two nominated goalkeepers are to be submitted at the initial time of registration (i.e. before the first competition match) and these two goalkeepers will be permitted to play for either squad as goalkeepers for the duration of the competition, semi-finals, finals and grand finals on an unrestricted basis.
- XI.** Suspensions for players in the Premier League will be served as 'rounds' and not matches. Should a round be split, a player suspended for that particular 'round' will not be permitted to play for either grade on either date the split round is played.
- XII.** For the purpose of relegation, the team that finishes last on the points table at the end of eighteen (18) rounds will be eligible for relegation. The position will be offered to the club winning Alliance League but if that club is not able to take up the offer of a Premier League position, the club that finished last in the Premier League will be then given the opportunity to remain in the Premier League. Should that team also be unable to take up the offer, applications will be called for from all clubs and the Competition Department, in conjunction with the SDSFA Board will decide which club is awarded the position in the Premier League.
- XIII.** The Premier League awards will only be awarded to First Grade
- XIV.** The Premier League Champion Club Shield will be decided by calculating all the points gained by the First Grade and half those points gained by the Reserve grade.
- XV.** Clubs will only be permitted to enter one squad from their club in the Premier League competition.

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- XVI.** The Premier League First & Reserve grade will be decided with Four (4) Semi-finalists as in 13.1
- XVII.** Should a Premier League Club's field be found to be sub-standard as determined by SDSFA, their scheduled matches may be allocated to other grounds.
- XVIII.** Should 2 Premier League teams finish on equal points for 4th spot a Head to Head comparison of results between the two teams will be used to determine who finished 4th before goal difference.
- XIX.** The home team shall wear their nominated playing strip.

14 GRADING

- 14-1.** The Competition Department may re-grade any team during the Premiership Competition and shall schedule any additional fixtures as they may deem necessary in the interest of fair competition.
- 14-2.** The grading of teams shall be by the promotion and relegation of teams based upon their performance in the previous year's competition. The first two placed teams of the lower division shall be promoted to the next higher division. The last two placed teams of the higher divisions shall be relegated to the next lower division.
- 14-3.** Where there exists one First Division competition consisting of eight or more teams, excluding all-age teams, the Competition Department shall have the right to decide before the last round to split the competition into two divisions with 1st to 4th playing for First Division and 5th to 8th playing for Second Division.
- 14-4.** Clubs will not be allowed to nominate any more than 1 team into 1st division.

15 SEND-OFFS

- 15-1.** A player who is sent from the field of play shall be subject to the provisions of the By-laws.

16 COLOUR CLASH

- 16-1.** When two teams with similar coloured registered uniforms are drawn to play, the home team shall change in accordance with the relevant BY-LAWS, except where the away team has agreed to change.
- 16-2.** When two teams with similar coloured uniforms are drawn to play and the away team is not dressed in it's registered uniform, the away team shall change in accordance with the relevant BY-LAWS.

17 TEAM SHEETS

- 17-1.** At the conclusion of the match the home team, or where the match is played on neutral ground, the host club, shall be responsible for the custody of the Team Sheet and shall ensure that the Team Sheet is delivered to the Association Office (before 9.00am the following Monday) at the location notified by the SDSFA Board. Team Sheets for midweek night matches are to be delivered to the Association Office (before 9.00am on the Friday following game)
- 17-2.** No player's name or ID number is to be added or altered on the team sheet after the match has commenced.

18 MINIROOS SOCCER , GRADE 8-9

All junior teams who nominate to play small sided matches will be known herein as Mini-soccer. All teams so entered shall comply with all rules of the Association and the modifications listed below.

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Field of Play

Length 45m

Width 35m

Goal Size

Width 2.5m-3.0m

Height 1.8m-2.0m

Penalty Area

Depth 5m

Width 12m

Ball Size

Grade 8-9 3

Number of Players

Shall not exceed ten (10), all of whom must be registered in accordance with the Association rules. Not more than seven (7), including the goalkeeper, may take the field at one time, and a minimum of five (5) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

Rules

- Start of play & re-start after a goal – Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.
- Ball crossing the touch line – Throw in. Opponents must be at least 5m away from the ball until it is in play.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 5m away from the ball until it is in play.
- Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area
- 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 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.
- Under 8 & 9 – The ball is in play once it moves out of the penalty area.
- Under 10 & 11 –The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.
- Fouls and misconduct – Indirect free kicks are awarded for all acts of handball or fouls and misconduct with opponents at least 5m away from the ball. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.
- There is no offside for the 5-11 age groups. Even though there isn't an offside rule as such Coaches and Parents should not encourage Players to stand in blatant offside positions as this practice isn't in the spirit of the game and will have a negative impact on the football experience for everyone.

Goal Keeper

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An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

*** Goalkeeper Progression**

The developmental progression of the game becoming “live” when the goalkeeper places the ball on the ground provides the necessary learning phase for players transitioning to the 11 v 11 format of football.

Referee

Abuse of and/or attacks upon officials will not be tolerated. Any team whose officials or spectators are found guilty will be dealt with as per the By-Laws

All Mini-soccer Coaches will be required by the 1991 season to have successfully passed an approved Coaching course subject to 21.1 or other Football NSW sponsored courses as approved by Southern Districts.

Grade 6, 7 and 8, 9, 10 are non-competitive.

19 MINIROOS GRADE 10 & 11 NON COMPETITIVE
(No keeping of points tables and no playing of finals)

Field of Play

65m in length
45m in width

Goal Size

Minimum 4.5metres width x 2 metres height
Maximum 5 metres width x 2 metres height

Penalty Area

10 metres depth x 20 metres width
All penalties taken 8 metres from goal line

Ball size

4

Duration of Game

2x 25minute halves

Number of Players

Shall not exceed twelve(12) all of whom must be registered in accordance with the Association rules. Not more than nine (9), including the goalkeeper, may take the field at one time, and a minimum of six (6) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

ALL OTHER LAWS ARE IN ACCORDANCE WITH GRADE 8/9 MINI SOCCER LAWS HOWEVER IN REGARDS TO FOULS AND MISCONDUCT A BLUE CARD WILL BE INTRODUCED WHICH WILL INCUR A PENALTY OF 3 MINUTES OFF THE FIELD. THIS PLAYER CAN BE REPLACED.

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20 MINIROOS - Grade 6, Grade 7

Field of Play

30metres x 20metres

Goal Size

Minimum 1.50metres wide x 0.90metres high

Maximum 2.00metres wide x 1.00metres high

Penalty Area

No penalty area

The Ball

Size 3

Number of Players

4 v 4

Maximum of two substitutes who may rotate during the entire game

Goalkeeper

No Goalkeeper

Duration of the Game

2 x 20 minutes (Half time break 5 minutes)

Rules

- Start of play & re-start after a goal – Pass forward to a team mate from the middle of the halfway line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.
- Ball crossing the touch line – There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.
- Ball crossing the goal line – There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.
- Fouls and misconduct – Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- There is no offside for the 5-11 age groups. Even though there isn't an offside rule as such coaches and parents should not encourage players to stand in blatant offside positions as this practice isn't in the spirit of the game and will have a negative impact on the football experience for everyone.

Referee

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A game leader is used as the referee. This person's main role is to keep the game moving. Fluently, limit stoppages and assist players with all match restarts. This person can be a club official, parent, older child / player or beginning referee.

The official recording of competition tables, statistics and playing of finals is not permitted at this age.

Each Coach or (Manager) shall be permitted to walk up and down the sideline for SSF games only (outside the field of play but within the roped or fenced area), coaching his team in a non-hysterical orderly manner.

At all times the focus of these games should remain on player development and providing the best experience possible through participation and enjoyment for the players..

This environment will be created by clubs, officials, game leaders and parents.

21 COMPETITION RULES FOR L12 DIV 2 & DIV 3 - COMPETITIVE MOD FIELD

Field of Play

65m in length
45m in width

Goal Size

Minimum 4.5metres width x 2 metres height
Maximum 5 metres width x 2 metres height

Penalty Area

10 metres depth x 20 metres width
All penalties taken 8 metres from goal line

Ball size

4

Duration of Game

2x 25minute halves

Number of Players

Shall not exceed twelve(12) all of whom must be registered in accordance with the Association rules. Not more than nine (9), including the goalkeeper, may take the field at one time, and a minimum of six (6) one of whom shall be the goalkeeper must be on the field at all times. Substitutes can be used on the interchange rule, anytime with the permission of the referee.

Rules

- Start of play & re-start after a goal – Pass forward or backwards to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play.
- Ball crossing the touch line – Throw in. Opponents must be at least 5m away from the ball until it is in play.
- Ball crossing the goal line after touching the defending team last – Corner kick. Opponents must be at least 5m away from the ball until it is in play.

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- Ball crossing the goal line after touching the attacking team last – Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- 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 can be kicked directly from their hands or drop kicked or be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 5m away from the Goalkeeper until the ball is in play. The ball is in play when the Goalkeeper releases the ball.
- Fouls and misconduct –For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.
- The offside rule is in effect for the L12 9v9 competition.

Goal Keeper

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team-mate.

22 COACHING REQUIREMENTS

- 22-1.** All Coaches will be required to hold a Coaching Certificate of an organisation approved by SDSFA Inc.
- 22-2.** Southern Districts Soccer Football Association will organise coaching courses for Coaches within the District each year where available.