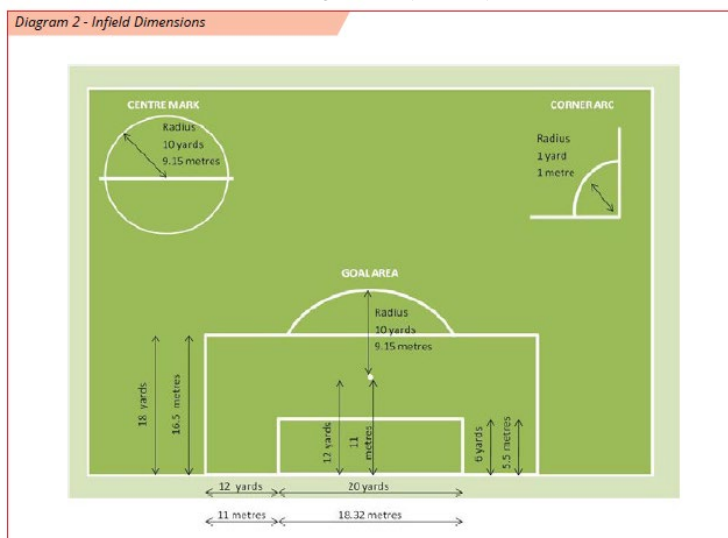


# PREMIER LEAGUE FOOTBALL RULES AND REGULATIONS

- 1 The competition shall be conducted under the rules specified by the Football Federation Australian as outlined by Football Victoria, with the following amendments.
- 2 Each team shall consist of a **maximum 18 players**; with 11 players on the pitch at once and a maximum of 7 interchange players may be used, including the goalkeeper. Teams must field **a minimum of 7 players** for a game to commence.
- 3 The game shall **commence at 1:15pm** and shall be played on the ground of the first named college.
- 4 Matches shall be **2 x 25 minutes** with a ten-minute half time break. The **SACSS Safety Policy** overrules game times and alterations to game times must be made. The Referee of the match is blow the whistle to conclude the playing periods at the **25 minute mark, regardless of the position of play of the ball on the pitch.**
- 5 Pitch size  
In accordance with 'Football Victoria – Field Dimension and Pitch Marking Guidelines' publication, all football pitches used in this competition must:
  - a) Length (touch line): minimum 90m maximum 120m
  - b) Width (goal line): minimum 45m maximum 90m
  - c) All lines must be of the same width, which must be not more than 12cm.
  - d) All Infield dimensions should be as per Diagram 2 (below) from Football Victoria



- 6 For every ten minutes a team is late one goal will be added to the score. A team arriving at or later than the halfway mark of a game will forfeit the game and the winning points will be awarded to the team waiting at the venue.
- 7 The home school will appoint the Referee.
- 8 In the event of the Referee being later than 15 minutes after the official starting time of the match, the two coaches shall confer in an attempt to reach a mutual agreement as to who shall referee the match. If no agreement can be reached, the match shall be abandoned, and a decision made regarding awarding points or the allotting of another date of play.
- 9 The following points shall be awarded for each match:
  - win = 3
  - draw = 1
  - loss = 0

- 10 Ladder Scheme: ladders for all Premier League Football competitions will be based on the following
- Total Match Points
  - Goal Difference
  - Goals Against
  - Head-to-Head
- 11 In the event of a draw at the end of full time in a **final**, two **five-minute** halves of extra time will be played. If after the end of extra time the scores are still drawn, a penalty shoot-out will decide the winner. The shoot-out will consist of the players on the field when the final whistle was signalled.
- 12 Teams requiring forfeiting a game must notify the Executive Officers and the opposing team as soon as possible. A forfeit will result in the game being awarded to the team available to compete, they will receive four match points and a win margin of 3 goals to 0.
- 13 The Referee shall have the power to order off and report any player to the Executive Officer who shall forward details to the Principal of the player concerned. The Referee shall inform the player's Coach of his report. The Principal and Sports Co-ordinator of the player reported shall deal with the case as they see fit.
- 14 A player sent off will remain off the field for the remainder of the game and may not be replaced
- 15 Each Coach shall see that players wear numbers.
- 16 The home team shall supply:
- an approved football –size 5 for years 7 -10;
  - two nets – fitted well back, not to impede the goalkeeper;
  - a first aid kit;
  - one reliable linesman.
- 17 **The Head of Sport of the HOME Team is required to enter the result within 24 hours and the AWAY Team Head of Sport is then required to confirm the entered score.** Where they are unable to enter a result, they should **e-mail the Executive Officer ASAP.**
- 18 All players are required to wear shin guards.
- 19 **Injury Time**  
In the event of a *serious injury where a player cannot be moved from the field* until assessed and deemed medically safe to move, the game time shall be suspended for up to **15 minutes**.  
Once player is moved from the field the clock will restart and the game recommences from the position of play that it was stopped, and the game is played out in its entirety.
- If at the 15 minute mark the player has not been moved the game result would be either:*
- (a) If the match time was suspended prior to the 70% of the game time being played (35min) due to serious injury – the game is abandoned and to be rescheduled for another time. (TBC by SACCSS EO and competing schools)
  - (b) If the game has progressed past the 70% time mark, then the result at the point in time that the clock was stopped will stand as the result of the match. The game will not be replayed.

In the event of the score being a **DRAW in a FINAL** when Injury Time is called, and play does not resume within the 15 minutes; the entire match will be replayed at another time, as negotiated by the two colleges involved and the SACCSS EO.