



CHRISTIAN SCHOOLS EVENTS NETWORK

SOCCER RULES

GENERAL

- Fixtures can be found on the CSEN website (www.csen.org.au)
- Age Groups (Primary – Year 5 & 6, Junior – Year 7 & 8, Intermediate – Year 9 & 10, Senior – Year 11 & 12)
- Schools may use an emergency from a younger age group if required to avoid a forfeit, at a maximum of one male student and one female student per sport, per day.
- All teams are expected to carry a match ball, a first aid kit and an alternate strip to avoid colour clashes. (A set of bibs is acceptable).

PLAYER RESTRICTIONS

- Maximum of 15 players per match

TIMING OF GAMES

- Rally Day / Lightning Premiership – as per fixture
- Semester Sport – 2 x 30 minute halves with a five minute half time.

UNIFORM

- Refer to the relevant [Semester Sport](#) policy or the [Rally Day](#) policy.
 - The correct sport uniform must be worn for all matches regardless of grade.
 - Leggings are not considered to be part of official school sports uniform.
 - Track pants should not be worn in any sports matches unless there is a medical reason for a student to do so.
 - Only the school logo and school name and playing numbers should appear on competition uniforms.
 - Any change to a school sports uniform should be presented to CSEN Executive Officer to prevent any unforeseen clashes in either colours or design.
 - All teams should carry a set of bibs (of a different colour to their uniform) in case of colour clash. Usually, it will be the second named team that will wear the bibs if required.
 - Students not in correct attire should not be permitted to participate.
- Players must wear school sports uniform.
- Jewellery is not permitted to be worn while playing.

EQUIPMENT

- All playing and protective equipment.
- Shin guards are compulsory.
- Goalie gloves are compulsory.
- Football boots are strongly recommended.
- Official Match Ball (Size 5)

UMPIRES

- Both teams to supply a referee.

LATENESS RULE

- Rally Day / Lightning Premiership – forfeit of match
- Semester Sport – one goal per five minutes late.

MERCY RULE

- Must be implemented according to the provisions in the relevant [Semester Sport](#) policy or [Rally Day](#) policy.
- The largest recorded win will be the losing teams score plus termination score.

Mercy Rule Score	Suggested Strategies	Termination Score
5 goals	Rotate key players	8 goals

RESULTS

- Term Sport – sent through to csen@csen.au within 24 hours of completion of the match on the results sheet by the winning team.
- Rally Day / Lightning Premiership – taken to the convener of the sport immediately on the completion of the match.

RULES

- Soccer is played under the laws of the game provided by the Football Federation Australia and FIFA unless otherwise stated.
 - Unsportsmanlike play will see the offender removed from the field via the normal yellow and red card process.
 - Injury time may be added after consultation with both coaches.
 - Grounds must be clearly marked and must include corner flags.
 - The penalty area, goal circle and centre circle must not be scaled down on smaller grounds. Goals must always be eight yards by eight feet.

PLAYERS

- 11 players on the pitch, including one goalkeeper.

SUBSTITUTIONS

- Referee must be informed before substitute is made.
- Substitute only enters:
 - During stoppage in play
 - At the halfway line
 - After the player being replaced has left
 - After receiving a signal from the referee

KICK OFF

- To begin the game or half and following a goal a kick off restarts the game.
- All players, except the player taking the kick-off, must be in their own half of the field of play
- The opponents of the team taking the kick off must be at least 10 yds from the ball until it is in play
- The ball must be stationary on the centre mark
- The referee gives a signal
- The ball is in play when it is kicked and clearly moves
- A goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

THE BALL IN AND OUT OF PLAY

- The ball is out of play when:
 - It has wholly passed over the goal line or touchline on the ground or in the air
 - Play has been stopped by the referee
 - It touches a match official, remains on the field of play and:
 - A team starts a promising attack or
 - The ball goes directly into the goal or
 - The team in a possession of the ball changes
 - In all these cases play is restarted with a dropped ball.
- The ball is in play at all other times when it touches a match official and when it rebounds off a goalpost, crossbar or corner flagpost and remains on the field of play.

OFFSIDE

- It is an offence to be in an offside position.
- A player is in an offside position if:
 - Any part of the head, body or feet is in the opponents' half (excluding the halfway line) and
 - Any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent
- There is no offence if a player receives the ball directly from:
 - A goal kick
 - A throw in
 - A corner kick

FOULS AND MISCONDUCT

DIRECT FREE KICK

A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

- Charges
- Jumps at
- Kicks or attempts to kick
- Pushes
- Strikes or attempts to strike (including head-butt)
- Tackles or challenges
- Trips or attempts to trip

If an offence involves contact, it is penalised by a direct free kick

- Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed.
- Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned.
- Using excessive force is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must be sent off.

A direct free kick is awarded for any of the following offences:

- A handball (except from the goalkeeper within their penalty area)
- Holding an opponent

- Impedes an opponent with contact
- Bites or spits at someone
- Throws an object at the ball, an opponent or official

THROW INS

Awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

At the moment of delivering the ball, the thrower must:

- Stand facing the field of play
- Have part of each foot on the touchline or on the ground outside the touchline
- Throw the ball with both hands from behind and over the head from the point where it left the field of play

GOAL KICK

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team and a goal is not scored.

A goal may be scored directly from a goal kick, but only against the opposing team.

CORNER KICK

Awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team.

THE ABOVE LIST PROVIDES A SUMMARY OF THE FIFA LAWS OF THE GAME. FOR A FULL LIST REFER TO THE OFFICIAL FIFA RULES BELOW

