



**SPORTS
ASSOCIATION**

for Adelaide Schools

FOOTBALL (SOCCER) RULES

Competition Rules

- All SAAS Football (Soccer) follows the FFA rules of Football
<https://resources.fifa.com/image/upload/spielregeln-2019-20.pdf?cloudid=yxvs61av0zvekwr2v20>

Match Times

- All **Secondary School** matches begin at **8.00 / 9.30 / 11.00**
- All 'A' matches are played in the 8.00-time slot where possible.
- If times need to be changed to fit into ground allocations – it is up to the host school to organise that and liaise with SAAS and their opposition.
- Primary matches begin at 8.30 am 9.30 am and 10.30 am**

Referees

- The Home Team** is responsible for **supplying and paying a competent referee.**
- Association Referees are provided for **OPEN A Div 1 Games.**
- Schools who access their own Referees for Open A must ensure they are suitably qualified and have the appropriate Child Safety Checks.**
- If there is a change to any times or grounds where Association referees are involved schools MUST inform SAAS ASAP.**
- Each team is expected to provide a competent Linesman to assist the Central referee.**
- It is a school's responsibility to ensure that all referees and coaches have the appropriate DHS screen clearances.**

Balls

- Year 4-6 and above use size 4 balls.**
- Year 7 and above use size 5 balls.**
- Home team** to supply a ball of match play standard.

Interchange and Substitution

- At **all levels five interchange players** may be used.
- This may be modified by agreement between coaches to allow the maximum number to play
- Only players not in the starting eleven of a team may play in B games.**
Any change to this may be by negotiation between coaches only.

Playing Times

• Year 5 and 6	25 min x 2
• Year 7 A and 7 B	30 min x 2
• Middle A-B and C	35 min x 2
• Year 10	35 min x 2
• Open	40 min x 2

5 minutes Half Time Break

Uniforms

- All players are expected to be in the full correct school Soccer kit and to have numbers on the shirts – consistent with club soccer.
- At **all levels players are required to wear shin pads.**
- No Jewellery is to be worn during the match – earrings, piercings, necklaces (This includes taped over these items). It is for the safety of all players.

Soccer Sportsmanship Rule

Once a team reaches one of the listed levels - 1 player is removed from the field.

If the opposition school scores and reduces the margin to under one of the listed levels a player may return to the field.

• Level 1	• 6 goals = 1 player
• Level 2	• 8 goals = 2 players
• Level 3	• 10 goals = 3 players

Injury Stoppage and Match Abandonment

If a player is injured during play and the match is required to be stopped for medical assistance, including waiting for an ambulance or other appropriate support, a maximum stoppage period of 20 minutes will apply from the time the match was stopped.

If play cannot safely resume within 20 minutes, the match will be declared abandoned.

Where another match is scheduled immediately after the affected match, the following match must commence at its scheduled start time. If the stopped match is able to resume, the remaining match time and/or halves must be reduced as required to ensure the next scheduled match starts on time.

Game Conduct

- **SWEARING, ABUSIVE or FOUL LANGUAGE** is not to be **TOLERATED** at school level sport; the expectation is the values of school sport and sportsman ship are upheld. Players may be presented with disciplinary action at the discretion of the **Game Official**. The Team Coach and Match Referee are expected to ensure that all players are aware of this **EXPECTATION**.
- The Match Officials are to be **RESPECTED**. Players, Coaches and Spectators are to Respect all decisions made by the Match Official and Role Model Good Sportsmanship.
- A player who is sent from the field by the Referee for a reportable offence or receiving a 2nd Yellow card (Red Card / 2 Yellow Cards) **CANNOT RETURN FOR THE REMAINDER OF THE GAME**.
A replacement is not permitted.
- If Foul Language is directed at an Official or Player, then this will draw an automatic Red Card Send Off.
- At the conclusion of the game, the Referee must complete a report card (provided by coaches) stating the reason for the report.
- Any Player who is Reported (Red Card/ 2 Yellow Cards) must be addressed by the School Sports Co-ordinator **or depending** on the severity of the matter the Principal of the School. The outcome of the matter needs to be reported to SAAS.

Medical Kit

- The host school is responsible for supplying a medical kit or have one available.
- It is expected that each team should carry their own first aid kit.

OPEN SOCCER REFEREES

The Soccer Referees Association will provide badged Referees for **Open A** games at **\$110.00, payable by the Host School**.

If Referee have been booked through SAAS they will pay the Referees and invoice the schools.

The SAAS Office will provide a share Doc link for schools to book Referees.

Note cancellations without 24 hours' notice will still incur the referee game fee.

All schools should use Association Referees for Open A games – any school who is able to access their own qualified referee needs to inform the SAAS Executive Officer before the start of the competition.

All Open matches are 40 minutes each half / 5-minute half time break

Coaches are responsible for having a report card completed by the Referee in the event of a player being sent off for a reportable offence (red card)

Revised June 2026