



SCHOOL SPORT VICTORIA

FOOTBALL – PRIMARY

‘WORKSAFE VICTORIA VICTORY CUP’

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Match Format For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

State Format: Split Round Robin, Final

State Match Schedule: There will be a Pre-Championship Briefing for all teams prior to the first round of matches
See the Football (Soccer) Draw, on the SSV website, for the Match Schedules

State Match Format: All **state** matches shall consist of 2 x 15 minute halves with a half-time interval of 5 minutes.

The application of a ‘yellow card’ will be as per the FIFA rules

A ‘red card’ is an automatic disqualification for the match and day.

The conditions of the Order Off Rule will then apply. See ‘General Conditions of Competition and the Order Off Rule’

State Round Robin Winner: Points will be allocated for Round Robin matches as follows: 3 points for a win, **1 point for a draw and 0 for a loss.**

In the event that two teams are tied at the end of the round robin the winner of the face to face match will be declared the winner.

If this was a draw or if more than two teams are tied then the following will be used to determine the winner:

- a. Goal difference. When you subtract the goals conceded from the goals scored the team with the most positive goal difference is the winner. In the event that the goal difference is equal then the next parameter is used which is most goals scored.
- b. Most goals scored. The team that has scored the most goals will be the winner of the Round Robin.
- c. Least goals against. The team that has had the least goals scored against will be the winner of the Round Robin
- d. The team that scored first when the tied teams played against each other
- e. Team with the least amount of red card infringements.
- f. Team with the least amount of yellow card infringements.
- g. In the event that a winner still cannot be determined a coin toss will decide the winner of the Round Robin.

State Final Winner: If the final is tied at full-time 10 minutes of extra time will be played (5 minutes each way).

If tied after extra time, a series of 5 penalty kicks shall be taken by each team.

- a. Each penalty kick to be taken alternately by five different players. The Goalkeeper to defend for each team.
- b. The teams will toss again to determine the choice of whether to shoot or defend first.
- c. If still tied, a further series of penalty kicks, alternately taken by different players, shall be taken until a decision is reached on an even kick basis. Players who have participated in previous penalty kicks are not to be used unless all team members, excluding the Goalkeeper, have participated.

Conditions: See School Sport Victoria’s ‘General Conditions of Competition’.

All players, teachers, spectators and officials are bound by the ‘SSV Codes of Conduct’

A girl cannot play in a girls’ team and a boys/mixed team in the same sport.

The level of competition chosen by a student at District level remains binding through to Division, Region and State levels.

- Team Size:** A maximum of **fourteen (14)** players may be used in one day.
Nine (9) players (**including a goalkeeper**) on the field and up to five (5) **rolling** substitutions to be named for each game.
Only **fourteen (14)** SSV medallions plus one (1) for the team coach will be awarded to placegetters.
Extra medallions will NOT be available.
- Rules:** Football will be conducted under the FIFA **9 v 9** Laws of the Game unless otherwise stated.
Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.
- Field of Play:** **Best Practice: 65m long x 45m wide.**
Minimum: 60m long x 40m wide.
Maximum: 70m long x 50m wide.
- Goal Size:** **Maximum: 5m wide x 2m high.**
- Penalty Area:** **10m deep x 20m wide.**
- Duration of games:** **Recommended duration of game is 2 x 25 minute halves with a half-time interval of 5 minutes (when possible).**
- Officials:**
Referees will be provided at State Finals.
Each team is required to provide a competent linesperson.
The Referee enforces the laws of the game and his/her decision is final.
Two lines people are to be appointed, whose duties include out of bounds and off-side.
- Player Restrictions:** Players are permitted to interchange during the game when the ball is out of play, or during the interval.
In both situations the Referee must be notified of the intended change prior to it occurring.
A child replaced is permitted to return to the field at a later stage.
- Dress:** Players must wear matching strips with distinctive numbering corresponding to their team sheet, same colour shorts (without pockets) and same colour socks.
The goalkeeper must wear a contrasting shirt.
No jewelry is to be worn.
The wearing of shin guards is compulsory.
Mouthguards are strongly recommended.
Players not correctly dressed will not be permitted to compete.
- Lateness Penalty:** If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.
If a team is more than 10 minutes late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then they will be penalised one goal for each completed 10 minutes of lateness.
- Equipment to Bring:** Competing schools must provide:
- A competent linesperson
 - A new competition size 4 soccer ball
 - Match balls will be provided for State Finals, teams will need to provide their own practice balls
 - A first aid kit.



NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' uniform numbers.

