

## GENERAL

All Soccer is conducted under the Rules of FIFA, unless otherwise stated.

Any amendment to a rule/regulation implemented by the governing body will only be applied to AGSV regulations once it has been ratified in accordance with AGSV procedures. Players and coaches are fully expected to conduct themselves within spirit of the game and in accordance with the [AGSV Standard of Behaviour](#).

### 1<sup>st</sup> XI matches

- (a) Matches will be played on Saturday morning, starting no earlier than 9:30 a.m.
- (b) **Friday matches:** Where no other alternative is available, scheduling of start times for Friday matches must be considerate of academic time before participating schools submit a request for the Heads to approve.
- (c) Matches will consist of two, 40-minute halves with extra time for interruptions. The half time interval will be 5 minutes.

- (d) Games will be controlled by officials (referee) who are accredited with Football Victoria.

The use the international card system will be used by the referee to discipline players:

- **Yellow Card:** - Warning. A second yellow card in a match will result in a Red card
- **Red Card:** - Player sent off for the remainder of the game.

#### Audible obscenities

For the first audible obscenity, a player shall be sent off for 5 minutes, and for the second and subsequent offences, for 15 minutes.

In the event of the non-appearance of the referee, the coaches should confer and if no mutual agreement is reached the game shall be postponed. The game will then be played at the earliest opportunity at a venue and time agreed to by the respective schools.

- (e) **Referees:**

The Home school will arrange a suitably qualified Central referee and two (2) appropriately qualified Assistant referees (lines). If Football Victoria (FV) has the capacity to allocate appropriately qualified Referees to AGSV matches (central and/or lines), it will. All off-side decisions are to be made by the Assistant referees (lines) and / or central referee. Payment of referees is as per the arrangement between the Home school and the supplier.

[Referees that are arranged by the Association will be required to comply with AGSV Child Safe compliance requirements.](#)

- (f) Where a match has not been transferred earlier and concerns exist whether the state of the ground (pitch), the decision whether it is safe to play (or not) will be made solely by the referee.
- (g) **Interchange:** a team may have four (4) interchange players. Players may only be interchanged at a break of play and with the referee's permission. **As per Item e) of the General Regulations, a student who plays less than 25% game time in a Firsts match has the option to participate in year level competition in the same round, in that sport only.**
- (h) No player is permitted to take the field without a number on their shirt.
- (i) It is mandatory for all players to wear shin pads. Wearing mouth guards is strongly recommended.

(j) **Premiership**

Points are awarded as follows: Win = 3 points; Draw = 1 point; Loss = 0 points.

(k) **SEMI FINALS & Play-off matches** (Round 8): Ladder positions after round 7 will determine the draw for both Semi finals and Play-off's. Semi finals will be scheduled as follows: 1 v 4, 2 v 3. Play-off's matches will be held for 5 v 6, 7 v 8.

Positions 3-8 on the final ladder will be determined by results from Play-off matches. These teams are not required to play on the Grand Final round. For the purpose of deciding draws for Semi Finals /

Play-off's, ladder positions will be separated by i) premiership points. Where teams are equal on premiership points after Round 7 at the end of home and away rounds, the following criteria will be used to further separate ladder positions: ii) by who won the home and away match (head to head). Where teams placed first, second or third on the ladder cannot be separated by i) or ii), calculation iii) will be used to determine who has superior goal difference (GD) from matches involving these teams. If this fails to separate, the team who is immediately below on the ladder will be included in the calculation. If that fails, the calculation will include the next team down the rung (and so on) until a separation is achieved.

Where teams placed second, third (or below) cannot be separated by i) or ii), the third calculation iii) will include matches played against the team who is immediately above on the ladder. If that fails to separate, the calculation will include the next team above (and so on). Where there are no more teams above, the calculation will include the team immediately below on the ladder (and so on) until a separation is achieved.

The venue and start time of the Semi-finals/play-off's will be set by the school that finished higher on the ladder. Generally, this should follow the start time allocated to matches by this school for the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools. As per Item d), the home school must arrange and pay for three Football Victoria accredited officials (one referee and two linesmen) to be appointed to these matches.

In the event of a draw (including washout) in a semi final/play-off, no extra time will be played, nor will the game be replayed. To separate teams who have a draw in a semi-final, the team that finished highest on the ladder after Round 7 (according to the above criteria) maintains that place to either progress to the Grand Final or finalise their position on the season ladder.

**NOTE:** Schools hosting semi-finals are to assume usual Home match responsibilities (ie. provision of First-aid; match balls & relevant equipment; payment of referees; after match catering etc.).

(l) **GRAND FINAL** (Round 9): The following week, the two teams who won a Semi Final will contest the Grand Final to decide the Premiership. The venue and start time will be set by the team finishing highest on the ladder (who will be the host school). Generally, kick off for the grand final should follow the start time allocated to matches by this school during the Home & Away rounds, unless an alternative time and day is mutually agreed upon by the participating schools.

In the event of a draw or tie (including washout) in a final, no extra time will be played, nor will the game be replayed. The team finishing with the most premiership points at the end of the Home and Away season (Round 7) will be declared the winner. Where both teams are equal on premiership points, the premiership/position on the ladder will be shared.

As per Item e), three Football Victoria accredited and qualified officials (one Central referee and two Assistant referees) must be appointed to the final, arranged and paid for by the Home school.

\*Crowd management to be mutually arranged by competing schools.

**NOTE:** The School hosting the Grand Final is to assume usual Home match responsibilities (ie. provision of First-aid; match balls & equipment; payment of umpires; after match presentation and arrangements etc.).

## SUBMITTING Firsts SOCCER RESULTS

It is the responsibility of the coach of the **HOME team** to telephone / SMS the results to Dyson Baker (AGSV Competitions Lead) on 0400 556 801 **by 6.00 pm Friday, or by 2.00 pm Saturday**

## Matches below Firsts (Open B, Open C, Open D & Year level)

### (m) **Timing of matches**

- i. Open B, Intermediate A & B matches: 2x 35-minute halves with a five (5) minute half-time interval.
- ii. Open C & D, Intermediate C & D matches: 2x 30-minute halves with a five (5) minute half-time interval.
- iii. Year 8 and below matches: x2 halves of *at least* 25 minutes duration with a five (5) minute half time interval.

(l) **Referees** will be arranged and provided by the Home school. The Home school will also supply two sets of flags for Lines referees to signal off-side.

(m) **Interchange:** teams may use up to four (4) interchange players.

(n) All players must wear numbered shirts.

(o) Players **must** wear shin guards. Wearing of mouth guards is strongly recommended.

### (p) **Ball sizes**

- Size 5 for Year 8 and upwards
- Size 4 for Year 7 and below.