
The Shepparton Junior Soccer Association presents...



2025 BOOST JUICE UNDER 10 GALA DAY FOOTBALL TOURNAMENT

Saturday, September 6th

Proudly Sponsored by



Tournament Guidelines

DATE:

- Saturday, September 6th, 2025

VENUE:

- Shepparton Sports City (Sporting Precinct, Packham Street, Shepparton)
- Parking will be available throughout the precinct – please note that there are a number of parking areas available.
- The SJSA Canteen & BBQ will be running at the venue all day.
- Teams are welcome to bring a shade gazebo, but they must only be erected in the designated areas – you will be asked to move your gazebo if it is not in the designated area; please do not be offended.
- Teams are **not** permitted to bring individual BBQ's or other cooking equipment.

AGE GROUP:

- Under 10 (Top age year of birth: 2015)

ELIGIBILITY TO PLAY:

- All players must be registered with Football Victoria for the 2025 season.
- All players must have played in the 2025 SJSA competition.
- Players are permitted to play for a team that they did not play for during the 2025 season.
- Players can only play for one team in the Tournament.
- Only players registered for the team can play in the Final
- Unregistered players **WILL NOT** be permitted to play as unregistered players do not have insurance.

TEAM CONTACT:

- Each team must also register a Team Manager who is the go-to person and ultimately responsible for that team, including paperwork, throughout the day.

CHECK IN

- All Team Managers must register their teams' arrival at the administration desk at least 30 minutes before their first scheduled game.

GAME DAY ASSISTANCE

- Each team is required to provide two (2) volunteers to assist with set up or in the canteen/BBQ during the day for a one (1) hour time slot. Your time slots will be allocated by Kylie, our Game Day Manager. The Team Manager will be notified of the time slots & asked to provide the name of the volunteers.

TEAM SHEETS:

- Teams must submit a Team Sheet containing names & date of birth of all players who will compete in the Gala Day Tournament
- **The Team Sheet will be emailed to the Team Manager & must be submitted via email one (1) week prior to the tournament.**
- Adjustments to the Team Sheet can be made at check in

MATCH RECORDS:

- Match Records for the day will be provided to the team manager at check in
- The Match Record must be signed by the Team Manager & handed to the referee at the end of the match.
- The Match Record will be submitted to the administration desk by the referee.
- Scores will be submitted to the administration desk by the referee.

GAME RULES:

- Mini Roos Football laws will apply to this tournament.
- The following rules will also apply:

Match Duration:

- All Divisions: Teams will play four (4) matches to determine which teams play in the final.
- Each match will comprise of two seventeen & a half (17.5) minute halves with a five (5) minute half time break.

Players on the field:

- Teams will play with nine (9) players on the field including the goal-keeper.

Interchange:

- Any number of interchanges can be made throughout the duration of the match.
- Interchanges can be made at any time.
- The player coming off must leave the pitch before the interchanging player enters the pitch.
- It is up to the Team Manager to ensure that there are always never more than the specified number of players on the field.
- We ask that **all** players receive **equal** ground time during the tournament.

Number of Players on a team:

- It is up to the discretion of each coach as to the number of players they include in their team, but it should be a manageable number to ensure that all players have equal ground time.
- Recommend number of players – note that the number of players on a team is not capped.
12 – 13 giving an interchange of 3 – 4 players

Ball Size:

- A size 4 match ball will be used.

Match Ball:

- The match ball will be supplied by the referee.
- The ball will be held by the central referee during half time & must be immediately returned to the referee at the end of the match.

FIXTURE:

- Fixtures will be released one week prior to the Gala Day.
- The first match will kick off at 8:30am

LADDER:

- The ladder will be calculated after each round & will be displayed at the administration desk
- The ladder will also be available online via the SJSA website
- In the event of two teams finishing on equal points, goals difference & then goals for will be used to determine ladder places

POINTS:

- Win: 3 points awarded
- Draw: 1 point awarded
- Loss: Nil points awarded
- Bye: Nil points awarded

GRAND FINAL:

- The Grand Final for all divisions will be played at 4:15pm

DRAWN MATCH IN FINALS:

- In the event of a drawn match in a Final, a penalty shoot-out will be played

PRESENTATIONS:

- Presentations will be made following the completion of the Final
- The winning team will be presented with a team trophy & medallion for each player
- The runners up will be presented with medallions for each player

REFEREES:

- A Referee will be supplied for all matches
- The central Referee will act as the time-keeper
- The decisions of the Referee regarding facts connected with the play, including whether or not a goal is scored & the result of the match **will be final**

COACHES:

- Coaches will **not** be permitted to be on the field during the match; the only person on the field apart from the players will be the Referee
- Coaches may provide encouragement from the side-line
- Coaches are **not** permitted to walk up & down the side-line

TECHNICAL AREAS:

- Technical areas will be marked out for each team.
- Spectators should stand behind or beside the technical areas

CODE OF CONDUCT:

- All players, coaches & team managers and spectators will abide by the SJSA Code of Conduct
- The referee will take action against team officials who fail to abide by the Code of Conduct.
- Coaches & Team Managers who do not act in a responsible manner will be asked to move away from the pitch

SPECTATORS:

- ALL spectators are to remain behind the spectator lines. Spectators should stand along the side lines & not behind the goal area
- All spectators must abide by the SJSA Code of Conduct
- Any spectators who are found to be abusing the players, referee or team officials in any way will be asked to leave the grounds

GAME ATTIRE:

- Shin guards must be worn at all times during the game
- Any player who is not wearing shin guards will not be permitted to take to the field - there will be no exceptions
- Boots with metal stoppers are not permitted to be worn
- Players will be permitted to wear under garments such as skins
- Goal keepers should wear colors that distinguish him from other players
- **No jewelry of any kind is to be worn by players**

CANTEEN & BBQ:

- All teams participating in the Gala Day must supply two (2) volunteers to help in the canteen/BBQ during the day for a one (1) hour time slot.
- The Team Manager will be notified of the time slot & asked to provide the names & contact numbers of the volunteers.

MOST IMPORTANTLY...HAVE FUN!!

The philosophy of the SJSA has always been centered on participation & while we are aware that all teams are chasing a spot in the final, we would ask you to please keep in mind at all times that our competition is about the fun & enjoyment of the players

If your team doesn't make it to the final it would be fantastic if you would stay & watch the finals to help add to the atmosphere

Have a great day and ensure the children enjoy themselves.