



# RULES & REGULATIONS



Adopted January 2013  
Amended January 2025

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# **SHEPPARTON JUNIOR SOCCER ASSOCIATION**

The Shepparton Junior Soccer Association is a not-for-profit sporting organisation dedicated to providing students from schools & clubs in the Goulburn Valley with the opportunity to play football at a Grass Roots level.

The philosophy of SJSA is one of player development that encourages the participation & enjoyment of players of all standards in a safe alcohol & tobacco free environment.

Tables & finals for our Under 12 & Secondary School Competition does bring a more competitive edge to the competition but our philosophy of participation, enjoyment & player development remains integral to our competition.

## **1. COMPETITION FORMAT**

### **A. Match Rules**

- i. FIFA rules will apply to Open Girls, Under 14 & Under 16
- ii. The Under 12 Modified Format will apply to Under 12 matches.
- iii. Mini Roos rules will apply to Kinderoos, Under 6, Under 7, Under 8 & Under 10 matches.
- iv. SJSA rules will apply to all matches.

### **B. Match Ball**

- i. A size 3 ball will be used for Kinderoos, Under 6, Under 7 & Under 8 matches.
- ii. A size 4 ball will be used for Under 10 & Under 12 matches.
- iii. A size 5 ball will be used for Under 14, Under 16 & Open Girls matches.
- iv. The match ball will be supplied by SJSA & will be brought to the match by the referee or game leader.
- v. 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.

### **C. Pitch & Goal Size**

- i. Kinderoos, Under 6 & Under 7
  - Pitch: 30m long x 20m wide
  - Goal: 2m wide x 1m high
  - No penalty area
- ii. Under 8 & Under 9
  - Pitch: 45m long x 35m wide (minimum: 40 x 30m, maximum: 50 x 40m)
  - Goal: 3m wide x 2m high
  - Penalty Area: 5m deep x 12m wide
- iii. Under 10
  - Pitch: 65m long x 45m wide (minimum: 60 x 40m, maximum: 70 x 50m)
  - Goal: 5m wide x 2m high
  - Penalty Area: 5m deep x 12m wide

- iv. Under 12
  - Pitch: 70m long x 50m wide (minimum: 60 x 40m, maximum: 70 x 50m)
  - Goal: 5m wide x 2m high
  - Penalty Area: 10m deep x 20m wide
  - Penalty Spot: 7m from the goal line
- v. Open Girls, Under 14 & Under 16
  - Pitch: 90 - 120m long x 45 - 90m wide
  - Goal: 7.32m wide x 2.44m high
  - Penalty area: 16.5 x 40.32m (18-yard box)

#### D. Match Duration

- i. Kinderoos (Under 5's) will play 20-minute halves with a 7-minute half time break.
- ii. Under 6's, Under 7's will play 20-minute halves with a 7-minute half time break.
- iii. Under 8's will play 25-minute halves with a 7-minute half time break.
- iv. Under 9's will play 25-minute halves with a 7-minute half time break.
- v. Under 10's will play 25-minute halves with a 7-minute half time break.
- vi. Under 12's will play 30-minute halves with a 10-minute half time break.
- vii. Open Girls will play 35-minute halves with a 10-minute half time break.
- viii. Under 14's will play 35-minute halves with a 10-minute half time break.
- ix. Under 16's will play 40-minute halves with a 10-minute half time break.

#### E. Player Numbers

- i. Kinderoos (Under 5's)
  - 4 v 4, no keeper
  - **Maximum 8** players per team
- ii. Under 6
  - 4 v 4, no keeper
  - **Maximum 8** players per team
- ii. Under 7
  - 4 v 4, no keeper
  - **Maximum 8** players per team
- iii. Under 8
  - 7 v 7 including keeper
  - **Minimum 10** players per team
- iv. Under 9
  - 7 v 7 including keeper
  - **Minimum 10** players per team
- v. Under 10
  - 9 v 9 including keeper
  - **Minimum 12** players per team

- vi. Under 12
  - 9 v 9 including keeper
  - **Minimum 12 and Maximum 14** players per team
- vii. Open Girls, Under 14 & Under 16
  - 11 v 11 including keeper
  - **Minimum 14 and Maximum 16** players per team

#### **F. Player Numbers Required for Match to Proceed**

- i. Seven players are required for Under 12, Open Girls, Under 14 & Under 16 matches to proceed.
- ii. If a team cannot field seven players, the match will be forfeited to the opposing team.
- iii. If one team cannot field a full team, the opposing team will not be penalised - a full side of 11 (or 9 in Under 12's) can take to the field & all players listed on their team sheet will be able to be interchanged throughout the match.

#### **G. Interchange**

- i. The interchange rule will apply for all age groups.
- ii. Any number of interchanges may be made throughout the duration of the match.
- iii. Interchange for matches in which Mini Roos rules apply:
  - (a) Interchanges can be made at any time during the match without waiting for the ball to be out of play.
  - (b) The player coming off must leave the pitch before the interchanging player enters the pitch.
  - (c) It is up the Team Manager to ensure that there are always never more than the specified number of players on the field.
- iv. Interchange for matches in which FIFA & Modified Under 12 rules apply:
  - (a) Interchanges can only be made when the ball is out of play.
  - (b) The coach & the player to be interchanged are to move to the centre line & alert the AR 1 that an interchange is required. They must then wait for the referee to call the interchange.
  - (c) Entering or exiting the field without the permission of the central referee is an infringement on the laws of the game & will be dealt with accordingly.
  - (d) The referee may refuse an interchange if it is within two minutes of half time or full time.

## **H. Game Time**

- i. Mini Roos (Kinderoos, Under 6, Under 7, Under 8 & Under 10)
  - (a) Mini Roos is about participation & enjoyment. Equal playing time must be a priority ensuring all players regardless of age, gender and/or ability get to take the field.
  - (b) Regular rotation of players is a necessity. Kids don't register to watch football – they just want to play!
  - (c) All players **must** have equal game time; there is **no** exception.
  - (d) Failure to comply with this rule will result in team suspension.
  - (e) Teams will be given one warning, & subsequent non-compliance with this rule will invoke penalties.
- ii. Competitive Age Groups (Under 12, Under 14, Under 16 & Open Girls)
  - (a) Every player must play a minimum time equal to one half in every match that they participate in, regardless of ability.
  - (b) Failure to comply with this rule will result in loss of points.
  - (c) Teams will be given one warning, & subsequent non-compliance with this rule will invoke penalties.

## **2. REGISTRATION REGULATIONS**

### **A. Age Group Eligibility**

- i. A player must be eligible for an age group as of January 1st. For example, if a player turns 10 on January 2nd, he/she is eligible to play for Under 10 as he/she was 9 as of January 1st.

### **B. Dispensation**

- i. Children who wish to play in an age group they are not eligible for should apply for dispensation to do so.
- ii. Examples of reasons to apply for dispensation:
  - Children who have a disability.
  - Children who were born in November or December & started school as a 6-year-old & therefore just miss out on qualifying to play with their school mates.
- iii. Applications for dispensation should be made in writing by the parent & must be endorsed by the school / club.
- iv. Each application will be considered by the SJSA Executive Committee & the Delegate notified of the outcome.
- v. Dispensation can be revoked at any time if it becomes apparent that the player is obviously not playing in the appropriate age group.



### **C. SJSA Registration**

- i. All players must be registered with a school or club who are affiliated with SJSA.
- ii. SJSA Registration form must be completed & signed by every player & parent or guardian.
- iii. The SJSA Registration form includes the following:
  - Code of Conduct Agreement
  - Social Media Agreement
  - Media Release Agreement
  - Medical Information
  - Volunteer Agreement
- iv. SJSA Registration Form is to be held by the school/club Delegate.

### **D. Play Football Registration**

- i. All players must self-register on-line using Play Football.

### **E. SJSA Affiliation**

- i. Schools / clubs who enter teams in the SJSA competition must be affiliated with SJSA.
- ii. All schools / clubs must apply for affiliation with SJSA.
- iii. Affiliation will not be automatically granted & the SJSA Executive reserves the right to refuse affiliation.
- iv. Affiliation can be rescinded or suspended by the SJSA Executive at any time.

### **F. Dual Registration**

- i. GV Suns junior players who play in a fixtured competition are not permitted to play with SJSA.
- ii. Players who are participating in a GV Suns SAP are eligible to register & play with SJSA.
- iii. Players who play for a SJSA club team are permitted to play with a BASL team e.g. a SJSA Under 16 player or Open Girls registered with a Club (Shepparton SC, Shepparton South FC, Shepparton United SC & Tatura SC) can play for their club's Under 18 or Women's BASL team.
- iv. If a club wants to bring an age eligible Under 18's player or Open Women's player back to a SJSA team an application must be made & approval given.

### **G. Last Day to Register**

- i. The last day to register a new player will be advised each year in the Important Dates & Information provided to Delegates.

### **H. Changing Schools or Clubs During the Season**

- i. Players are permitted to change the school/club they are registered with **once** during the season.

- ii. An application to change schools must be lodged with the SJSA & the change must be approved by the SJSA Executive.
- iii. The Delegate & Coach of the team the player was originally registered with must agree to release the player.
- iv. Once a player transfers to another school or club he/she is not permitted to transfer back to his/her original school/club.
- v. Transferring to another school will incur a \$20.00 (twenty) fee.
  - (a) \$10.00 (ten) is paid to the school which the player is transferring to.
  - (b) \$10.00 is paid to the SJSA for administrative costs associated with the transfer.
- vi. All registration payment made to the school that the player originally registered with will **NOT** be refunded.

#### **I. Last Day to Change School/Club**

- i. Under 12, Under 14, Under 16 & Open Girls
  - (a) The last day that a player can transfer to another school will be advised each year in the Important Dates & Information provided to Delegates.
- ii. Kinderoos, Under 6, Under 7, Under 8 & Under 10
  - (a) Players who play Mini Roos Football are permitted to transfer to another school at any time during the season.
  - (b) There will be no cost incurred for Mini Roos who transfer to another school during the season.

### **3. MONIES OWING TO SJSA**

- i. All amounts owed by a School/Club to SJSA must be paid on the invoice issued by SJSA in relation to that amount
- ii. If a School/Club fails to pay any amount owing to SJSA within 30 days, SJSA may issue a Default Notice giving the Club a further 14 days to pay that amount
- iii. If a School/Club fails to comply with a Default Notice issued, SJSA may, at its sole discretion:
  - a) Rule that all teams from that School/Club are ineligible to earn competition points in any Competition Fixture in which the School/Club plays until the debt is paid.
  - b) Suspend or expel that School/ Club (or Team(s)) from any Competition Fixture
- iv. Any team from a School/Club who have monies outstanding to SJSA will be ineligible to play finals.

#### **4. APPLICATION FOR MORE THAN ONE TEAM IN AN AGE GROUP**

##### **A. Clubs**

- i. Any club wishing to enter two teams in age groups Under 8, Under 10 & Under 12 must make application by the date that will be advised by SJSA.
- ii. To be eligible to make application for an additional team, both teams must have the minimum of the on-field number plus three subs:
  - Under 8: 10 players
  - Under 10: 12 players
  - Under 12: 12 players
- iii. Clubs are not permitted to apply for additional teams in Under 14, Under 16 or Open Girls.

##### **B. Schools & School-based clubs**

- i. Any school wishing to enter two teams in Under 12, Under 14, Open Girls & Under 16 must make application by the date that will be advised at the first Delegates Meeting of the year.
- ii. To be eligible to make application for an additional team, both teams must have the on-field number plus three subs:
  - Under 12: 12 players
  - Under 14: 14 players
  - Under 16: 14 players
  - Open Girls: 14 players
- iii. There is no restriction on the number of Mini Roos teams that schools can enter in any age group.

##### **C. Moving Players between teams**

- i. Tabled Competition (Under 12, Under 14, Under 16 Open Girls)
  - a) If a school / club is approved to enter more than one team in an age group competing in a tabled competition players can be moved if it is apparent that a player has been allocated to the wrong team.
  - b) SJSA must be notified of any proposed player movement prior to the move taking place.
  - c) Players will be team tied after week 3.
  - d) Players are not permitted to play for both teams under any circumstances.
  - e) Players registered with a club are not permitted to play in a school team and vice versa.
- ii. Mini Roos
  - a) Players are permitted to fill in for any Mini Roos team as long as they are age eligible and not registered with a club.

## **5. FIXTURES**

### **A. MINIMUM NUMBER OF TEAMS FOR COMPETITION TO PROCEED**

- i. A minimum of four (4) teams must be entered in any age group to enable a competition to proceed.

### **B. GRADING**

#### **i. Under 12**

- a) There will be separate divisions for school & club teams.
- b) All club teams will play in the same division.
- c) If more than eight school teams are entered into the school division, those teams will be graded into cup & plate sections following a grading period.

#### **ii. Under 10 Mini Roos**

- a) There will be separate divisions for school & club teams.
- b) All Under 10 club teams will play in the same division.
- c) Under 10 school teams will be randomly placed into pools.
- d) School teams will be regraded after round 5 & again after round 10.

#### **iii. Under 8 Mini Roos**

- a) Under 8 teams will be randomly placed into three or four pools depending on the number of teams entered.
- b) Teams will be regraded after round 5 & again after round 10.

#### **iv. Grading Outcomes**

- a) All grading outcomes across all age groups are the discretion of the SJSA Competitions Committee.

## **6. APPOINTMENT OF COACHES & TEAM MANAGERS**

- i. It is the responsibility of each school/club to appoint Coaches & Team Managers
- ii. All teams playing in age groups Under 8 & above **MUST** have a Coach & Team Manager
- iii. It is not necessary for teams in the Under 6 & Under 7 age groups to have both, but they **MUST** have either a Team Manager or a Coach to be responsible for that team on game day
- iv. It is the responsibility of each school/club to deal with any issues involving team officials.

## **7. ELIGIBILITY TO PLAY**

### **A. SJSA Normal Season**

- i. All players must be registered with the SJSA.
- ii. Players who are not registered with the SJSA are **NOT** permitted to play.

- iii. Where a team is found to have fielded a player who is not registered with SJSA the following penalties will apply:
  - a) Where that team loses the match, the result is the greater of the actual score or a 3 – 0 result.
  - b) Where the score is a draw that team is deemed to have lost the match 3 – 0
  - c) Where that team wins the match, the result is a 3 – 0 win to the non-infringing team.
- iv. Player eligibility can be confirmed by contacting the SJSA Registrar. This can be done at any time including during a match.
- v. Under 12, Under 14, Under 16 & Open Girls players will be team locked as of round three (3) & are not permitted to play for any other team in their age group.
- vi. The penalties in Rule 7.A.iii will apply to any team who fields a player of the same age group not from their team.
- vii. Players are permitted to play for another team (school based only) playing in an older age group. For example, any top age U10 registered player is permitted to fill in for any U12 team, any top age U12 registered player is permitted to fill in for an U14, any top age U14 registered player is permitted to fill in for any U16.
- viii. Bottom age U12 players are **NOT** permitted to play for any secondary school team.
- ix. Mini Roos registered players can fill in for any team for which they are age eligible and not registered with a club.

#### **B. Finals Series**

- i. To be eligible to play finals, players must have played a minimum of 5 (five) games during the season.
- ii. Byes are not counted as a match.
- iii. A Finals Information Package will be provided to all teams involved in finals before the commencement of the Finals Series.

### **8. MEMBER PROTECTION INFORMATION OFFICERS (MPIO)**

#### **A. SJSA**

- i. SJSA will appoint a MPIO.
- ii. The role of the MPIO will be according to the Football Victoria position description.

#### **B. Clubs**

- i. Each of the five clubs (Shepparton SC, Shepparton South FA, Shepparton United SC, Tatura SC & Powergoal) will appoint a MPIO who is responsible for the safety of their junior members.

### **C. Schools & School-based clubs**

- i. School based clubs who have the infrastructure in place may appoint a MPIO who is responsible for the safety of their members.
- ii. Schools who do not have such infrastructure will fall under the auspices of the SJSA MPIO.

## **9. WORKING WITH CHILDREN CHECKS**

- i. The Child Safety Laws mandate that anyone who has either physical or electronic (emails or text messages) contact with children must have a current Working with Children Check
- ii. This includes:
  - School/Club Delegate
  - Club Secretary
  - Coach
  - Team Manager
  - Trainer
- iii. The school / club Delegate is responsible for ensuring that all Coaches, Team Managers and Trainers have registered and uploaded their Working with Children checks with Play Football.

## **10. MATCH OFFICIALS**

- i. A Game Leader will be provided for all Kinderoos, Under 6 & Under 7 matches.
- ii. An Instructing Referee will be provided for all Under 8 & 10 matches.
- iii. A Central Referee & Two Assistant Referees (line referees) will be supplied for all Under 12, Under 14, Open Girls & Under 16 matches.
- iv. All Game Leaders, Instructing Referees and Registered FFV referees will wear an official uniform.
- v. The Central Referee, Instructing Referee or Game Leader will act as timekeeper.
- vi. The decisions of the Match Official regarding facts connected with the play, including whether or not a goal is scored & the result of the match, will be final.
- vii. Any Coach or Team Manager who is unhappy with the performance of a Match Official must bring their concerns to the attention of their Delegate & the Delegate will submit the concern in writing to the SJSA Executive Committee via email.
- viii. Coaches, Team Mangers, or Spectators are not permitted to, under any circumstances, approach a Match Official with the intent to dispute his/her decisions & or performance.

## **11. DISCIPLINE**

### **A. Football Victoria - GDT**

The GDT will be managed by Football Victoria

### **B. Social Media Policy**

- i. All players, coaches, team managers, match official, School/Club Delegates & SJSA Executive will abide by the SJSA Social Media Policy.
- ii. All substantiated breeches will be dealt with according to the policy.

### **C. Code of Conduct**

- i. All players, coaches & team managers and spectators will abide by the SJSA Code of Conduct.
  - (a) TEAM OFFICIALS
    - Coaches & Team Managers who are found to be abusing the players, referees, opposition team officials or SJSA officials in any way may be asked to leave the grounds.
    - A written warning may also be issued.
    - Further breeches of the Code of Conduct by a team official after a written warning has been issued may result in a suspension or even expulsion from the association.
  - (b) SPECTATORS
    - Any spectator who is found to be abusing players, team officials, match officials or SJSA Officials in any way may be asked to leave the grounds.
    - A written warning may also be issued.
    - Further breeches of the Code of Conduct by a spectator after a written warning has been issued may result in a suspension or even a ban on attendance at SJSA matches.
  - (c) PLAYERS
    - Any registered player who is involved in off field breach of the Code of Conduct involving players, referees, team officials or SJSA officials may be asked to leave the grounds.
    - A written warning may also be issued.
    - Further breeches of the Code of Conduct by a team official after a written warning has been issued may result in a suspension or even expulsion from the association.

## **12. FIRST AID & SAFETY**

### **A. Player Injury**

- i. The Laws of the Game state that the referee will decide, once the ball is no longer in play, whether a player requires first aid assistance.

- ii. No-one is permitted to enter the field until the referee has signalled for them to do so.
- iii. In the case of a serious injury, an ambulance must be called & the area must be cleared for ease of access.
- iv. An SJSA Official must be notified in the event of a player injury.

#### **B. Scene Safety**

- i. If the field is not safe to enter, for whatever reason, spectators & coaching staff are not to enter the field until it has been declared safe by the referee or SJSA Officials.

#### **C. Blood Rule**

- i. The Match Official must ensure that any player who suffers an injury or wound which results in the loss of blood leaves the pitch immediately for the purpose of receiving medical attention and for the safety of other players.
- ii. The Match Official may allow the injured player to re-join the Competition Fixture only after the Match Official is satisfied that the injury or wound has been safely covered and contained.
- iii. If a player's uniform or attire has blood on it, the Match Official may require the player to change his or her attire before re-joining the Competition Fixture.
- iv. If the injured player is required to change his or her uniform, and a shirt displaying the same number as the original shirt is unavailable, the Match Official may allow the player to wear an alternative numbered, or blank, playing shirt.

#### **D. AIS Australian Concussion Guidelines for Youth & Community Sport**

- i. Delegates must familiarise themselves with the AIS Australian Concussion Guidelines for Youth & Community Sport, February 2024.
- ii. A copy can be downloaded from:  
<https://www.concussioninsport.gov.au/>
- iii. It is the responsibility of School / Club Delegates to ensure that their members comply with these guidelines in the event of a concussion.

#### **E. Return to play following a serious injury**

- i. Any player who sustains a serious injury **must** provide medical clearance to the SJSA Secretary confirming that he/she is fit to resume play.

#### **F. Medical Condition Alerts**

- i. Asthma
  - a) Players who have an asthma plan must provide a copy of that plan to their School/Club Delegate
  - b) A copy must also be provided to the SJSA Secretary.



- ii. Anaphylaxis
  - a) Players who have an allergy requiring the use of an Epi-pen must provide a copy of their management plan to their School/Club Delegate
  - b) A copy must also be provided to the SJSA Secretary
- iii. Other Conditions
  - a) Players with other medical conditions such as Type 1 Diabetes or Heart conditions must alert their School/Club Delegate
  - b) The SJSA Secretary must be alerted to the medical condition.

#### **G. Insurance**

- i. Players are covered by insurance while training and playing sanctioned games through the GCS Insurance Policy.
- ii. Claim forms and full details are available through the SJSA Secretary. Please note that in the event of a player injury, insurance claims must be lodged within 30 days of the injury.
- iii. A copy of the insurance policy is available at registration, or through the SJSA Secretary.

### **13. COMPLAINTS**

- i. All complaints regarding any incident on game day must be submitted in writing (via email – to [admin@sjsa.com.au](mailto:admin@sjsa.com.au)) within twenty-four (24) hours of the incident through the School / Club Delegate.
- ii. Verbal complaints on match day will not be accepted, any person wishing to make a complaint will be referred to their Delegate.
- iii. This includes referee issues, game day behaviour.
- iv. Complaints submitted later than 24 hours will not be looked at.
- v. All complaints submitted by Delegates will be dealt with by the SJSA Executive and Football Victoria.

### **14. GOALS**

#### **A. Full Size & Under 12 Pitches**

- i. The nets will be inspected by the central referee prior to the commencement of each match.
- ii. The winning team of the last match played on each field will be responsible for rolling the goals off the pitch & back to their storage position.
- iii. The nets **ARE NOT** to be removed from the goals.
- iv. If the goals are not returned to the correct storage position & locked against the fence by the winning team points for that game **WILL NOT BE AWARDED.**

- v. In the event of a draw each team will be responsible for putting away one goal. If the goals are not rolled & locked against the fence points **WILL NOT BE AWARDED** for that match.
- vi. The Central Referee will inform the Coach or Team Manager of both teams when the last match of the day is being played & will indicate where the goals are to be returned to.

#### **B. Under 10 Pitches**

- i. The goals will be removed off the pitch & returned to their storage position by the last team playing on the pitch.

#### **C. Under 8 Pitches**

- i. The duty school/club will assist in the placement of the goals.
- ii. The goals will be secured by the SJSA.
- iii. The goals will be removed off the pitch & returned to their storage position by the last team playing on the pitch.

#### **D. Kinderoos, Under 6 & Under 7 Pitches**

- a. The duty school/club will assist the SJSA in the placement & securing of the pop-up goals.
- b. The goals will be removed off the pitch & returned to their storage position by the duty school/club.

### **15. GAME ATTIRE**

#### **A. Shin Guards**

- i. Shin guards must be worn at all times during the game.
- ii. Any player who is not wearing shin guards will not be permitted to take to the field - there will be no exceptions.

#### **B. Footwear**

- i. Footwear must be worn at all times.

#### **C. Playing Strip**

- i. Matching uniform must be worn by all players in a team, except the Goalkeeper.
- ii. Goalkeepers must wear colours that distinguish him from other players.
- iii. Shirts must have sleeves.
- iv. Shirt numbers are mandatory for Under 12, Under 14, Under 16 & Open Girls.
- v. Every player must have their own shirt and shirts are **NOT** permitted to be swapped during the match.
- vi. If more than one player plays the position of Goalkeeper during the match, each player must have their own shirt number when they are not playing in the position of Goalkeeper.

#### **D. Under Garments**

- i. Players will be permitted to wear under garments such as skins.
- ii. Under garments worn under shorts may be flesh coloured, black or the same colour as the shorts.
- iii. Under garments worn under shirts must match the predominant shirt colour or be flesh coloured if they have long sleeves.
- iv. Hoodies are **NOT** permitted to be worn as an under garment.

#### **E. Jewellery**

- i. Jewellery of any kind is not permitted to be worn on the pitch.
- ii. Piercings must be removed; they are not permitted to be taped.

#### **F. Gloves**

- i. Gloves may be worn on very cold days.
- ii. Gloves be black & close fitting.

#### **G. Hats & head coverings**

- i. Hats are only permitted to be worn by the Goalkeeper.
- ii. Hijabs may be worn but must not be adorned with any jewels.

### **16. TECHNICAL AREA**

#### **A. Matches in which FIFA & Modified Under 12 rules apply**

- i. A technical area for each team will be marked on each ground.
- ii. Only Coaches, Assistant Coaches, Team Managers & players are permitted to be in the technical area.
- iii. Only one Assistant Coach is permitted to be in the technical area.
- iv. Spectators are to remain behind or to the side of the technical area.
- v. Spectators are to stand 1.5meters from the side-line; THERE WILL BE NO EXCEPTIONS. This is to ensure lines referees have an unimpaired view of the line & field.
- vi. Coaches are to remain in the technical area throughout the game unless making an interchange, giving a player a drink, or attending to an injured player.
- vii. Coaches are **not** permitted to walk up & down the sideline.

#### **B. Matches in which Mini Roos Game rules apply**

- i. Technical areas will not be marked for Mini Roos matches.
- ii. Coaches are not permitted on the field unless attending to an injured player
- iii. Coaches are **not** permitted to walk up & down the sideline.
- iv. Teams are encouraged to set up on one side of the centreline & treat this area as a pseudo technical area.

- v. Spectators are to stand back from the sideline to prevent injury to any player or spectator if a player overruns the pitch area.

## **17. MATCH RECORDS**

### **A. Mini Roos Matches**

- i. Team List Sheets must be submitted for the first three rounds.
- ii. From round 4 on, they are not required.

### **B. Under 12, Under 14, Under 16 & Open Girls**

- i. Team lists sheets must be presented to central referee immediately AFTER the match.
- ii. Match Records can be downloaded from the SJSA website  
It is the responsibility of each individual team to provide a match record for every match.
- iii. Team list sheets must contain all players' full name & shirt number.
- iv. If more than one player will be playing Goalkeeper, all players who will be playing keeper must be clearly indicated & must have an individual shirt number as well as the keeper's number.
- v. Team list sheets will be checked against team entries submitted to SJSA for the season.
- vi. Team sheets are **NOT** to be photographed by anyone.
- vii. If a team wishes to view the opposing team match record a request must be made through the administration desk **after** the match.

## **18. MATCH RESULTS**

### **A. Mini Roos Matches**

- i. Points tables are not applicable in any Mini Roos football (Kinderoos, Under 6, Under 7, Under 8 & Under 10) and do not exist.
- ii. Under no circumstances will match results be published in any public forum by Football Victoria, SJSA or by any school or club.
- iii. The recording of match results is conducted by SJSA for the purpose of grading, ensuring the most enjoyable experience for all players & will not be made public in any way.

### **B. Under 12, Under 14, Under 16 & Open Girls Matches**

- i. The match result & team sheet will be lodged by the central referee.
- ii. Match results will be entered onto Game Day by SJSA.

## **19. SJSA CANTEEN**

- i. The canteen at the Small Pavilion at the Sports Precinct will be exclusively managed by the SJSA executive.
- ii. Each week the SJSA will be supported by a duty school(s) / club(s).
- iii. All profits will be returned to the SJSA.

## **20. DUTY SCHOOL/CLUB**

- i. All schools/clubs will be rostered to provide match day assistance during the season.
- ii. Being rostered as the duty school/club is not optional; all schools/clubs are required to provide support to the SJSA Executive during the season.
- iii. Any School or Club that fails to fulfil their duty requirement will be sanctioned – such sanctions will be at the discretion of the SJSA Executive.
- iv. Duties will include ground set up & pack up, assisting in the canteen/BBQ & venue clean-up.

### **a. Ground Set Up:**

- i. Setting goals for all age groups (they will be secured by SJSA)
- ii. Setting pop-up goals for U5, U6 & U7
- iii. Setting out corner flags
- iv. Setting out field flags
- v. Setting up BBQ

### **b. Ground Pack Up:**

- i. Pack-up pop-up goals & return them to the storeroom
- ii. Remove U8 goals from pitch & return to their storage area
- iii. Pack-up of BBQ & return to storeroom
- iv. Pack-up of field flags & return to storeroom

### **c. Canteen/BBQ:**

- i. Assist with food preparation & cooking
- ii. Assist with counter sales
- iii. Assist with cleaning & pack-up

### **D. Venue Clean Up**

- i. Assist with sweeping & mopping of referee rooms, toilets & administration office.
- ii. Rubbish Collection.

## **21. TEAM MARSHALS**

- i. Each team is to provide an official who will ensure that all spectators remain in allocated areas & that there no offensive behaviour from spectators.
- ii. The team marshal must be an adult over the age of 21.
- iii. The team marshal is **not** permitted to be in the technical area.

- iv. The team marshal will wear a fluorescent jacket to enable them to be easily identified during the match.
- v. Matches will not commence if there is no team marshal.
- vi. The team marshal will be approached by an SJSA official if there is a problem with a spectator associated with the team.

## **22. SMOKING & VAPING**

- i. It is prohibited to smoke or vape within the confines of the field of play.
- ii. Smoking & vaping must be confined to permitted areas.
- iii. SJSA adheres to State Legislation regarding smoking laws.

## **23. ALCOHOL & ADDICTIVE & ILLICIT SUBSTANCES**

- i. It is prohibited for alcohol to be consumed anywhere in the Sporting Precinct where SJSA junior matches are in progress.
- ii. Parents, Spectators, School, or Club Officials & SJSA Executive are not permitted to be at the venue while under the influence of alcohol.
- iii. Parents, Spectators, School, or Club Officials & SJSA Executive are not permitted to be at the venue while under the influence of illicit substances.

## **24. SJSA REPRESENTATIVE SQUADS**

### **A. Purpose**

- i. Provide an opportunity for SJSA players to experience of representing Shepparton while competing in tournaments.
- ii. While we aim for our squads to be competitive, winning is not the only focus, player development is of the utmost importance.

### **B. Tournaments**

- i. Representative Squads will play in the CLFA Country Championships, Boys & Girls FC Tournament & the AFS Tournament.
- ii. SJSA will also consider entering other tournaments suitable for the Representative Squads.
- iii. Players selected for SJSA Representative Squads must make themselves available to play in all tournaments.
- iv. If Schools/Clubs submit a team in any tournament that SJSA Representative Squads are also entered in, the priority must be to play with the Representative Squad.

### **C. Selections**

- i. Selections for Representative Squads for the following year will take place towards the end of the season.
- ii. Squads of up to 14 players will be selected in each age group.
- iii. Train-on players may also be selected.

#### **D. Eligibility**

- i. To be eligible for selection for Representative Squads, players **MUST** be a registered player with the SJSA.
- ii. Players must play with a SJSA school or club team in the winter competition.
- iii. Squad fees must be paid in full prior to the first tournament.

#### **E. Associated Costs**

- i. All costs associated with Representative Squads are to be met by the player's family.
- ii. Squad costs include:
  - (a) Squad fees.
  - (b) Additional uniform components such as jackets & bags – kit is included in fees.
  - (c) Travel & accommodation costs.

#### **F. Appointment of Coaches & Team Managers.**

- i. Representative Squad Coaches will be appointed by the SJSA Executive.
- ii. Assistant Coaches & Team Managers can be nominated by the Squad Coaches, but their appointment must be approved by the SJSA Executive.

### **25. SJSA OFFICIALS**

- i. SJSA officials will be onsite every match day throughout the season.
- ii. For any issues SJSA Officials can be contacted on the following numbers at any time throughout the day:
  - Peter Hill: 0490 012 103
  - Kylie Adams: 0483 018 136
  - Karen Hocking: 0490 147 050

### **26. UPDATING OF RULES & REGULATIONS**

- i. SJSA reserves the right to amend the Rules & Regulations from time to time as seen fit.