



2025 IWPSSA BOYS FOOTBALL (SOCCER)

GALA DAY RULES

1. Both Junior and Senior games will follow a **9 v 9 competition format** played on a half-size field under FIFA Laws of the Game with modified rules (as per Football NSW guidelines).

Goalkeepers:

- The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball **must be thrown or rolled** from the hands or played from the ground with their feet, **within 6 seconds**. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- Opponents must be **at least 10 metres** outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately passed to them by a teammate.

Ball crossing touch line:

- Throw in. Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. **Opponents must be at least 5 metres away** from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

Corners:

- A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. **Opponents must be at least 5 metres away** from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

Goal Kicks:

- Goal kick from anywhere within the penalty area. **Opponents remain at least 10 metres outside the penalty area** until the ball is in play. Referees should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

Offsides:

- **Goals can be scored from the offside position.** Referees should direct players permanently standing in blatant offside positions to move into onside positions. Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.

Substitutions:

- Players may be rotated on and off the field at any time during the game. A coach/parent may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on.

A drop ball is given **if the ball strikes the referee** and the opposition takes control of the ball or a goal is scored off the referee.

2. Juniors (Stage 2 students) – 20 mins – no halves
Seniors (Stage 3 students) – 20 mins – no halves
Teams should be ready to start on time.
3. Soccer Balls: **Size 4** for both competitions.
4. A Junior player may take the field in a Senior game **only if** no senior players are available to substitute or not enough senior players to fill a team. A senior player **must not** play in a junior game under any circumstances.
5. In all matches, the referee shall be the sole timekeeper
6. The point score for all games will be:
 - **Win – 3 points**
 - **Draw – 2 points**
 - **Loss – 1 point**

In the event of a forfeit, the non-forfeiting team receives three competition points with a **3 – 0** score recorded as the result. An unforeseen forfeit hampering both teams will see both teams receive two competition points.
7. In games to determine **semi-final** placing, positions will be determined by the following:
 - In the event of teams tied on points at the end of the regular pooled round-robin the following methods are to be used to separate teams (in order from first used to last used if required).
 - I. Goals for/goals against - subtract goals against from goals scored – higher total goes through.
 - II. The highest amount of goals scored between the two teams.
 - III. IF STILL EQUAL - refer to results of when the 2 teams played: goals against subtracted from goals scored -higher total goes through.
 - IV. IF STILL EQUAL AGAIN – the team that was awarded the most corners will progress.

Semi-Finals:

Game 1: POOL (A) 1st vs POOL (B) 2nd (losing team eliminated)

Game 2: POOL (B) 1st vs POOL (A) 2nd (losing team eliminated)

Grand Finals:

Winner Game 1 vs Winner Game 2 (Winner – Champions)

8. In the case of a drawn semi-final or grand final, then five (5) minutes extra time shall be played. In extra time, the golden goal rule shall apply - i.e. the team scoring the first goal in extra time automatically wins the match.
9. If the score is still tied in the semi-finals or grand finals, the champion team will be the team that was placed higher on the points table at the conclusion of the pooled round-robin matches.

BEHAVIOUR ON FIELD

10. Only **a team captain** should question a referee's decision (in a polite manner).
11. Insolence or foul language by players should not be tolerated and if deemed appropriate the player should be sent off the field. If a player is sent off for inappropriate behaviour, a replacement is permitted.

RESULTS

12. Please SMS results with scores to **(0418 862 811)** immediately after the match has been completed using the following structure:

JUNIOR boys football ROUND 1:

Your school: (score)

Opponent school: (score)

13. Failure to send scores through may result in no points being awarded to your team.

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CAMPBELL PARK

LYSAGHT PARK



SEATING AREA

PITCH 3
(JUNIORS)

BENCH

PITCH 4
(JUNIORS)

PITCH 5
(SENIORS)

BENCH

PITCH 6
(SENIORS)

BENCH

PITCH 7
(SENIORS)

BENCH

PITCH 8
(SENIORS)

ADMIN / MEDICAL

TOILET / CANTEN

PITCH 2
(JUNIORS)

BENCH

PITCH 1
(JUNIORS)

SEATING AREA

SEATING AREA

