



Competition Rules and Regulations of Eastern Zone Primary School Soccer Association

As of April 2021

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A. DEFINITIONS

In these Regulations:

Abandoned

Is a fixture which has failed to commence for any reason or did commence but was stopped by the Match Official prior to the game concluding.

Away Team

Is a team not playing the fixture or match at its home ground and / or appears second on the fixture list where a match is conducted at a neutral venue.

Coach

Is any person appointed to coach a football team, who has the required coaching accreditation as stipulated by EZPSSA and is registered with their school on the National Registration Database.

Competition Fixtures

Are the matches scheduled and sanctioned by EZPSSA and Football SA that form a competition.

Cup

Are knockout competitions conducted by EZPSSA and Football SA.

Cup Fixtures

Are the matches scheduled and sanctioned by EZPSSA and Football SA that form a cup competition.

Football Australia

Is the governing body for football in Australia.

Fixture

Is the scheduling and sanctioning of a game of football involving two teams as part of a competition.

Football SA

Is the governing body for football in the state of South Australia.

Forfeit

A match or fixture that is awarded to one team due to another team not fulfilling their competition obligations.

Goal Difference

Is the difference between the number of goals scored by a team (Goals For) and the number of goals scored against the team (Goals Against).

Home Team

Is a Team playing the Fixture or Match at its home ground and/or appearing first on the fixture list in a match that is conducted at a neutral venue.

Host School

Means a School which hosts competition fixtures at their home venue regardless of whether the school is participating in the fixture.

Interchange

Is the ability to replace one player for another player during a game. Interchange permits a player that has been replaced to come back into the game when required.

Laws of the Game

Means the official laws of the game of football and futsal as proclaimed by FIFA.

Match

Is a fixture sanctioned by EZPSSA and Football SA.

Match Official

Is a referee, assistant referee or fourth official who has been appointed by EZPSSA or Football SA to take responsibility of a match.

Match Report

Is a written report submitted by a Match Official or School Official providing details relating to a game.

Eastern Zone Primary School Soccer Association (EZPSSA)

Is the association that has conducted football competitions in the Eastern Zone Areas of Adelaide.

Participant

Is a Player, Team Official or Match Official.

Player

Is any person that is registered in the National Registration System who participates in a Match

Postponed

Is a game that has not been played for any reason and is intended to be rescheduled.

Registered

Is a person that is registered in accordance with EZPSSA and Football SA Rules and Regulations.

School

Means a school that is affiliated to EZPSSA and Football SA for the purpose of playing football in the Competitions.

School Official

Is any person involved with the administration, management or organisation of a School Team. (whether paid or unpaid), including employees, contractors, directors, representatives and volunteers.

Spectator

Is a person that attends a Match.

Suspension

Is a ban from attending and/or participating in matches and/or competitions sanctioned by EZPSSA and Football SA.

Team

An individual group of Players and Officials nominated by a School to represent the School in a Competition.

Team Official

Any person appointed by a school for the purpose of managing and participating with a Team (whether paid or unpaid), including the coaches, managers, medical staff, other support staff or any other person acting for or on behalf of a School or association.

Technical Area

Is a designated area where team officials and substitutes are located during a game.

Trial Match

Is a fixture that is sanctioned by EZPSSA and Football SA that is played by two teams which does not form part of a EZPSSA Competition.

Application

These Competition Rules and Regulations specify the requirements and regulations specific to competitions conducted by the Eastern Zone Primary School Soccer Association (EZPSSA) and Football SA. These regulations are to be implemented in conjunction with the Football Australia Regulations and Football SA Competition Rules and Regulations.

In the event of inconsistency between these regulations and any other Football Australia or Football SA regulations, the interpretation will prevail in the following order;

- i) FFA Statutes
- ii) National Registration Regulations
- iii) National Disciplinary Regulations
- iv) Football SA Competition Rules and Regulations
- v) These Regulations

Scope

These regulations:

- i) apply to participating teams, players and officials participating in the EZPSSA League and Cup Competitions; and
- ii) apply to all EZPSSA League and Cup Competition Games.

1. Laws of the Game

All Football matches organised or authorised by the EZPSSA and Football SA and all matches played by any School, shall be played under and in accordance with:

- (1) The Laws of the Game of Association Football as laid down by the Federation Internationale de Football Association [FIFA] and all additions, alterations and amendments that may be made from time to time may be made to include modifications in line with SAPSASA and EZPSSA to allow for younger age groups

2. Team Names

- (1) Each School shall register its Team Name and logo with the EZPSSA and Football SA.
- (2) All teams of a School shall use, and be known by, the School's registered Team Name.
- (3) If a School wishes to change its name and/or logo, the requested change must be submitted to EZPSSA and Football SA.

3. Team Nomination Form

- (1) To register teams in the EZPSSA Competitions, each School is required to complete the nomination form, in the form provided by EZPSSA and Football SA, on an annual basis.
- (2) Once the nomination form is submitted, if a school makes any changes to the information contained on the form, any changes must be immediately notified to the EZPSSA and Football SA.
- (3) All new schools are required to complete the Football Australia Application for Registration of Football Club – **Prescribed Form NRR02**. This form must be completed and submitted to Football SA.

4. Eligibility of Players

- (1) Boys or Girls may play in all divisions except for the Girls only Division where only girls may play.
- (2) Players **MUST** be attending the Primary School for which they play. However, if any school has players transferred during the season to a new school these players will be allowed to play for the team for which they commenced the season.
- (3) Players attending Schools outside the Eastern Zone defined area, are **NOT** permitted to play.
- (4) A combined Team of Primary Schools within the Eastern Zone defined area may participate on an annual basis providing this has been approved by the EZPSSA, Football SA and the Principal or their delegate of the schools concerned.
- (5) The movement of players between schools and from one team to another within the same school is not permitted except under exceptional circumstances. Such a request must be put in writing to EZPSSA and Football SA.
- (6) If a team is found to be in breach of the above Rules regarding player eligibility, the team may be withdrawn from further games.
- (7) For the 12 and over teams breaching these rules shall forfeit 4 points for the action of the day plus 4 points from the overall points total

5. Age Eligibility

- (1) All players are to play in their age group. If a school does not have a team in that age group, then players may play in a higher age group.
- (2) 8s Age Group - Players must be 7 years of age turning 8 years of age in the year of competition.
- (3) 9s Age Group - Players must be 8 years of age turning 9 years of age in the year of competition, or as detailed for the U8 age group
- (4) 10s Age Group - Players must be 9 years of age turning 10 years of age in the year of competition, or players qualifying in the U8s or U9s age group
- (5) 11s Age Group - Players must be 10 years of age turning 11 years of age in the year of competition, or players qualifying in the U8s, U9s or U10s age group
- (6) 12s and Over - Players must have turned 12 or more years of age or be turning 12 or more years of age in the year of competition.

- (7) Players may only play in a lower age group in special circumstances subject to written application to and prior written approval from EZPSSA and Football SA.
- (8) If a team is found to be in breach of the above Rules regarding age eligibility, the team may be withdrawn from further games.
- (9) For the 12 and over teams breaching these rules shall forfeit 4 points for the action of the day plus 4 points from the overall points total

6. Number of Players Required to Commence a Game

- (1) The number of players required per team is:
 - Under 8s 7-a-side with 4 substitutes (maximum)
 - Under 9s and 10s 9-a-side
 - Under 11s, 12s and Over 9-a-side
- (2) In all 9-a-side games, a game may only commence if the team has a minimum of seven (7) players.
- (3) Any team with less than seven players will forfeit the game.
- (4) Where a team has less than seven (7) players at the time of the game commencing, the match official will wait 15 minutes prior to the game being abandoned.

7. Duration of Games

The duration of games for junior competitions will be as outlined below:

- Under 8 to 10 2 x 15 minute halves
- Under 11 to 12 2 x 20 minute halves

8. Player Registration

- (1) A Player may only be registered with one school at any one time in line with the FFA National Registration Regulations (NRR) and FIFA. Football SA does permit a player to be registered with a Football SA Club and EZPSSA.
- (2) All players must be registered in the National Registration System, playfootball.com.au, on an annual basis, to be eligible to play in the EZPSSA competitions.
- (3) The player must be registered prior to participating in any competition conducted by EZPSSA.

9. Team Official Registrations

- (1) All team officials that have direct contact with Junior players (players 17 and Under) and/or access to personal information of Junior Players must:
 - (a) Register with their school through the National Registration System.
 - (b) Provide a Working with Children Check (WWCC) to the school that they are volunteering to.
- (2) Coaches do not require qualifications to take up a coaching position however the EZPSSA encourages coaches to obtain qualifications.

10. Competition and League Formation

- (1) Schools must complete and submit a team nomination form on an annual basis stipulating the number of teams that they will field.
- (2) In each season, the EZPSSA shall conduct the following competitions
 - (a) Winter Season League;
 - (b) Knockout Cup Competition for Under 12s
 - (c) Other special competitions as determined by the EZPSSA on annual basis
- (3) The number of teams to play in each of the competitions is based on the team nominations submitted by the Schools on an annual basis.
- (4) The EZPSSA and Football SA may fill any casual vacancy in any competition in such a manner as it determines.
- (5) The EZPSSA and Football SA will have the final determination on the admission of teams and the structure of the competitions.
- (6) No player shall play for more than one school in any competition.

11. Player Movement

- (1) A player is required to play in their age group.
- (2) Where a team does not have sufficient players to fill a team, a player may move up and play in a higher age group that is no more than two (2) years above their eligible age group.
- (3) In the event that a school enters two or more teams in any one age group, a maximum of two (2) players may move between the two or more teams on any given round of games.

12. School Colours and Uniforms

- (1) All Schools shall register their playing uniform colours with the EZPSSA and Football SA. The School is encouraged to provide a photograph of the uniform.
- (2) If a School wishes to change its uniform or to change the colours or design of its uniform, full details of the requested changes to the new uniform or alterations shall be provided to EZPSSA and Football SA.
- (3) It is the responsibility of the school to notify EZPSSA and Football SA of any changes to its uniforms so as to avoid a clash of uniform colours with other teams.
- (4) All playing shirts are to be numbered including the goalkeeper shirt.
- (5) The goalkeeper's shirts or uniforms must be clearly different from, and not contain any of the basic colours of, the shirts of the other players of their team or the opposing team and the match officials. The goalkeeper may wear shorts and socks of the same colour and design as their own team.
- (6) In the event that there is a colour clash between the two teams, the away team (second named team), is to change to an alternative colour playing strip or provide contrasting bibs. Numbers must be on all changed shirts or bibs

13. Match Balls

- (1) EZPSSA will supply the match balls for all games.
- (2) The size of the match ball to be used is as follows:
 - Under 8 Size 3
 - Under 9, 10, 11,12 Size 4

14. Control of Competitions and Matches

- (1) No person other than the participating players, and the match officials shall enter the field of play while a match is in progress unless medical personnel are directed to enter the field of play by the match official.
- (2) Only the substitutes, manager, coach and medical person shall occupy their team's technical/bench area.
- (3) No person other than the appointed coaches of the competing teams shall provide coaching to the players.
- (4) Where there are changing rooms provided, only players and team officials can enter the changing rooms.
- (5) Where there is a designated Match Official Room, only the match officials can enter the Match Official's changing room except with the permission of the Match Official.

15. Team Sheets and Match Reports

- (1) Each team participating in a EZPSSA fixture is required to complete a team sheet and provide it to the Match Official, where appointed, prior to the commencement of the game. Where there is no Match Official, the team sheet is to be provided to the EZPSSA Competition Coordinator.
- (2) The team sheet shall be in the format approved by EZPSSA and Football SA. The team sheet is to contain the following information
 - the correct names and initials in block letters of each player,
 - the Football Australia Registration Number of each player
 - the shirt number of each player
 - the names of the team officials
- (3) If a situation occurs where a team may need to make an amendment to a team sheet that has already been submitted to the match official, a team official may approach the match official prior to the commencement of the game to make the amendment. Once the game has commenced no amendments will be permitted to the team sheet.
- (4) A School shall not play a player who is not named on the team sheet for the match.
- (5) At the completion of each match, a Team Official from each competing Team is required to check that all details on the team sheet are correct, this includes:
 - (a) record on the team sheet any injuries to players
 - (b) score line is correct
 - (c) cautions or send off of players are correct, and
 - (d) sign the team sheet.

- (6) Where there is no appointed Match Official in attendance, the home team is to collect the team sheets from the person who officiated the game and submit to EZPSSA Competition Coordinator.
- (7) Team Sheets from match officials, or schools shall be submitted to the EZPSSA at the completion of the match.

16. Interchange of Players

- (1) Interchange will be used in all EZPSSA Competitions.
- (2) There is no limit to the number of interchanges made, however its is strongly encouraged that players should have equal playing time.
- (3) Interchanges may be made when there is a stoppage in play, and this must be acknowledged by the Referee. The player being replaced must be off the field prior to the new player coming on.
- (4) A maximum of three interchanges per team may be made at any one time.

17. League Points

- (1) In the 12 and over League Competition, the following points will be allocated:
 - (a) for a win - four points,
 - (b) for a draw - two points,
 - (c) for a loss - one point.
- (2) League points and tables are not maintained for all other age groups.
- (3) Where two or more teams have the same number of points, the standings of the teams will be determined by goal difference, the team with the better goal difference shall hold the higher position.

18. Fixtures and Match Forfeits

- (1) The EZPSSA and Football SA shall prepare and publish lists of fixtures for all competitions organised by the EZPSSA and Football SA.
- (2) All matches in any competition shall be played on the dates and at the times scheduled unless abandoned or postponed by the match official in accordance with the Laws of the Game.
- (3) Where a game is abandoned, cancelled or postponed due to weather conditions or pitch conditions, the following will apply:
 - (a) where possible, the game will be rescheduled and played
 - (b) if the games are unable to be rescheduled, all games that have been played, in the 12 and over competition, for that round, will be deemed no results. All games in the round must be played for results to be recorded
- (4) If a School fails to attend a scheduled fixture in the 12 and over competition or has not taken up their playing positions on the field by 10 minutes after the scheduled start time, the school will forfeit the game and a result of 2-0 loss will be recorded.

19. Referee and Assistant Referees

- (1) EZPSSA and Football SA will appoint Referees to all games, where possible.
- (2) Where no Referee is appointed, each team is to appoint a person to Referee half a game each.
- (3) Each team is required to appoint a person to undertake the role of Assistant Referee. This person is responsible for assisting the Referee in the following areas:
 - (a) Identify when the whole of the ball has gone out of play:
 - (b) Which team is entitled to a corner kick, goal kick or throw in:
 - (c) At the Referee's discretion, indicate when a player is in an offside position.

20. Ground Marshalls

- (1) Each TEAM shall have appointed a suitable Ground Marshall, independent of the coach, who must be 18 years of age or over. The team's Ground Marshal shall be present at all of the school team's home and away games.
- (2) Each team's Marshall shall wear a distinctive fluorescent vest.
- (3) Both team Ground Marshalls shall make themselves known to the Referee before the commencement of the game (or games will not commence) and assist with the following duties.
 - i. It is the responsibility of BOTH TEAM MARSHALS that their appointed Coach/Team manager completes the match sheet correctly and that it is available to the referee prior to the scheduled commencement of play.
 - ii. Keep people away from behind the goals.
 - iii. Keep people back from the marked, side 'honour' lines.
 - iv. Ensure players/spectators/ coaches abide by the specified Code of Conduct.
 - v. Assist Referees & EZPSSA Ground Supervisors when requested.
 - vi. Report unruly spectator behaviour to EZPSSA Ground Supervisor(s).
 - vii. Act as the Referees point of contact with respect to their team.
- (4) Ground Marshalls are not to retrieve balls – they may direct others to do this.
- (5) Ground Marshalls are to advise the referee if there will be a goalkeeper substitution at half time.

21. First Aid

- (1) It is the responsibility of each team to supply their own ice and first aid.

22. Cup Competition Rules

- (1) Games for these Cups will be conducted as a knockout competition. Once a team is defeated, they are out of the competition.
- (2) Knockout cup competition games including semi-finals and Finals will be played over a nominated number of Saturdays as per the competition calendar.
- (3) The team MUST consist of players who will play with that team during the league season.
- (4) Schools with 2 or more teams in the 12 year competition must comply with the team sheet filled out at the beginning of the league season. If a team is knocked out of one Cup Competition, players from one team cannot play for other teams in subsequent rounds.
- (5) All Boys and combined Boy/Girl teams will compete in Round 1 for the Jim Huffadine Cup. An "open" or "seeded" draw to determine fixtures will be at the discretion of EZPSSA .

- (6) All winning teams from Round 1 will continue to the next Round 2 for the Jim Huffadine Cup. Dependant on the number of Teams competing, some losing teams may also advance to Round 2 to Makeup numbers.
- (7) All the other losing teams from Round 1 will compete in Round 1 of the Bill Bell Cup as their round 2. Dependant on the number Teams, some losing teams will advance to Round 2 of the Bill Bell Cup.
- (8) All Girls Division Teams will compete in Round 1 for the Graeme Young Cup Trophy. An open or seeded draw will apply at the discretion of the EZPSSA.
- (9) Dependant on the number of Teams competing, some losing teams may also advance to Round 2 to makeup numbers.
- (10) Once a Team is knocked out of all 3 Cup competitions, they will play a "friendly" game in subsequent rounds other than on a Semi Final/Grand Final Saturday.
- (11) All games will be played with 20 minutes each way. No extra time allowed.
- (12) Should the score be even after normal time (see above) a penalty shootout will take place with 5 players from each team nominated by their Coach/Manager. Participating players only may congregate in the Centre Circle until individually summoned by the Referee. Should the scores remain even after 5 penalties from each side then a further 5 new players from each side will undertake penalties but with a "Golden Goal" rule to provide the advantage goal to determine the winner
- (13) For the Final, referees and linespeople are supplied by Eastern Zone.

23. Rules for 8 Year Age Group

(1) Start of Play and Re-Start After a Goal

- a. The ball is to be passed to a team mate from the middle of the half way line.
- b. All players must be in their own half of the field of play.
- c. Opponents must be at least 5m away from the ball until it is in play.
- d. The ball must touch a team mate before a goal can be scored.

(2) Ball Crossing the Sideline – Throw in.

- a. Opponents must be at least 5m away from the ball until it is in play.

(3) Ball Crossing the Goal line after Touching the Defending Team Last – Corner kick.

- a. Opponents must be at least 5m away from the ball until it is in play.

(4) Ball Crossing the Goal line after Touching the Attacking Team Last – Goal kick

- a. A Goal Kick is to be taken from anywhere within the penalty area.
- b. Opponents remain at least 5m outside the penalty area until the ball is in play.
- c. The ball is in play once it is kicked directly out of the penalty area

(5) Goalkeepers

- a. The goalkeeper is allowed to handle the ball anywhere in the penalty area.
- b. 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.
- c. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- d. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play.
- e. The ball is in play once it moves out of the penalty area.

(6) Fouls and Misconduct

- a. Indirect free kicks are awarded for all acts of handball or fouls and misconduct with opponents at least 5m away from the ball. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).
- b. For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position.
- c. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

(7) Offside Rule

- a. There is no offside rule.
- b. Even though there isn't an offside rule, Coaches and Parents should not encourage players to stand in a position that is in offside position and could be seen as providing an unfair advantage. This action is not in the spirit of the game and will have a negative impact on the football experience for everyone.

(8) General Competition Rules

- a. Games will be played as 7-a-side including a goalkeeper
- b. Size 3 Ball will be used.
- c. Maximum of four substitutes
- d. Goal Area - 8m deep x 12m wide
- e. 15 minute halves with a 5 min half time break