



RULES OF THE GAME

CODE OF CONDUCT

When adopted by all participants in soccer, the Codes of Fair Play will ensure that young people will enjoy the experience and develop positive sporting behaviours, encouraging them to remain involved in soccer in different capacities throughout their lives.

Players

- Play by the rules and within the spirit of the game.
- Never argue with a referee or assistant referee. If you disagree, have your captain, coach, or manager approach an official on your behalf at an appropriate time.
- Control your temper. Verbal abuse of officials and sledging of other players, deliberately distracting, or provoking an opponent are not acceptable or permitted behaviours in soccer.
- Work equally hard for yourself and your team.
- Be a good sport; applaud all good plays, whether they are made by your team or the opposition.
- Treat all participants in soccer as you would like to be treated. Do not bully or take unfair advantage of another player.
- Cooperate with your coach, teammates and opponents. Without them there would be no game.
- Respect all participants' rights, dignity and worth, regardless of their gender, ability, cultural background, or religion.
- Remove all jewellery prior to training and match play, as it is a hazard to you and those around. Hair accessories must also be safe. Be guided by the officials.
- Do not accept or use any banned or unauthorized drug(s), including alcohol at any time.
- Be a positive example to all those around you.

Parents

- Remember that children participate in sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example. Appreciate good performances and skillful plays by all participants.
- Do not use foul language, sledge or harass players, coaches or officials. Be positive in your pitch side support and applause.
- Support all efforts to remove racial and religious vilification, verbal and physical abuse from all soccer activities.
- Respect the decisions of officials and teach children to do likewise.
- Show your respect and appreciation for volunteer coaches, officials, and administrators. Ensure any issues are raised through the correct channels.
- Respect all participants' rights, dignity and worth regardless of their gender, ability, cultural background or religion.
- Do not smoke or consume alcohol at any of the playing or training grounds.
- Be a positive example to all those around you.

Coaches

All persons coaching a team or teams within the PJSA structure must adhere to the following Code of Fair Play.

- Remember that junior players participate for pleasure, and winning is only part of the fun.
- Never ridicule or yell at junior players for making a mistake or not winning.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Operate within the rules and spirit of the game and teach your players to do the same.
- Ensure that the time players spend with you is a positive experience. All junior players are deserving of equal attention and opportunities.
- Avoid overplaying talented players. All players deserve equal playing and training time, regardless of their ability.
- Ensure that equipment and facilities meet safety standards and are appropriate to all players' age, maturity and ability.
- Display control, respect, and professionalism to all involved with soccer. This includes, but is not limited to opponents, coaches, officials, administrators, the media, parents, and spectators. Encourage your players to do the same.
- Show concern and caution towards sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
- Coaches are encouraged to obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.
- Any physical contact with a junior player should be appropriate to the situation and necessary for the players' development.
- Respect every person's rights, dignity and worth regardless of gender, ability, cultural background, and religion.

Spectators

- Remember that young people participate for their enjoyment and benefit, not yours.
- Applaud good performances and efforts from all individuals and teams.
- Congratulate all participants on their performance regardless of the game's outcome.
- Respect the decisions of the officials and teach junior players to do the same.
- Never ridicule or scold a player for making a mistake. Positive comments are motivational.
- Condemn the use of violence in any form, whether it is by spectators, coaches, officials, or players.
- Show respect for your team's opponents. Without them there would be no game.
- Encourage players to follow the rules and the decisions of officials.
- Do not use foul language, sledge or harass players, coaches or officials.
- Respect all participants' rights, dignity and worth regardless of their gender, ability, cultural background, or religion.

PLAYER REGISTRATION REGULATIONS

The following regulations and guidelines are based on but not limited to the Football Federation Australia (FFA) "National Registration Regulations 2007"

1. Mandatory registration

- 1.1 A player must be registered with the PJSA before he or she can play for a team.
- 1.2 By the act of registration, a player agrees to abide by FFA statutes and rules applied by Member Federations (Football West) and Clubs (Peel Junior Soccer Association).
- 1.3 A team must not play any person in any match unless that person is registered with the PJSA.

2. Process for registration

- 2.1 The registration of a player is effective from the date the registration form is signed by both the player's parent/guardian and a representative of the PJSA.
- 2.2 If a player is registering for the first time, that player may need to provide the club with documentary evidence of his/her name and age (e.g. birth certificate or passport).
- 2.3 Once registered with the PJSA the registration of a player continues for the whole season, regardless of whether he/she plays for the full season, unless it is terminated by the PJSA in accordance with competition rules.

3. Prohibition of dual registration.

- 3.1 A player can be registered with only one club or association at a time.
- 3.2 A player registered with PJSA may play only for their nominated PJSA team unless the player is playing:
 - 3.2.1 for another PJSA team in accordance with the association's guidelines for "borrowing" players (see 5 below);
 - 3.2.2 for a representative team;
 - 3.2.3 for a Five-a-side team for which the player is also registered;
 - 3.2.4 for a school team, within a school-based competition, that is not a PJSA team;
or
 - 3.2.5 in a trial match, provided the player has written permission from the PJSA and plays in no more than two trial matches.

4. Player eligibility

- 4.1 A player is eligible to play in relevant PJSA leagues according to the following age restrictions:
 - 4.1.1 A child under the age of five, i.e. Kindergarten children (3 turning 4) may be able to register dependent on an age-appropriate competition being run;
 - 4.1.2 A child may register to play in a PJSA League for which they are in the appropriate school year; where a child falls outside the education departments DOB for that grade, PJSA reserves the right to assess each case on a case-by-case basis
 - 4.1.3 The MATILDAS League shall include female players turning no older than 18 after the 30th June of the current year; players who turn 18 before 30th June are ineligible;
 - 4.1.4 The SENIOR HIGH League shall include male and female players turning no older than 18 years of age after 30th June of the current year; players who turn 18 before 30th June are ineligible.
- 4.2 The PJSA may use its discretion to allow a player to play "down" a league in certain circumstances, including **(but not limited to)**:
 - 4.2.1 A player with a physical or intellectual disability, with PJSA approval; or
 - 4.2.2 A female player who wishes to play in a mixed (boys and girls) league, with PJSA approval.
- 4.3 At the PJSA's discretion, players may apply, with parent approval in writing, to play up a league. The PJSA Committee has the final decision on players applying to play up a league.
- 4.4 A player applying to play up or down will not be granted permission where the result of that decision would mean that player taking the place of a player who is the correct age for that league.

5. Teams "borrowing" players within the PJSA

- 5.1 A PJSA team may temporarily borrow a registered player/s from another PJSA team according to the following guidelines:
 - 5.1.1 The Coach of the team intending to borrow a player/s must seek approval from the appropriate PJSA League coordinator or Field Manager on the day from the borrowed player's coach and the coach of the team they will be opposing. There may be instances where permission is not granted for reasons of fair play where there is no basis in rule. The coordinator/field manager's decision is final;
 - 5.1.2 Players may only be borrowed from the league below them. There is no borrowing from within the same league.
 - 5.1.3 A coach may seek approval to borrow a player/s only if the registered players for his/her team are unavailable to play, except when those players are suspended for disciplinary reasons;

- 5.1.4 A player may only be borrowed for a maximum of five games in the season; this includes all leagues and all teams. This may be waived at the Field Manager, League Coordinator or Committee's discretion in the interests of a balanced game;
- 5.1.5 A borrowed player may only participate in a game in accordance with the above-mentioned age restrictions (see 4 above); and
- 5.1.6 A team may borrow players to top up their team list to a maximum of your league's allowable number of players on the field plus 2.
- 5.1.7 Teams playing 11 aside borrowing players must have 7 of their own players in the team.
- 5.1.8 Teams playing 9 aside borrowing players must have 6 of their own players in the team.
- 5.1.9 There is no borrowing across on carnival day;
- 5.1.10 A player registered to play up a league is not permitted to be "borrowed" down a league despite being of the correct age to do so.
- 5.1.11 Each season, the above guidelines may be amended to suit that season's competition and to ensure fair play. (i.e. borrowing across may be allowed on a seasonal basis.)

6 Transferring from one PJSA team to another

- 6.1 A player may seek the PJSA's approval to transfer from one PJSA team to another during the season according to the following:
 - 6.1.1 Approval must be sought from the appropriate PJSA League Coordinator;
 - 6.1.2 The player, or his/her parent, must provide written justification for the reason/s the transfer is being sought;
 - 6.1.3 Approval for a transfer shall only be granted if both coaches agree that such a **transfer would be in the best interests of all parties involved; and**
 - 6.1.4 The final approval for the transfer between teams may only be granted by the appropriate League Coordinator.

7 Squad Sizes and caps

- 7.1 Squad caps are set by the association to ensure that all players are afforded fair and equitable time on the field. Any request to exceed the cap will be dealt with at a committee level with consultation between league coordinators and coaches. Requests are not automatically granted. The committees decision is final.

8 Penalties for breaches

- 8.1 Breaches of these regulations will result in referral to the P&D Committee, where penalties may be levied. Examples of penalties are suspension, expulsion and/or loss of league points.

9 Team Criteria

Due to the PJSA not undertaking skills selection and being an inclusive competition, we have adopted a selection criteria for teams in order to keep the competition fair and equitable.

- 9.1 Teams must be made in line with the following criteria:
 - 9.1.1 School Attended – the players school will be considered 1st with players from the same school being placed together.
 - 9.1.2 Suburb of residence – the players location of residence will be considered 2nd. That is players from a geographically close location will be grouped together.
 - 9.1.3 Team History - where a team can demonstrate that they have played together in **a PJSA team** in previous years, they will stay together. i.e., players drawn from one primary school who then go to different high schools and who move away from their original residence. Players who have played together on a representative team will **NOT** be allowed to play together on that basis only, without meeting the other criteria.
 - 9.1.4 There can be no selection whatsoever based on skill.
- 9.2 Teams must be willing to accept other players from within the PJSA, and they be given equal playing time. This includes but is not limited to; both genders, and disabled players.
- 9.3 Teams are not automatically guaranteed and may be split, added, or changed to suit the Association. E.g. where an imbalance of numbers on other teams occurs or there is an odd number of teams, the Association may change teams to correct these and other issues.
- 9.4 In the absence of all or any of the criteria, teams may be given permission to form at the absolute discretion of the committee. Also, individual players not fitting the criteria may be given permission to join a team. A team would need to have 60% of members comply with the above before any consideration be given.

WORKING WITH CHILDREN

Any adult person who is coaching a team of children and does not have a child involved with the club or association will need to obtain a Working With Children clearance. A person failing to do so may be committing an offence under the Act. This requirement also extends to referees, club officials and canteen staff. After applying and clearance being given, a WWC Card will be issued.

Every person applying for a Working With Children clearance will be subject to a national criminal history check. This does not mean that if you have been convicted of an offence you will be refused a WWC clearance. Only certain criminal records may result in clearance being refused. The Act identifies Class 1 and Class 2 offences.

More information about this matter can be obtained by visiting www.checkwwc.wa.gov.au.

To apply for a Working With Children card, you must visit your Post Office, where you can obtain a fact sheet and an application form. The application will require you to have your photo taken. The cost of the application for volunteers is \$11.00.

LIGHTNING SAFETY POLICY

Weather monitoring

At each playing field the PJSA Ground Manager shall be responsible for monitoring the weather conditions. The monitoring should begin the day before a scheduled match to confirm whether or not thunderstorm warnings have been given by the weather forecasters. If so, increased awareness of possible lightning strikes should continue on match day until the games are over and the crowd has dispersed.

Guidelines

- 1 Should thunderstorms be prevalent on match day, the '30/30 Rule' (see below) is to be used in order to determine whether a game should be suspended and when it is safe to resume play (to be determined by the Ground Manager).
- 2 In the event of a thunderstorm, the Ground Manager and coaches should attempt to ensure that all players, officials and spectators are moved to safe areas. These include large buildings and metal-roofed vehicles.
- 3 When inside, stay away from corded telephones, electrical appliances, lighting fixtures, electric sockets and plumbing.
- 4 Shelter should NEVER be sought under a small group (or single) of trees, in an open field or in small open structures such as rain/picnic shelters. People should avoid metal poles and goal frames and not use umbrellas or mobile telephones. Metal is not to be touched.
- 5 Preventative measures can still be taken if located at a pitch far removed from a safe shelter. If lightning is about to strike, it may provide a few seconds of warning. If hair stands on end, the skin tingles and a 'buzzing' is heard from nearby metal objects, lightning may be about to strike and a crouching position should be assumed (alone, feet together, squat down with head tucked and ears covered). When the immediate threat of lightning has passed, safe shelter should be sought.

First Aid

If the worst-case scenario occurs and a person is struck by lightning, there are first aid guidelines to follow. Medical care may be needed immediately to save a person's life. If at all possible, call '000' at once. As all deaths from lightning arise from cardiac arrest and/or stopping of breathing, it is imperative that treatment is commenced as soon as possible. CPR or mouth-to-mouth resuscitation is the respective recommended first aid. If proper treatment is administered, most victims survive a lightning strike.

THE 30/30 RULE

A flash-to-bang count of 30 seconds indicates that lightning is 10km away.

If the flash-to-bang count is 30 seconds or less play should be suspended and people should move to safe shelters. Play shall not resume until 30 minutes after the last lightning or thunder.

GENERAL GUIDELINES

Rules:

The rules are there to keep the game fair and competitive. Use the Rule Book to learn the playing rules of the game. If you feel the need to address an issue, please use the proper manner and channel for communication. Where the PJSA Rule book does not explicitly cover a law or rule, Football West's Laws of the Game and, in turn, FFA's Laws of the Game will preside. However, where there is an explicit rule in the PJSA Rules, this will always take precedence.

Uniform

Basic black shorts (without pockets), air flow or soccer shorts, shin pads (to protect from kicks). PJSA can supply you with a team shirt for the season. Please take care in washing and returning this item as it can be used for many seasons to come.

Strip Colours:

Teams may apply to supply their own shirts (Micros to Senior High), socks and shorts (Junior High and Senior High only). Approval is granted by the league coordinator.

This will ensure that a full spread of colours is used, and the use of bibs is minimized. Once a team has been allocated a strip colour, it is theirs in PJSA until they choose to abandon it. If a team wishes to duplicate an allocated strip, they will ALWAYS wear bibs when playing that team in the fixtures.

Correct Footwear

It is mandatory that all players wear proper soccer boots and shin pads during their games. (They give you a better grip on the grass than regular sports shoes). If you do not, you will be asked to leave the field until properly attired. No metal studs permitted.

Goalie:

To wear a long or short sleeved shirt (#1 preferred number) in a colour contrast to your own team. Colour contrast applies to other team when same colour conflict applies, goalie changes shirt.

Jewellery:

Jewellery can cause injury to oneself or other players.

NO JEWELLERY is to be worn while playing.

If it cannot be removed, please seek permission from the League Coordinator or Grounds Manager to tape it for safety.

Hair:

Long hair must be tied back.

Long solid braids are forbidden as they can cause injury to the opposition.

Braided hair must be close to the head or tucked in a bun.

Only soft headbands may be worn to hold hair back.

Other items of hair adornment can break and cause potential injury and must not be worn.

Shorts

Shorts must be **black**

Shorts must be mid thigh or longer in length.

Must be made of a sports fabric

Pockets must be sewn up to prevent injury.

Compression Wear/Skins:

Short or long skins under the playing uniform are permitted, providing they are skin coloured or black to match the shorts of the uniform. If necessary, seek clarification from the League Coordinator.

PENALTY FOR NON-COMPLIANCE to the Uniform Policy

Wearing the proper uniform is paramount to a competition that promotes equality and fairness. It is about the presentation of PJSA to the soccer community and the larger social community.

We feel that to present "as a team" is to behave and work "as a team".

Therefore, we place high importance on this component of your team.

The penalty for non-compliance is determined by the league coordinator at the beginning of the season. The following is an example that may or may not be applied.

Failure to comply with the guidelines for uniforms will result in a GOAL per-game penalty. This penalty can be highlighted by the Opposition Coach, Opposition Captain, League Coordinator, Grounds Manager or Referee. The penalty is noted on the scorecard and awarded to the final score.

Medals & Awards

The PJSA awards players in Micros to Rooball with a participation medal at the end of the season. For our older leagues (Ollyroos – Senior High), the association supplies trophies for a team's Most Valued Player and Coaches Award.

Yellow and Red Cards

When the Referee awards a yellow card, it is recorded by the League Coordinator. Once a player receives 3 yellow cards, they are not allowed to play in the next game. If this occurs at the end of the season, this infringement will carry over into the end-of-year carnival.

If a player receives two yellow cards in one game, they will receive a red card. Players will receive a 'straight' red card if he/she deliberately prevents a clear goal-scoring opportunity by using his/her hands or committing a foul. Players that receive a red card will be given a one-week suspension. FFA rules apply for other infringements.

Nets:

Nets need to be put up by the first team playing on that field. Please have them up 15 minutes before the start of the game. They are the responsibility of the last team to take down. The referee may remind you of this task, but please check the fixtures as to the first and last game. Parents, please assist in this job.

Participation:

It is very important that each child gets his/her fair share of playing time. This is what engenders the real love of the game, the teamwork and the enjoyment of simply being part of the team. Coaches and parents need to keep this element in mind when substituting and placing players.

Parents:

Remember why you are there on the day. Also, feel free to join in and help out the organisation of the team and the Association. The PJSA machine runs purely on volunteer energies. Any and all help we can get in putting the Association together is welcomed and appreciated. After all, the kids are the ones who benefit.

Remember:

Children are watching you. You will see your behaviour and attitudes mirrored back to you by those younger faces around you. It takes a village to raise a child, and PJSA is simply part of the tribe.

Unsportsmanlike Behaviour

Unsportsmanlike behaviour is not conducive to PJSA Soccer. It will not be tolerated. The referee may or may not punish an incident on the field with a red or yellow card.

However, the League Coordinator will receive incident reports on unsportsmanlike or unruly behaviour during, before and after a game. The focus of PJSA soccer is to foster a fun and competitive arena for all involved. Incidents of concern are documented, and if a pattern arises for a particular player, coach or spectator, this will be dealt with at a Committee level.

Protests and Disputes Committee (here after referred as P & D)

The P & D Committee exist to ensure the successful resolution of complaints, protests and disputes of issues pertaining to the PJSA's competition in accordance with but not limited to the rules as set out in the rule book. Where a PJSA rule does not exist FFA rules will be consulted. The "Rule of Common Sense" also applies.

In the first instance you should take your issue to your coach. Where this is not possible the grounds manager or League Coordinators should be approached. If your issue is not resolved after consulting these volunteers, you may take your issue to a committee member, then the secretary or president. They may be contacted by email at admin@peelsoccer.com.au.

MICROS RULES

The rules set by PJSA are based on but not limited to FFA rules. All such alterations shall be made prior to the commencement of the competition or, if of an urgent nature or as a matter of law, advised to all coaches prior to the implementation of the alteration.

1. Field:

The field of play shall be rectangular and may be played on the quarters of a main adult field.

- a) Recommended field sizes: 30m x 20m.
- b) There is to be a halfway line, a centre spot and a goal area. If a centre circle is marked, it is to be the same radius as the goal area.
- c) The size of the goal area: 5m radius from the goal line
- d) Corner areas are not required to be marked as corners may be taken from the point at which the goal line and sideline meet.
- e) The size of the goal: 2-3 metres wide.

2. Match Duration:

2 halves of 20 minutes each

- The half-time interval shall be 5 minutes maximum.
- There is no allowance for added time to games.
- A match is started by a kick-off from the centre mark.
- The team winning the toss of a coin shall decide which goal it shall attack in the first half and shall take the first kick-off.
- Following half-time, the match is restarted with teams changing ends and the kick-off is taken by the other team.

3. Match Ball:

Match balls will be size 3 and will be supplied by the home team.

4. Colours:

Where there is a clash of colours, the home (or first mentioned) team will change. Bibs are available from the grounds manager.

5. Players:

Teams will have a maximum squad size of 8. Games will be played 6v6 with no goalkeepers. However, depending on numbers, coaches should agree to play 4v4 or 5v5 to allow players more ball time and skill development.

- a) Interchange of players is permitted and may occur whilst the match is in play, without stoppage.
- b) Interchange must be made at the halfway line.

6. Protests:

Protests, disputes, and complaints arising from any match and any other matters under the jurisdiction of the P & D Panel shall be investigated by that panel. The PJSA Committee will investigate all other complaints.

All complaints not registered by an official referee must be put in writing and sent by email to admin@peelsoccer.com.au.

7. Referee

It is the responsibility of the teams to supply a **game leader**.

8. Scoring a goal:

A goal is scored when the ball has wholly crossed the goal line between the goalposts. A goal cannot be scored direct from the kick-off.

There are no goalies in Micros.

9. Ball out of play:

The ball is out of play when it has wholly crossed the goal line or the sideline, or when stopped by the referee. These lines are part of the field of play:

- When the ball leaves the field of play by crossing the sideline, it should be thrown in from the point at which it left the field of play. The player taking the throw-in must face the field with both feet on the ground and throw the ball into the field, delivering the ball from the back of the head using both hands. Players should be given a second attempt if their first attempt is invalid. The referee or coach should assist the player in achieving the correct method. Following two foul attempts the throw-in is then given to the opposing team.
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the defending team, then a **corner kick** is awarded. **Opposing players should be 5 metres from the ball. A goal can be scored from a corner kick.**
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the attacking team, then a **goal kick** is awarded. **Opposing players should return to the halfway line to allow the attacking team to play the ball away from their area. A goal can be scored from a goal kick.**

10. Offside:

There is no offside, but deliberately placing a player or players in an offside position is contrary to the spirit of the game and is discouraged.

11. Free kicks:

A player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The referee should consider the intention of players relative to the above offences and at all times encourage sporting conduct.

- All free kicks are deemed "indirect" (an indirect free-kick is one where a goal cannot be scored unless touched by another player other than the kicker). Opposing players should be at least 5 metres from the ball when a free-kick is taken.
- If a free-kick is awarded to the defending team within the goal area, the kick can be taken from anywhere inside the area. If a free-kick is awarded to the attacking team within the goal area, the free-kick should be taken from the edge of the goal area at the point from where the offence occurred.
- Other free-kicks are taken from where the foul occurs.
- Penalty kicks do not apply.

12. Goal Area:

No person shall be allowed within the area directly behind the goal area while the match is in play.

13. League Table/Results:

There shall be no results of league tables published for Micros.

JOEYS RULES

The rules set by PJSA are based on but not limited to FFA rules. All such alterations shall be made prior to the commencement of the competition or, if of an urgent nature or as a matter of law, advised to all coaches prior to the implementation of the alteration.

1. Field:

The field of play shall be rectangular and may be played on the quarters of a main 'adult' field.

- a) Recommended field sizes: 40m x 30m.
- b) There is to be a half-way line, a centre spot and a goal area. If a centre circle is marked, it is to be the same radius as the goal area.
- c) The size of the goal area: 6m radius from the goal line.
- d) Corner areas are not required to be marked as corners may be taken from the point at which the goal line and sideline meet.
- e) The size of the goal: 2.5 - 4 metres wide.

2. Match Duration:

2 halves of 20 minutes each

- The half time interval shall be 5 minutes maximum.
- There is no allowance for added time to games.
- A match is started by a kick-off from the centre mark.
- The team winning the toss of a coin shall decide which goal it shall attack in the first half and shall take the first kick-off.
- Following half time, the match is restarted with teams changing ends and the kick-off is taken by the other team.

3. Match Ball:

Match balls will be size 3 and will be supplied by the home team.

4. Colours:

Where there is a clash of colours, the home (or first mentioned) team will change. Bibs are available from the ground manager.

5. Players:

Teams will have a maximum squad size of 9. Games will be played 7v7, this includes a goalkeeper but should be played 6 v 6 by mutual consent if numbers are short.

- a) Interchange of players is permitted and may occur whilst the match is in play, without stoppage.
- b) Interchange must be made at the halfway line.

6. Protests:

Protests, disputes, and complaints arising from any match and any other matters under the jurisdiction of the P & D Panel shall be investigated by that panel. The PJSA Committee will investigate all other complaints.

All complaints not registered by an official referee must be put in writing and sent by email to admin@peelsoccer.com.au.

7. Referees:

It is the responsibility of the teams to supply a **game leader**.

8. Scoring a goal:

A goal is scored when the ball has wholly crossed the goal line between the goalposts. A goal cannot be scored direct from the kick-off.

9. Ball out of play:

The ball is out of play when it has wholly crossed the goal line or the sideline, or when stopped by the referee. These lines are part of the field of play:

- When the ball leaves the field of play by crossing the sideline, it should be thrown in from the point at which it left the field of play. The player taking the throw-in must face the field with both feet on the ground and throw the ball into the field, delivering the ball from the back of the head using both hands. Players should be given a second attempt if their first attempt is invalid. The referee or coach should assist the player in achieving the correct method. Following two foul attempts the throw-in is then given to the opposing team.
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the defending team, then a **corner kick** is awarded. Opposing players should be 5 metres from the ball. **A goal can be scored from a corner kick.**
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the attacking team, a **goal kick** is awarded. **Opposing players should return to the halfway line to allow the attacking team to play the ball away from their area. A goal can be scored from a goal kick.**

10. Offside:

There is no offside, but deliberately placing a player or players in an offside position is contrary to the spirit of the game and is discouraged.

11. Goalkeeper:

The goalkeeper is allowed to handle the ball anywhere in the goal 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 5m outside the goal area and cannot move inside the goal area until the ball is in play.**

The ball is in play once it moves out of the goal area.

12. Free kicks:

A player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The referee should consider the intention of players relative to the above offences and at all times encourage sporting conduct.

- All free kicks are deemed to be "indirect" (an indirect free-kick is one where a goal cannot be scored unless it has been touched by another player other than the kicker). **Opposing players should be at least 7 metres from the ball when a free-kick is taken.**
- If a free-kick is awarded to the defending team within the goal area, the kick can be taken from anywhere inside the area. If a free-kick is awarded to the attacking team within the goal area, the free-kick should be taken from the edge of the goal area at the point from where the offence occurred.
- Other free-kicks are taken from where the foul occurs.
- Penalty kicks do not apply.

13. Goal Area:

No person shall be allowed within the area directly behind the goal area while the match is in play.

14. League Table/Results:

There shall be no results of league tables published for Joeys.

ROOBALL RULES

The rules set by PJSA are based on but not limited to FFA rules. All such alterations shall be made prior to the commencement of the competition or, if of an urgent nature or as a matter of law, advised to all coaches prior to the implementation of the alteration.

1. Field:

The field of play shall be rectangular and may be played on a quarter of a main 'adult' field.

- a) Recommended field sizes:

Length	50m
Width	35m
- b) There is to be a half-way line, a centre spot and a goal area. If a centre circle is marked, it is to be the same radius as the goal area.
- c) The size of the goal area: 6m radius from the goal line.
- d) Corner areas are not required to be marked as corners may be taken from the point at which the goal line and side line meet.
- e) The size of the goal: 4.2 - 5 metres wide.

2. Match Duration:

2 halves of 25 minutes each

- The half time interval shall be 5 minutes maximum.
- There is no allowance for added time to games.
- A match is started by a kick-off from the centre mark.
- The team winning the toss of a coin shall decide which goal it shall attack in the first half and shall take the first kick-off.
- Following half time, the match is restarted with teams changing ends and the kick-off is taken by the other team.

3. Match Ball:

Match balls will be size 4 and will be supplied by the home team.

4. Colours:

Where there is a clash of colours, the home (or first mentioned) team will change. Bibs are available from the ground manager.

5. Players:

Rooball teams will have a maximum squad size of 11. Games will be played 8v8, this includes a goalkeeper.

- a) Interchange of players is permitted, but the coach must let the referee know when the ball is out of play,
- b) Interchange must be made at the halfway line.

6. Protests:

Protests, disputes and complaints arising from any match and any other matters under the jurisdiction of the P & D Panel shall be investigated by that panel. The PJSA Committee will investigate all other complaints.

All complaints not registered by an official referee must be put in writing and sent by email to your League Coordinator.

7. Referees:

Where possible, the PJSA will supply a referee for Rooball games. Failing this, it is the responsibility of the teams to supply a referee.

8. Scoring a goal:

A goal is scored when the ball has wholly crossed the goal line between the goalposts. A goal cannot be scored direct from the kick-off.

9 Ball out of play:

The ball is out of play when it has wholly crossed the goal line or the sideline, or when stopped by the referee. These lines are part of the field of play:

- When the ball leaves the field of play by crossing the side-line, it should be thrown in from the point at which it left the field of play. The player taking the throw-in must face the field with both feet on the ground and throw the ball into the field delivering the ball from the back of the head using both hands. Players should be given a second attempt if their first attempt is invalid. The referee or coach should assist the player in achieving the correct method. Following two foul attempts the throw-in is then given to the opposing team.
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the defending team, then a corner kick is awarded. **Opposing players should return to the halfway line to allow the attacking team to play the ball away from their area. A goal can be scored from a corner kick.**
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the attacking team, a goal kick is awarded. **Opposing players should return to the halfway line to allow the attacking team to play the ball away from their area. A goal can be scored from a goal kick**

10. Offside:

There is no offside, but deliberately placing a player or players in an offside position is contrary to the spirit of the game and is discouraged.

11. Goalkeeper:

The goalkeeper is allowed to handle the ball anywhere in the goal 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. This includes volley kicks, half volley, punt kicks and "footy" kicks.

When the goalkeeper is in possession of the ball the opposing must retreat to the halfway line and cannot move inside the half until the ball is in play.

The ball is in play once the goalkeeper passes the ball to one of his defenders and the defender touches the ball or when the ball comes to a stop.

12. Free kicks:

A player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The referee should consider the intention of players relative to the above offences and at all times encourage sporting conduct.

- All free kicks are deemed to be "indirect" (an indirect free-kick is one where a goal cannot be scored unless it has been touched by another player other than the kicker). **Opposing players should be at least 7 metres from the ball when a free-kick is taken.**
- If a free-kick is awarded to the defending team within the goal area, the kick can be taken from anywhere inside the area. If a free-kick is awarded to the attacking team within the goal area, the free-kick should be taken from the edge of the goal area at the point from where the offence occurred.
- Ball is in play when it is kicked and **clearly** moves. Players that attempt to play the ball by standing on it will be asked to retake the free kick.
- Other free-kicks are taken from where the foul occurs.
- **Penalty kicks do not apply.**

13. Goal Area:

No person shall be allowed within the area directly behind the goal area while the match is in play.

14. League Table/Results:

There shall be no results or league tables published for Rooball.

OLLYROOS RULES

These rules are subject to alteration from time to time by the PJSA. All such alterations shall be made prior to the commencement of the competition or, if of an urgent nature or as a matter of law, advised to all coaches prior to the implementation of the alteration.

1. Field:

The field of play shall be rectangular and may be played on half of a main 'adult' field.

- a) Recommended field sizes:

Length	70 m
Width	50 m
- b) There is to be a halfway line, a centre spot and a goal area. If a centre circle is marked, it is to be the same radius as the goal area.
- c) The size of the goal area: 20 x 10 metres.
- d) Corner areas are not required to be marked as corners may be taken from the point at which the goal line and side line meet.
- e) The size of the goal: 5 metres wide.
- f) Players are to withdraw to 2m from the edge of the goal area when the goalkeeper has possession of the ball in his hand or a goal kick.
- g) no drop kicks-player must remain in control of the ball.

2. Match Duration:

2 halves of 30 minutes each

- The half time interval shall be 10 minutes
- There is no allowance for added time to games.
- A match is started by a kick-off from the centre mark.
- The team winning the toss of a coin shall decide which goal it shall attack in the first half and shall take the first kick-off.
- Following half time, the match is restarted with teams changing ends and the kick-off being taken by the other team.

3. Match Ball:

Match balls will be size 4 and will be supplied by the home team.

4. Colours:

Where there is a clash of colours, the home (or first mentioned) team will change. Bibs are available from the ground manager.

5. **Players:**

Teams will have a maximum squad size of 12. Games will be played 9v9, this includes a goalkeeper.

- a) Interchange of players is permitted, but the coach must let the referee know when the ball is out of play,
- b) Interchange must be made at the halfway line.

6. **Protests:**

Protests, disputes and complaints arising from any match and any other matters under the jurisdiction of the P & D Panel shall be investigated by that panel. The PJSA Committee will investigate all other complaints.

All complaints not registered by an official referee must be put in writing and sent by email to admin@peelsoccer.com.au

7. **Referees:**

Where possible, the PJSA will supply an instructing referee for Ollyroos games. Failing this, it is the responsibility of the teams to supply a referee.

8. **Scoring a goal:**

A goal is scored when the ball has wholly crossed the goal line between the goalposts. A goal cannot be scored direct from the kick-off.

9. **Ball out of play:**

The ball is out of play when it has wholly crossed the goal line or the sideline, or when stopped by the referee. These lines are part of the field of play:

- When the ball leaves the field of play by crossing the sideline, it should be thrown in from the point at which it left the field of play. The player taking the throw-in must face the field with both feet on the ground and throw the ball into the field delivering the ball from the back of the head using both hands. Players should be given a second attempt if their first attempt is invalid. The referee or coach should assist the player in achieving the correct method. Following two foul attempts the throw-in is then given to the opposing team.
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the defending team, then a corner kick is awarded. **Opposing players should be 5 metres from the ball. A goal can be scored from a corner kick.**

10 **Offside**

The offside rule will be enforced in Ollyroos; each team is responsible for providing a linesman,

11 Goalkeeper:

The goalkeeper is allowed to handle the ball anywhere in the goal 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. This includes volley kicks, half volley, punt kicks and "footy" kicks.

Opponents must withdraw to the 12m line (dotted line marked on the pitch) and cannot move inside the goal area until the ball is in play (the 6 second countdown begins only once the opposition withdraws to the 12m line).

The ball is in play once the goalkeeper has thrown or kicked it towards another player.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

12 Free kicks:

A player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The referee should consider the intention of players relative to the above offences and at all times encourage sporting conduct.

- All free kicks are deemed to be "indirect" (an indirect free-kick is one where a goal cannot be scored unless it has been touched by another player other than the kicker). Opposing players should be at least 7 metres from the ball when a free-kick is taken.
- If a free-kick is awarded to the defending team within the goal area, the kick can be taken from anywhere inside the area. If a free-kick is awarded to the attacking team within the goal area, the free-kick should be taken from the edge of the goal area at the point from where the offence occurred.
- Ball is in play when it is kicked and **clearly** moves. Players that attempt to play the ball by standing on it will be asked to retake the free kick.
- Other free-kicks are taken from where the foul occurs.
- **Penalty kicks do not apply.**

13 Goal Area:

No person shall be allowed within the area directly behind the goal area while the match is in play.

14 League Table/Results:

The PJSA shall conduct a League Competition for Ollyroos.

JUNIOR & SENIOR HIGH

These rules are subject to alteration from time to time by the PJSA. All such alterations shall be made prior to the commencement of the competition or, if of an urgent nature or as a matter of law, advised to all coaches prior to the implementation of the alteration.

1. Field:

The field of play shall be rectangular.

- a) Recommended field sizes:

Length	100 metres
Width	60 metres
- b) There is to be a half-way line, a centre spot and a goal area. If a centre circle is marked, it is to be the same radius as the goal area.
- c) The size of the goal area: 40 x 16.5 metres.
- d) The size of the goal: 7.3 metres wide inside dimensions.

2. Match Duration:

Junior High – 2 halves of 35 minutes each

Senior High – 2 halves of 40 minutes each

- The half time interval shall be 10 minutes.
- There is no allowance for added time to games.
- A match is started by a kick-off from the centre mark.
- The team winning the toss of a coin shall decide which goal it shall attack in the first half and shall take the first kick-off.
- Following half time, the match is restarted with teams changing ends and the kick-off is taken by the other team.

3. Match Ball:

Match balls will be size 5 and will be supplied by the referee.

4. Colours:

Where there is a clash of colours, the home (or first mentioned) team will change. Bibs are available from the ground manager.

5. Players:

Teams will have a maximum squad size of 15. Games will be played 11v11, this includes a goalkeeper.

- a) Interchange of players is permitted, but the coach must let the referee know when the ball is out of play,
- b) Interchange must be made at the halfway line.

6. Protests:

Protests, disputes and complaints arising from any match and any other matters under the jurisdiction of the P & D Panel shall be investigated by that panel. The PJSA Committee will investigate all other complaints.

All complaints not registered by an official referee must be put in writing and sent by email to admin@peelsoccer.com.au.

7. Referees:

The PJSA will supply a referee for games, and each team must supply a linesman who is not an active team player.

8. Scoring a goal:

A goal is scored when the ball has wholly crossed the goal line between the goal posts. A goal can be scored direct from the kick-off.

9. Ball out of play:

The ball is out of play when it has wholly crossed the goal line or the sideline, or when stopped by the referee. These lines are part of the field of play:

- When the ball leaves the field of play by crossing the side-line, it should be thrown in from the point at which it left the field of play. The player taking the throw-in must face the field with both feet on the ground and throw the ball into the field delivering the ball from the back of the head using both hands. If the player fails to perform the throw-in, it is then given to the opposing team.
- When the ball passes wholly over the goal line (but not between the goalposts) and was last touched by a player from the defending team then a corner kick is awarded. **Opposing players should be 9 metres from the ball. A goal can be scored from a corner kick.**

10. Offside:

The offside rule will be enforced in Junior High and Matildas, each team is responsible for providing a linesman,

11. Goalkeeper:

The goalkeeper is allowed to handle the ball anywhere in the goal area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or kicked, within 6 seconds.

The ball is in play once the ball is released or when the goalkeeper places the ball on the ground.

12. Free kicks:

A player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The referee should consider the intention of players relative to the above offences and at all times encourage sporting conduct.

- All free kicks are deemed to be "indirect" (an indirect free-kick is one where a goal cannot be scored unless it has been touched by another player other than the kicker), unless the referee states otherwise. Opposing players should be at least 9 metres from the ball when a free-kick is taken.
- If a free-kick is awarded to the defending team within the goal area, the kick must be taken from the same spot. If a free-kick is awarded to the attacking team within the penalty area, a penalty kick will be awarded
- Ball is in play when it is kicked and **clearly** moves. Players that attempt to play the ball by standing on it will be asked to retake the free kick.

13. Goal Area:

No person shall be allowed within the area directly behind the goal area while the match is in play.

14. League Table/Results:

The PJSA shall conduct a League Competition for the Junior High and Senior High Leagues.

LEAGUE COMPETITION RULES

These rules are subject to alteration from time to time by the PJSA. All such alterations shall be made prior to the commencement of the competition or, if an urgent nature or as a matter of law, advised to all coaches prior to the implementation of the alteration.

Home Team: will be the first mentioned team.

- 1 The PJSA shall conduct League Competition each year for OllyrooS, Matildas, Junior High and Senior High with the powers to determine the structure and composition of such leagues.
- 2 The League Competition will run on a league basis with teams playing each other an even amount of times, where reasonably practicable.
- 3 Competition shall be decided by points earned during the season with the team gaining the highest number of points in each respective league and the team with the second highest number of points being deemed the runner-up of that league.
 - a) 3 points shall be awarded for a win, one point for a draw and no points for a loss.
 - b) Where the results of 3(a) are equal, then the team with the best defensive (ie least goals conceded) in matches between the two teams shall be awarded the higher placing.
 - c) Where the results of 3(a) and 3(b) are equal, the placing will be determined by either, a penalty shootout or the playing of a one-off match, at the discretion of PJSA.
 - d) The league will never be decided on goals scored (goal difference) across their league.
- 4 In the event of a team forfeiting a match, points for the win and three goals to nil will be awarded to the opposing team.
- 5 The PJSA will provide referees for all Rooball, Ollyroos, Junior High, Matildas and Senior High games. Teams in Ollyroos and Junior High must supply a linesman for the game. The PJSA will supply linesmen for all Senior High and Matildas games
 - a) If an official referee is not available for the game, it is up to the teams to supply a referee.
 - b) Only official club referees will be paid for officiating the game.
- 6 Matches will be played on Friday nights (Senior High and Matildas) and Saturdays.
 - a) Prior to the commencement of the match, the coach, manager or other person delegated by the coach, must print players' names and numbers' on the team list (provided by your League Coordinator). Team lists must be submitted to the referee.
 - b) The match shall not commence until the team list is with the referee.

- 7** Interchangeable substitutes are permitted to be used in each match.
- a) The referee must be notified before any change takes place.
 - b) Changes must be made at the half way line.
- 8** Should a dispute arise from a game, please forward the details in writing to admin@peelsoccer.com.au no later than close of business on the Tuesday following the completion of the match concerned.

OFFSIDE RULE EXPLAINED

It is **not** an offence to be in an offside position.

A player is in an offside position if:

- Any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent. Hands and arms are not considered in determining offside.

A player is not in an offside position if:

- he is in his own half of the field of play
- he is level with the second-last opponent
- he is level with the last two opponents

Committing an Offside Offence

A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

No Offence

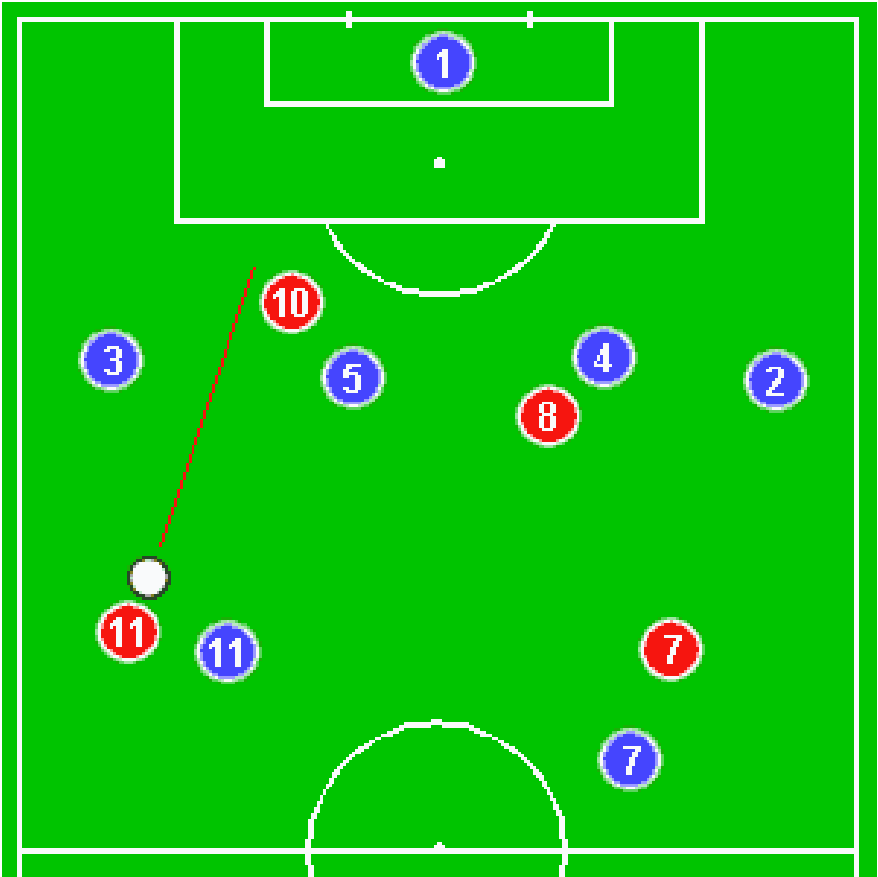
There is no offside offence if a player receives the ball directly from:

- a goal kick
- a throw-in
- a corner kick

Infringements/Sanctions

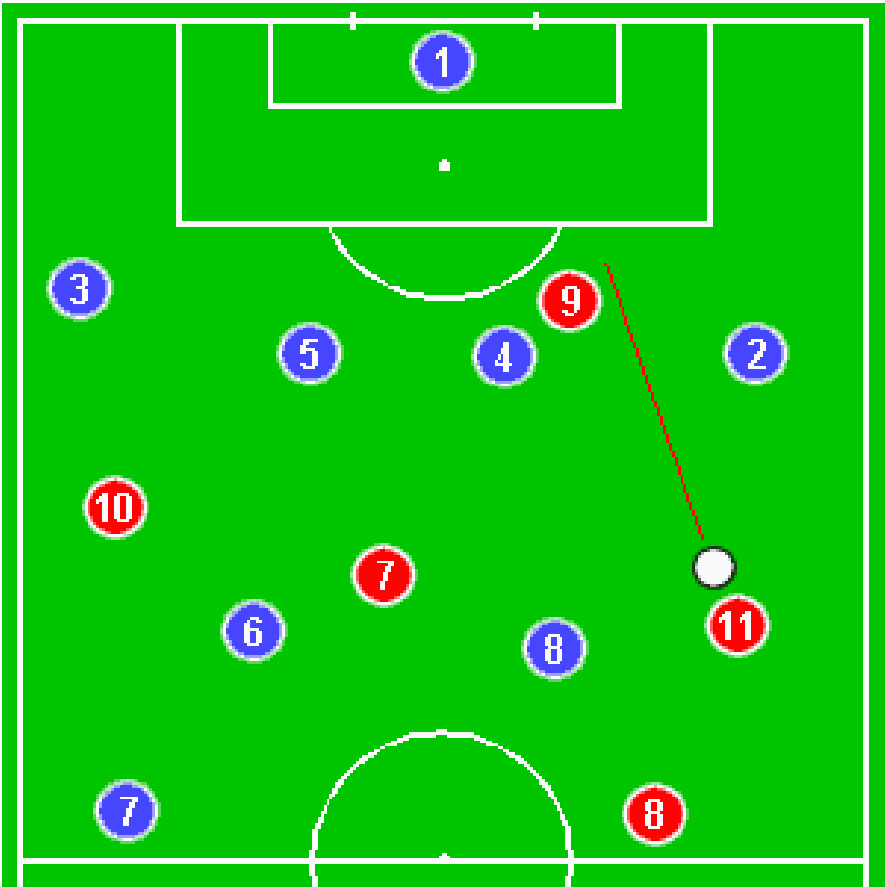
For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

WHY IS THE PLAYER OFFSIDE?

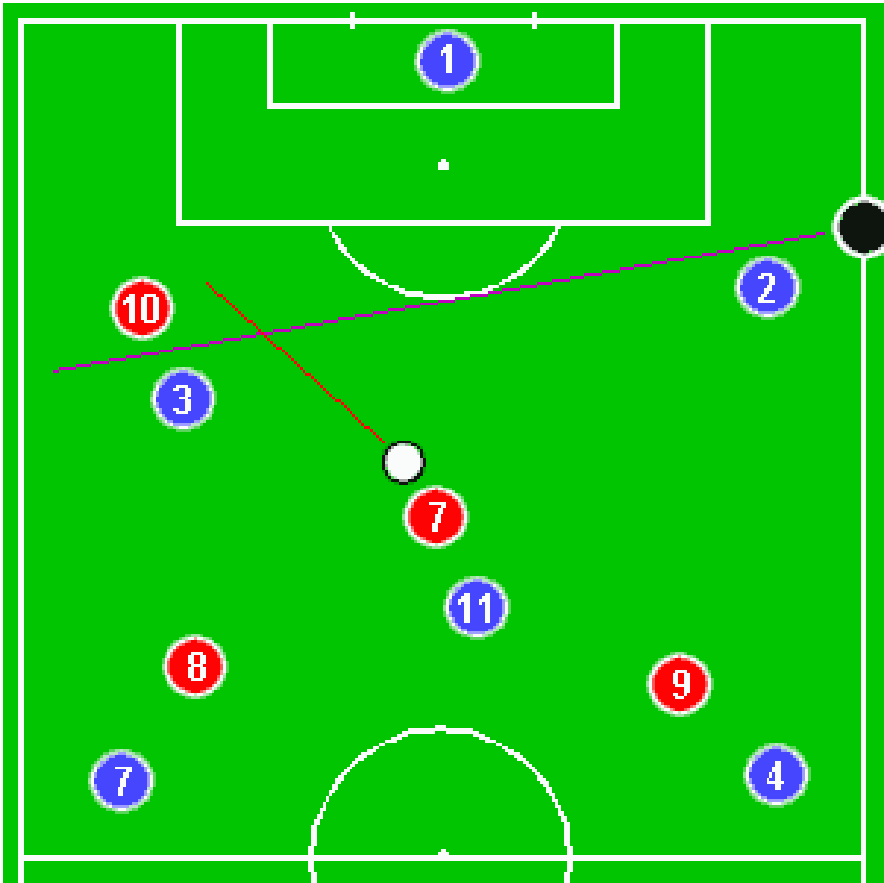


This is offside because the red number 10 is in front of all of the opponent's defenders, giving number 10 an unfair advantage.

WHY IS THE PLAYER NOT OFFSIDE



Here we can see that the blue number 3 defender has failed to move up the field with rest of his defense and played the red number 9 onside.



Why are linesmen (assistant referees) always calling offside when it isn't? Well believe it or not it's not really their fault (unless the decision goes against you or your team), it's all to do with angles and line of sight. In the picture the purple line represents the linesman's line of sight which as you can see is at a slight angle, this line should be parallel with the goal line. So even though the red number 10 is being played onside by the blue defender it will be called offside. This is unfortunate but does happen from time to time **so please be patient.**

GAME LEADER & INSTRUCTING REFEREES

Game Leaders will be in charge of Micros and Joeys games.

Instructing Referees will be in charge of Rooball and Ollyroos games.

Game Leader

The main role of the game leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. The children are learning the game at this level, be flexible and patient. The game leader can be a club official, parent, older child or player, or beginning referee and should always be enthusiastic and approachable.

The Game Leader should;

- Encourage all children to have fun and different children to take re-starts.
- Ensure the correct number of players are on the field.
- Discourage players from permanently over-guarding the goal.
- Use a "Ready, Set, Go" prompt to encourage quick decisions when restarting play.
- Encourage children to dribble or pass the ball into play from all re-starts rather than a big kick.
- Ensure the opposing team is back to the halfway line for all goal line restarts.
- Ensure team officials and parents create a safe, enjoyable, positive playing environment for the children and do not emphasise winning or losing.
- Encourage children to be involved in all aspects of the game, including attacking and defending.
- Remember most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. If you decide a deliberate or serious act of handball or foul and misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.
- Let the game flow and give instruction to all players on the run where you can.
- Praise and encourage both teams.
- Be enthusiastic and approachable.
- Most Importantly - Remember the children are learning the game – be flexible and patient.

Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g., what a foul is, what a free kick is and how to throw in etc. Should these indiscretions happen a second time, the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association.

The Instructing Referee should;

- Encourage all children to have fun and different children to take re-starts.
- Ensure the correct numbers of players are on the field
- Let the game flow and give instruction to all players on the run where you can
- Instruct players in the first instance before blowing the whistle where possible
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasise winning or losing
- Be enthusiastic, consistent and approachable

I AM YOUR REFEREE TODAY...

GRASSROOTS FOOTBALL GRF

- On most occasions, I will be a school child/student, not an adult.
- **I am learning.**
- There will be decisions I get wrong.
- Some decisions might even be against you – it's not a conspiracy.
- Don't judge me like an experienced premier league referee.
- **I LOVE THIS GAME** and I want your son/daughter to love this game.

DON'T X THE LINE

Please show reFspect

#NoRefNoGame