

TIME

- All games will be 30 mins with a 1 min half time break
- A **HOOTER** will sound at the start of each time slot. Teams should take the field within 1 minute
- All referees will start their watches 1 min after the hooter has sounded regardless if teams are ready
- If a team is late to arrive to a game they will concede 1 goal at the 5, 10 & 15 minute mark
- If a team has not turned up by the 15 mins mark it will be classified as a forfeit with a 4-0 result being recorded

TEAMS

- Maximum of 16 players per team (players can only play in one team throughout the day)
- Each team is to provide a match ball and be wearing matching shirts and shorts
- We will use the unlimited inter-change rule on the day.

CAUTIONS

- If a player receives 2 yellow cards in a game therefore resulting in that player being sent off, not only will that player miss the rest of that match, they will not be able to take part in the next match.
- If a player receives a straight RED card they will automatically miss the rest of that match and the following match. For a Serious breach of CSSA or FIFA rules a longer ban may apply based on the referee's report. To be determined by 3 impartial school representatives.

GRAND FINAL

- Final placings will be decided by the following order: **points – goals conceded – goal difference – result between the two teams in pool match – who scored first in pool match – toss of a coin**
- Grand Final will still be 30 mins with a 1 min half time break, plus golden goal extra time and penalties if needed
 - **GOLDEN GOAL** extra time will be 10 mins
 - At the start of extra time each team will remove 1 player from the amount that finished the game
 - At the 5 mins mark the game will stop, with each team losing 1 more player (max of 9 on the field)
 - **If still equal then we will have a penalty shootout at an end decided by the referee**
 - Only players that finish the game on the field can take a penalty
 - The goal keeper that finishes the game at extra time **MUST** remain in goals for penalties

POINTS

6 = Win ; 4 = Score Draw ; 3 = Scoreless Draw ; 2 = Score Loss ; 1 = Scoreless loss ; 0 = Forfeit



FOR GREATNESS



FOR EXCELLENCE



FOR CHRIST

OXFORD FALLS GRAMMAR

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