

Football (Soccer)

These rules and match conditions apply to NMR competition only, but should be read in conjunction with the SSV State Finals rules. NMR Rules supersede the State Rules where applicable. For State Final Rules, please see the State page on the SSV website [HERE](#)

Event Format

Match format: Split Round Robin, Grand Final
Match length: 2 x 12-15 min halves

* Event Conveners have the option to alter match lengths at the start of the day's competition if they see fit. Reasons can be a late start, ground/equipment needing repair, or any other unforeseen circumstances. Any changes will be made known to all competing schools and will apply to all matches on the day.

Pool Winner: Points will be allocated for Round Robin matches as follows: 3 points for a win, 1 point for a draw and 0 for a loss.
In the event that two teams are tied at the end of the round robin the winner of the face-to-face match will be declared the winner.
If this was a draw or if more than two teams are tied then the following will be used to determine the winner:

- Goal difference. When you subtract the goals conceded from the goals scored the team with the most positive goal difference is the winner. In the event that the goal difference is equal then the next parameter is used which is most goals scored.*
- Most goals scored. The team that has scored the most goals will be the winner of the Round Robin.*
- Least goals against. The team that has had the least goals scored against will be the winner of the Round Robin*
- Team that scored first when the tied teams played against each other*
- Team with the least amount of red card infringements.*
- Team with the least amount of yellow card infringements.*

In the event that a winner still cannot be determined a coin toss will decide the winner of the Round Robin.

Drawn Grand Final: If the final is tied at full-time 10 minutes of extra time will be played (5 minutes each way).
If tied after extra time, a series of 5 penalty kicks shall be taken by each team.

- Each penalty kick to be taken alternately by five different players. The Goalkeeper to defend for each team.
- The teams will toss again to determine the choice of whether to shoot or defend first.

- c. If still tied, a further series of penalty kicks, alternately taken by different players, shall be taken until a decision is reached on an even kick basis. Players who have participated in previous penalty kicks are not to be used unless all team members, excluding the Goalkeeper, have participated.

Rules and Conditions of Play

Team Size:	A maximum of 17 players can be used in one day. 11 players on the field with up to 6 substitutes to be named for each game.
Rules:	Football will be conducted under the rules of FIFA unless otherwise stated. All teams may use 6 reserve players on an interchange basis. The application of a 'yellow card' will be as per the FIFA rules A 'red card' is an automatic disqualification for the match and the day. The conditions of the Order Off Rule will then apply. See 'General Conditions of Competition and the Order Off Rule)
Lateness:	If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can. If a team is more than 10 minutes late without notice or communication or in the convener's opinion their lateness makes the draw impracticable, then they will be penalised one goal for each completed 10 minutes of lateness.
Conditions:	All players, teachers, spectators and officials are bound by the SSV Codes of Conduct A girl cannot play in a girls' team and a boys/mixed team in the same sport. The level of competition chosen by a student at Division level remains binding through to Region and State levels.

Equipment and Officials

Equipment:	Each school must supply: - A competent linesperson - A competition standard (size 5) match ball - A First Aid Kit
Officials:	SSV will provide a referee for all NMR matches
First Aid:	A qualified First Aid staff member will be provided by SSV. Staff can assist with strapping pre-existing injuries providing students supply their own tape.
Uniform:	Players must wear matching strips with distinctive numbering corresponding to their team sheet, same colour shorts (without pockets) and same colour socks. The goalkeeper must wear a contrasting shirt. No jewellery is to be worn. The wearing of shin guards is compulsory. Mouthguards are strongly recommended. Players not correctly dressed will not be permitted to compete.