



Siam Schools League Handbook

Objectives

The Siam Schools league is a school-based football league, designed to create healthy competition in an appropriate environment for schools based in Bangkok or the surrounding areas.

The league is created based on the understanding that all youth football is developmental; appropriate levels of challenge are the desired outcome. This handbook provides essential information about the league's structure, rules, and expectations.

League Structure

Age Divisions (Boys & Girls: 4-8 teams per division)

- Under 11
- Under 13
- Under 15
- Under 19

Entry Requirements

- Schools can enter multiple teams per age/category
- Teams must consist only of players attending the school
- There will be an approximate charge of 2000 thb per team to cover the cost of medals & trophies

League Format

- Upon the completion of entries, schools will be placed in appropriate league divisions
- Fixtures will be randomly drawn as home and/or away, depending on entries. Schools should share as equally as possible home/away fixtures across categories.
- Schools should organise fixtures to suit their own schedule (midweek or weekend)
 - If required, games can be played at Bangkok Patana

Game Format & Duration

- Under 11
 - 7 aside (9 players recommended)
 - 2 x 25-minute halves
 - Size 4 Football
 - See retreat line rules below
- Under 13
 - 7 aside
 - 2 x 30-minute halves
 - Size 4 Football
- Under 15:
 - 9 aside (Offside and 3x Officials Required)



- 2 x 35-minute halves
- Size 5 Football
- Under 19:
 - 11 or 9 aside (Division specific- Offside and 3 x Officials Required)
 - 2 x 40-minute halves
 - Size 5 Football

To note:

- Cooling breaks **should** be added at the halfway point of both halves upon request.
- Should **both** schools agree it is developmentally appropriate, match length can be adapted as they see best fit. (e.g 3 x 20 minutes or 4 x 15 minutes)
- Matches should not be played as part of an alternative tournament or event

League Rules

- 3 points for a win, 1 point for a draw, 0 points for a loss
- No shooting directly from kickoff, a goal kick, or when the goalkeeper has the ball in their area is permitted.
- 7 aside specific
 - Free kicks from inside the defending half are in-direct. (Deflections off the GK DO NOT count)
 - Goal kicks may be taken anywhere in the penalty box.
- Offside in both 9 aside & 11 aside games - 3 officials required.
- Substitutions are unlimited but must be made with the referee's consent.
- The mercy rule will come into play at 6-0 or equal difference, in which the result will be final. Once the mercy rule scoreline has been reached, for the remaining time left in the fixture, the following steps should take place to protect the integrity of the match:
 - Adults responsible for the leading team should rotate more dominant pupils in their squad with less dominant pupils to ensure the teams are more even in ability.
 - The team that has lost the fixture should add an additional player/s.
 - The team that has won the fixture should reduce the number of players on the pitch.
- League positions are ordered on 1. Points, 2. Head to Head, 3. Goal Difference, 4. Goals Scored
- Results should be reported to the league admin (adcu@patana.ac.th & brgr@patana.ac.th) by the home team, and include the away team cc'd into the email
 - U11 results will be recorded as Win (1-0), Draw (1-1) or Loss (0-1).
 - U13+ Games with a scoreline of 6 or more difference. Will be recorded as 6-0
- Unplayed games will result in a draw or win, depending on circumstances.
- In the event a game is called off with over 50% of the match played, the result will stand.
- All players must wear shin pads that are fully covered by socks.
- In the event of a kit clash a coin will be flipped and the losing team will wear kits.

League Information

- League Chair: Bangkok Patana School Head of Football (Adam Currington)
- League Vice Chair: NIST Head of Football (James Gardener)
- League Vice Chair: Brighton College Head of Football (Richard Hudson)
- League Website: <https://siamschoolsleague.cups.nu/2025>



In the case of using a retreat line please find the below information.

The retreat line is in place for:

- U11 Boys (Division 3 & Below)
- U11 Girls (Division 2 & Below)
- U13 Girls (Division 2 & Below - Winter league only)

The Retreat Line has been introduced to allow our young players to learn and gain confidence in how to play the ball out from the back and play forward to attack, as opposed to the goalkeeper “sending It” aimlessly down the field.

Please remember this is a positive change introduced for the further development and learning of our children.

Only if both schools agree not to use the retreat line, can the game be played without the retreat line.

Where will the Retreat Line be?

The retreat Line will be 1/3 distance of the field from each end (see picture below). The Retreat Line will be signified by off-field raised cones or by a painted marked coloured dotted line.

When will the Retreat Line come into effect?

The Retreat Line will come into effect at two points during the game:

1. At a goal-kick
2. When the goalkeeper has the ball in their hands.

At these times, the “attacking” team is required to drop back behind the Retreat Line. The goalkeeper (who has 8 seconds) can then pass the ball to one of their teammates without the pressure of an opposing player nearby. When the team-mate touches the ball, play will resume as normal, and the “attacking” team can move inside the Retreat Line.

When will the play be stopped by the referee?

Should a member of the ‘attacking’ team come inside the Retreat Line too soon (and interfere with the play) or touch the ball inside that area before the goalkeeper’s teammate, the referee will blow their whistle and the initial distribution re-taken.

Please note that if the goalkeeper puts the ball into play quickly, then regular play resumes as normal.

