



# ALBANY UNITED

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## ALBANY UNITED FOOTBALL 9th AND 10th GRADE TOURNAMENTS 2019 RULES/REGULATIONS

### **RULES**

Standard NFF rules for Grades 9 and 10 apply, subject to any alterations below. The Retreating Line rules apply.

### **TEAMS**

7-a-side (including a goalkeeper). Maximum squad size is ten, with three rolling subs permitted.

### **PITCH SIZES**

55m x 35m (approx 1/4 pitch).

### **GAME DURATION**

All games will have two 11-minute halves with a 3-minute half-time.

All games must start and finish on time by the hooter.

### **COLOURS**

In the event of shirt colours clashing, the away team (the team named second on the draw) is responsible for providing and playing in shirts or bibs that do not clash.

### **OFFSIDE**

Players should be penalised for blatant offsides (including goal-tending) and referees and/or coaches should take any opportunity to give instruction to players who are blatantly offside.

### **FREEKICKS**

To be awarded for dangerous tackles and deliberate handball. If the offence is committed by the defending team within a 10m square box in front of the goal, a penalty is awarded.

### **PENALTY KICKS**

Taken 7 metres out from the centre of the goal.

### **CORNER KICKS AND THROW-INS**

Corners to be taken within 1m of the corner of the pitch, throw-ins to be taken correctly, with players to retake a foul throw.

### **COACHING**

Coaching is not permitted on the field of play nor from behind the goal-line.

### **ROUND ROBIN POINTS**

Three points are awarded for a win, one point for a draw, no points for a loss.

If two or more teams finish on the same number of points at the completion of the round robin, the following is used to determine the finishing order in each group:

- (i) Better Goal Difference - subtract the goals conceded from the goals scored; if equal then
- (ii) Higher Goals Scored - the team scoring the most goals is ranked higher; if equal then
- (iii) Head-to-Head Result - the round robin result between the teams is taken into account. If the teams still cannot be separated, there will be a penalty shootout.

### **KNOCKOUT ROUNDS**

If knockout games end in a draw, no extra time is played - the result is decided by a penalty shootout.

### **PENALTY SHOOTOUTS**

Each team takes five kicks. The kicks are taken alternately by the teams. The team with the most goals scored goes through. If the score is equal after five kicks, then each team alternately takes a penalty until there is a winner. (For full shootout rules, see NFF Junior Regulations 2019.)

### **REFEREEING**

Each team should provide a referee for round robin matches and any knockout match where a referee is not appointed. The home team referees the first half. The away team referees the second half and, if required, the penalty shootout.

The referee controlling any part of the game has the same rights and obligations as an appointed official, and should not be changed other than on the mutual agreement of both team coaches.

### **RESULTS**

Each coach and/or team official must agree on the final score at the end of the game, and hand in the score card to the competitions tent as soon as game finishes. Any dispute over a result must be notified to the Competitions Manager immediately following the game.

### **SAFETY**

Players must: Wear shin guards at all times, and ensure they are covered entirely by the player's socks. Not use equipment or wear anything that is dangerous to himself/herself or another player, including any kind of jewellery. Particular attention is drawn to boot studs.

Teams must: Carry a first aid kit. Use bottled water (not communal buckets). Have cell phone access to emergency services.

### **CONDUCT**

Whilst it shouldn't have to be said, it is expected that all coaches, players and supporters will conduct themselves in a proper manner, demonstrating good sportsmanship and fair play at all times. Referees are human, players are not in the World Cup, so please allow them to enjoy themselves and learn.