



# GRANVILLE & DISTRICTS SOCCER FOOTBALL ASSOCIATION

## 2016 Procedures for Final Series

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### Team Sheets

Team Sheets are to be downloaded as normal

Home Teams are **responsible** for the delivery of team sheets to their respective matches. Host club will not have spare copies of team sheets

Team Sheets are to be handed into the hosting club's canteen at the completion of each match

### Results

Clubs are asked to enter their results into iResults on the day of the match for the entire series

### Coaches/Managers

Only coaches and managers with 2016 GDSFA accreditation will be permitted in the Technical Area. No accreditation no entry. Accreditation **must** be worn at all times whilst in the Technical Area

### Technical Area

Coaches **must** remain within the Technical Area at all times

Only one (1) person is permitted to stand at any one time

Only named substitutes or interchange players are permitted in the Technical Area

Maximum of 9 persons permitted to remain in Technical Area (5 players, 4 accredited Team Officials)

The Home Club will occupy the left hand side bench as viewed from the Team bench toward the field of play

**Hosting clubs Ground Officials are to assist with maintaining the Technical Area**

### Corner kicks in games for U12 Only

Corner kicks in these age grades shall be taken eight (8) yards from the edge of the penalty area on the touchline. The ball may be placed up to 1 metre into the field of play.

### Allowance for time lost

Time shall stop for stoppages in the game such as an Injury, Interchange, Substitutions, Cautions, Send Off, Ball kicked **well beyond** the playing field, and instances of excessive general time wasting. This will apply during normal time and extra time at the discretion of the referee.

### How Long to Play

**Coaches are reminded that at the end of extra time, only the players on the field can participate in the penalty shoot-out.**

### Game Duration

|  |                      |
|--|----------------------|
| Under 12's                                 | 25 minutes each half |
| Under 13's and 14's                        | 30 minutes each half |
| Under 15's and 16's                        | 35 minutes each half |
| Under 17's                                 | 40 minutes each half |
| Under 18's, 19, 21's and AAM               | 45 minutes each half |
| Over 35's/35L/Over 45's                    | 40 minutes each half |
| Premier League First Grade & Reserve Grade | 45 minutes each half |
| Super League First Grade & Reserve Grade   | 45 minutes each half |
| Ladies Premier League                      | 45 minutes each half |
| Ladies - AA All Grades                     | 45 minutes each half |

### Procedure for the Playing of Extra Time

In all matches where teams are drawn on goals at the end of normal full time, extra time shall be played.

### Duration of Extra Time

- Under 12 5 minutes each way (no half time in extra time)
- Under 13 & Over 10 minutes each way (no half time in extra time).

### Procedure for Extra Time – two equal periods from 2016 onwards

Where extra time is played, **two equal periods** shall be played in accordance with the Laws of the Game authorised by IFAB. For clarity, NO "sudden death" and NO "golden goal" rule shall apply.



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### Procedure for Validating Interchange Players & the Team Sheet

If a team official wants to validate a player's right to take the field, common sense and courtesy should prevail. Coaches/Managers have a right to see team sheet to validate players before game, at half time and full-time, and (if they had serious doubt) during a stoppage in play.

### 25 Metre Rule

Is to be observed **U12 age-group** during the finals series

### Alcohol

Alcohol is not permitted to be consumed at or around grounds before, during or after any matches.

### Smoking

Smoking is not permitted in accordance with NSW state laws around grounds

### Procedure for Drawn Games - The Taking of Penalty Kicks

If at the end of extra time, a match is still drawn on goals, the taking of Penalty Kicks will take place, which will determine the winner of the match.

### Kicks from the Penalty Mark — Procedure (excluding the additional Laws of the Game instructions)

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team whose captain wins the toss decides to take the first or second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules.
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players **must** take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken – **U12 and U13 – Coach may remain on field with team**
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board Decisions apply when kicks from the penalty mark are being taken.
- When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.