



GRANVILLE & DISTRICTS SOCCER FOOTBALL ASSOCIATION

2018 Procedures for Finals Series

Team Sheets / EMS

- Team Sheets are to be printed out as normal in case EMS is not available.
- Home Teams (the team listed first for their fixture) are responsible for the delivery of team sheets to their respective matches. The hosting club is NOT responsible for team sheets.
- If a printed Team Sheet is used, they are to be handed into the hosting club's canteen at the completion of each match. The hosting club then must ensure the team sheet reaches the office. Scanning the team sheet and sending electronically is permissible.
- Clubs are to ensure any problems concerning players not appearing on EMS / team sheets are resolved before the day of the finals match.
- Teams MUST complete the EMS process properly – i.e. reviews of the opposition team roster MUST be carried out. Disputes over players should try to be resolved BEFORE the match starts. It is NOT the referee's responsibility to validate EMS / the team sheets, it is the responsibility of the teams.
- Instances of players not appearing on EMS / the team sheet must be brought to the referee's attention BEFORE the match starts. The referee will not authorize any player not appearing on the team sheet / EMS to take the field. Any disputes will be reported to the GDSFA office via an incident report.
- Clubs should be absolutely sure players appearing on the team sheet / EMS are eligible to take the field as the office will review the eligibility. Teams fielding ineligible players will lose the match.
- 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 a team sheet (if EMS is not available) to validate players before game, at half time and full-time, and (if they had serious doubt) during a stoppage in play.

Results

Clubs are to ensure all scores are recorded for all matches on the day of the match for the entire finals series.

Coaches / Managers

Only coaches and managers who appear on a printed 2018 GDSFA ID card sheet will be permitted in the Technical Area. No accreditation, no entry. Accreditation **must** be available 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.

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
Over 35's/Over 45's	40 minutes each half
Youth, AAM, Premier League	45 minutes each half

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.

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.



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- Under 12: Five (5) minutes each way (no half time in extra time)
- Under 13 & over: Ten (10) minutes each way (no half time in extra time).

Alcohol and Smoking

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

Before kicks from the penalty mark start:

- Unless there are other considerations (e.g. ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken which may only be changed for safety reasons or if the goal or playing surface becomes unusable
- The referee tosses a coin again and the team that wins the toss decides whether to take the first or second kick
- With the exception of a substitute for a goalkeeper who is unable to continue, only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks
- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
- If at the end of the match and before *or during* the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalise the number of players, but the replaced goalkeeper takes no further part and may not take a kick

During kicks from the penalty mark:

- Only eligible players and match officials are permitted to remain on the field of play - **U12 and U13 – Coach may remain within the centre circle with team**
- All eligible players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line
- An eligible player may change places with the goalkeeper
- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time
- 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, the scores are level kicks continue until one team has scored a goal more than the other from the same number of kicks
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers
- Kicks from the penalty mark must not be delayed for a player who leaves the field of play. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick

Substitutions and send offs during kicks from the penalty mark:

- A player, substitute or substituted player may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than seven players