

FOOTBALL

FACILITY & EQUIPMENT

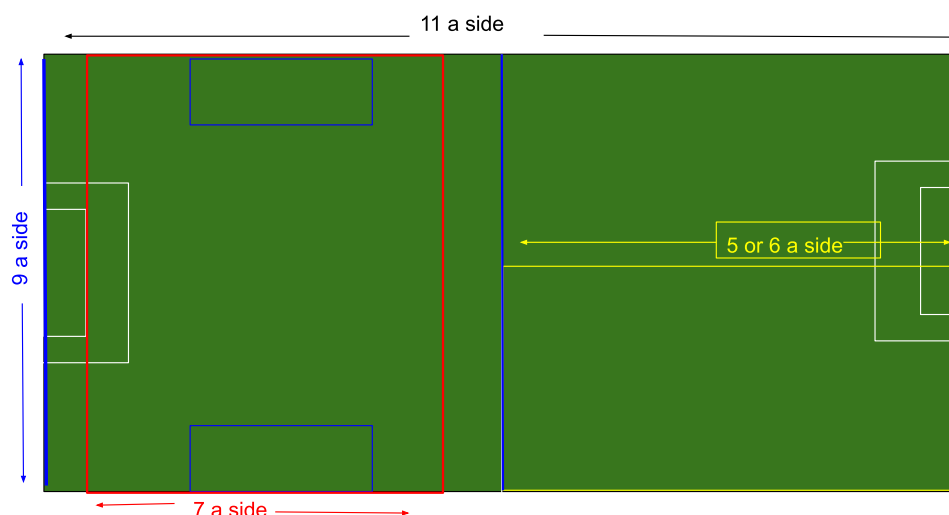
Full pitch for 11 a-side competition

Half pitch for 9 a-side competition. (7-a-side goals to be used)

Half pitch for 7 a-side competition (adapted to keepers goal-kick line and up to the centre circle). Cones or markers can be placed if there is no pitch marked.

Quarter pitch for 6 and 5-a-side

Indoor games for 5 a-side competition



Category	Ball Size
A	5
B	
C	
D	4
E	
F	

AGE CATEGORIES

Please refer to the **SGIS Age Categories** for this academic year located [HERE](#).

ROSTERS & PLAY TIME

Players on Pitch	Maximum Players per Team	Minimum Play per Day (hours)	Maximum Play per Day (hours)
11	16-18	2	2.5
9	13 - 15		
6 or 7	12	1.5	2
5	10		

OFFICIAL RULES

[SFV rules](#) should be followed. Any modification from SFV rules should be notified by the competition organizer to the participants at the time the schedule is sent out, at the latest.

SPECIAL RULES

In an 11-a-side game, players can only come on the pitch from the halfway line, with the referee's permission. Unlimited substitutions allowed during the course of a game. This implies that a substituted player may return to the game. A player is not allowed to leave the pitch without the referee's permission.

For half pitch/quarter pitch competitions and indoor competitions, rolling subs are allowed during the game. Players can re-enter the game. A player can only sub in from his defensive half. He does not need to ask the referee's permission.

Modification of SFV rules for half pitch and indoor competitions (9, 7, 6 or 5-a-side)

- Distribution by goalkeeper over half line is not allowed
- Offside is applied only inside the penalty area and in line with the goalkeepers box
- The goalkeeper is allowed to handle a back pass in Category F

Indoor Competition Regulations to be reviewed

Category	Corner Kicks	Goal Kicks
A	as usual from the designated spot	
B		
C		
D		
E	short - from edge of keepers box	as normal or by throwing
F		

OFFICIATING, SCORING & RESULTS

On receiving a yellow card, a player will be given a 5 (maximum) or 2 (minimum) minute penalty. If a player receives 2 yellow cards in the same game or a direct red card, he is excluded immediately from that game and also from the following game. If a player receives the same sanctions again in a later game during the same competition, he is immediately suspended from playing in any further games (including the current one) within that competition.

In case of a tie in division play, places will be determined in descending order of priority as follows:

1. Head-to-head
2. Goal difference (maximum of 5 goal differential per game)
3. Goals scored
4. Goals conceded
5. Penalty shoot out will be held

Stages 2-4 only take into account the games of the tied teams.

During playoff games, if necessary, the game will go into overtime of 3 - 5 minutes. After one overtime, teams will shoot penalties (5 per team).

HEALTH & SAFETY