

SCISSA – BY LAWS SOCCER – 2007 UPDATE

1. DURATION OF GAME

All games – 2 x 25 minutes, 5 minute half time.

Time may be adjusted at the start of the fixture by agreement between coaches if necessary.

2. EQUIPMENT

Shin guards are required by all players.

Mouth guards are recommended but not compulsory.

Soccer boots are recommended but not compulsory.

Metal studs are not allowed.

Players are required to remove all items of jewellery, watches, headgear and glasses (unless specifically designed for sport) or any item, that in the referee's opinion, could lead to injury.

Female players may protect their chest with their arms, but may not play at the ball in doing this.

2. RULES

Games are played according to the rules of the Australian Soccer Federation.

Unlimited interchange is to be implemented from the halfway line after informing the referee.

Goalkeepers must wear a different top to their team.

Teams should wear their College soccer strip with numbers if possible.

Each team needs to provide a linesman. Flags should be provided by the home team.

Scorecards are to be signed by both coaches at the end of the game to confirm score.

Games are to be refereed by a qualified referee if available. If a qualified referee is not available each coach will referee a half each. One coach may referee the whole game by mutual agreement at the start of the game.

A team must have a minimum of 8 players for the game to commence or continue. Less than 8 players at any time will result in a forfeit. The game may continue as a "friendly" match at the discretion of the coaches.