

SSV SHERBROOKE/BORONIA DISTRICT WINTER INTERSCHOOL SPORTS



DETAILS

SOCCER

Venue:- Knox Park Bunjil Way, Knoxfield

Fixture:-

9.45am – Teams arrive and introduction to venue and competition

	Pitch									
Round	#1	#2	#3	#4	#5	#6	Start	Finish		
1	1 v 2	3 v 4	5 v 6	7 v 8	9 v 10	11 v 12	10.00am	10.35am		
2	1 v 3	2 v 5	4 v 6	7 v 9	8 v 11	10 v 12	10.45am	11.20am		
3	1 v 4	3 v 5	2 v 6	7 v 10	9 v 11	8 v 12	11.30am	12.05pm		
4	1 v 5	2 v 4	3 v 6	7 v 11	8 v 10	9 v 12	12.15pm	12.50pm		
5	1 v 6	4 v 5	2 v 3	7 v 12	10 v 11	8 v 9	1.00pm	1.35pm		

Teams:-

POOL A

- 1 Belgrave South #1
- 2 Tecoma #1
- 3 St Joseph's #2
- 4 Belgrave Heights #2
- 5 St Thomas More
- 6 Upwey South

POOL B

- 7 Belgrave South #2
- 8 Tecoma #2
- 9 St Joseph's #1
- 10 Belgrave Heights #1
- 11 St John the Baptist
- 12 Tecoma (Girls)



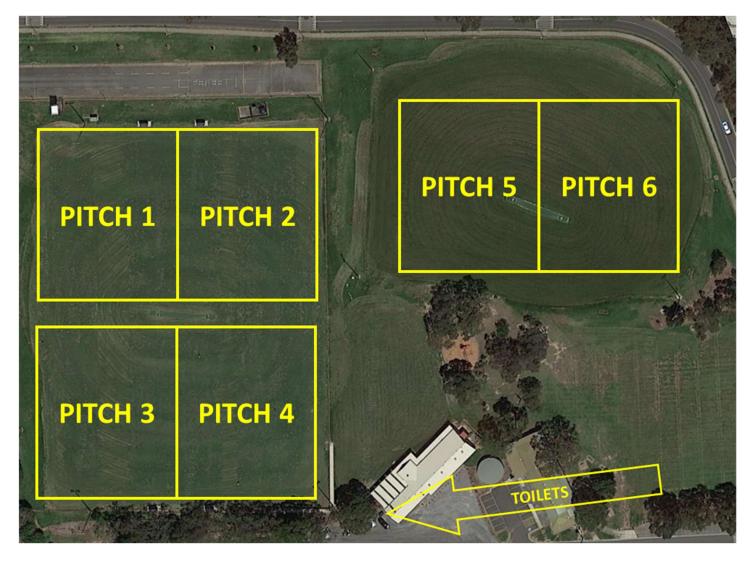
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Special Notes:-

- Each team game goes for 35 minutes (2 x 12 minute halves with 5 minutes for half time).
- There will be 10 minutes allocated to swap over (eat, drink, toilet, warm up etc.).
- There will be no offside rule for the event.
- Maximum of 9 players on the field (including the goalkeeper).
- > At the conclusion of each round, results must be given to the teacher in charge.
- Final Placings will be decided on wins. If there are two teams tied on wins, then goal difference will be the deciding factor for the final placings.
- > Chris Anderson (Belgrave South) is the convenor of the competition.
- The two teams that finish atop their respective pools will advance to the SSV Dandenong Ranges Division Finals.







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TALLY

School	W	L	D	Pts	GF	GA	Diff	Pos
POOL A								
Belgrave South #1								
Tecoma #1								
St Joseph's #2								
Belgrave Heights #2								
St Thomas More								
Upwey South								
POOL B								
Belgrave South #2								
Tecoma #2								
St Joseph's #1								
Belgrave Heights #1								
St John the Baptist								
Tecoma (Girls)								

W = Wins L = Loses D = Draws Pts = Points (3 - win, 1 - draw, 0 - loss) GF & GA = Goals For & Goals Against (from each individual game) Diff = Goal Difference (GF – GA) Pos = Final Position (ie. 1st 6th)



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SOCCER

<u>RULES</u>

(Adaptations for SSV Sherbrooke/Boronia District – for more detailed rules see SSV manual)

Caution – a disciplinary action in which the referee shows a player the yellow card (for violating a soccer rule, obviously). A second caution in the same match results in the player being shown the red card (ejected from the game).

Corner kick – a direct free kick that is awarded when the defending team puts the ball over the end line. A corner kick is taken by the offensive team from next to the corner flag.

Dangerous Play – an action by a player that the referee considers dangerous to that player or others. Examples are high kicking, playing while lying on the ground, or playing the ball while it is in the possession of the goalkeeper.

Direct Free Kick – a free kick that is awarded at the spot of the infraction for a physical contact foul such as tripping, holding, pushing, tackles from behind, jumping into an opponent, or for hand balls. A direct free kick can score by going directly into the goal. It does not have to be touched by anyone other than the kicker.

Drop Ball – a method of restarting a game where the referee drops the ball between 2 players facing each other. A drop ball restarts the game after play is stopped for no penalty situation (e.g. after an injury) and in other circumstances (more than one soccer rule about this). The ball is dropped where it was last in play or at the nearest point outside the penalty area.

Foul – when the referee judges a violation against an opposing player. The team that suffers the foul is awarded with a direct free kick unless the foul is committed by a defensive player inside his own penalty area, in which case the foul results in a penalty kick.

Goal Kick – a type of restart that is awarded when the attacking team puts the ball over the end line. The ball is kicked from anywhere inside the goal area away from the goal to restart play. After the kick is taken, the ball cannot be touched again by any player until it is outside of the penalty area.

Indirect Free Kick – a free kick that is awarded at the spot of the infraction for other fouls that are judged not to be serious such as obstruction, dangerous play or charging (non-contact fouls), as well as for offside. Indirect kicks must touch another player (either team) before the ball goes into the net in order to score.

Offside – whether this rule applies will be determined through consultation between the supervising teachers. Due to lack of officials it is usually decided that there is no offside, however if a player is clearly offside then they will be penalised.

Obstruction – a foul in which a defensive player, instead of going after the ball, illegally uses their body to prevent an offensive player from playing it.

Penalty kick – A kick taken from 12 yards in front of the goal as a result of a contact foul or hand ball that takes place inside the penalty area.

Throw-in – a way to restart play when the ball goes out over the sidelines. The team that did not touch the ball last is allowed an overhead throw.



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SOCCER – SCORESHEET

			PS					PS	
		Goals					Goals		
1	2	3	4	5	1	2	3	4	5
6	7	8	9	10	6	7	8	9	10
11	12	13	14	15	11	12	13	14	15
16	17	18	19	20	16	17	18	19	20
21	22	23	24	25	21	22	23	24	25
26	27	28	29	30	26	27	28	29	30
	Final Score					Final	Score		

SOCCER – SCORESHEET

			PS					PS		
		Goals				Goals				
1	2	3	4	5	1	2	3	4	5	
6	7	8	9	10	6	7	8	9	10	
11	12	13	14	15	11	12	13	14	15	
16	17	18	19	20	16	17	18	19	20	
21	22	23	24	25	21	22	23	24	25	
26	27	28	29	30	26	27	28	29	30	
Final Score						Final	Score			