



## Sylvania Heights FC U8 Gala Day - Information Sheet Sunday 18th August 2024

Hi Team Coaches/Managers,

Thank you for entering our Gala Day and supporting our club, we are looking forward to very successful day with lots of happy kids and football fun.

Below is information regarding the day that will help you organise your team.

- A copy of the draw is attached.
- First games will kick off at 9.00am.
- 830am - Coach/Manager meeting at Gala Control Central area (under marquee)
- Game timing will be coordinated via a central air horn blast. On hearing the air horn Referees will start and stop games immediately with the usual whistle. You must be ready for all games.
- Guaranteed 4 games for the day. Maximum of 6 with semis & final.
- 4 games which will be completed by around 2.00pm latest, the full day completed by 4.00pm.
- 7 players on the field including the goalkeeper (max 11 players per team). Gala Day rules attached (but they are pretty much regular game rules).
- 12 minute halves with 2 minute half time to change ends.
- Bibs will be provided for any strip clashes.

There will be full BBQ and canteen available on the day. Your support of these facilities is appreciated. There is plenty of parking available in and around the Sylvania Heights Community Centre off Box Road or on Box Road and Garnet Rd (and surrounding streets) itself.

There are 5 competitions running on the day, in 3 separate zones and on 9 pitches. Your team will be allocated to one of those pitches, which means that your parents can bring a gazebo and setup camp, without having to relocate during the day. There will be plenty of room for everyone. If you have any queries regarding the day, do not hesitate to email SSFA Shared Services at [sylvaniaheightsfc@ssfaseservices.com.au](mailto:sylvaniaheightsfc@ssfaseservices.com.au)

Many thanks again for your support of our Gala Day.  
We look forward to seeing you on the day.

Troy Davis  
SHFC Gala Day Co-Ordinator.

## SHFC - UNDER 8's GALA DAY – GUIDELINES AND RULES

This year we will have 45 teams taking part in the SHFC U8 Gala Day in five separate Competitions – **The Presidents Cup** , **The Treleaven Cup** and **The Robins Cup** - for Boys Teams and **The Hatton Cup** and **The Harris Cup** - for Girls teams

The first part of the day commences at 0900 with a 'Pool Stage' – each team will be drawn into a Pool of 5 teams and will play each other team in that Pool in a 'round robin' format, ie each team will play 4 games. After the 'Pool Stage' games are completed, there will be a 'Semi-Final Knock Out' stage between the top two sides in each Pool, ie Winner Pool A v Runner-up Pool B and Winner Pool B v Runner-Up Pool A. The Winners of the two semi-finals will then meet in the Final. The Harris Cup Semi Final Stage will be 1st vs 4th and 2nd vs 3rd. The Winners of the two semi-finals will then meet in the Final

### UNDER 8's GALA DAY GENERAL RULES

- **All players must be registered and have played that Season as an Under 8 player or lower with the Club they represent and within the SSFA (players who have played “up” a year - U9/10 team are not permitted).** Although proof of registration won't be required, we expect all teams to respect this rule. If it is suspected that a player is over 8 years of age, then proof of age **may** be asked for by the organisers.
- All games throughout the Gala Day will be **2 x 12 min halves with a 2 min half-time break for a drink.**
- All teams will play a **maximum number of 7 players on the field at any one time.** This includes the Goalie. **Maximum of 11 players per Team**
- **Clubs entering more than one team on the day WILL NOT be allowed to interchange any players between teams throughout the Gala Day,** unless injury or sickness dictates and then only with the permission of the Organising Committee.
- **Full Club uniform, including boots and shin pads must be worn in all games.** If two Club teams play each other then the team mentioned first on the running order must wear bibs (bibs are provided by the Referee Co-ordinator).
- **The Instructing Referee's decision** is final in all games.
- The Rules of the Gala Day as set by Sylvania Heights Football Club will generally follow those of the SSFA small-sided football games rules and guidelines
- **Scoring** – 3 points for a win, 1 point for a draw and 0 points for a loss.
- **Pool Stage** - In the case of teams being level on points at the end of the Pool stage, the following criteria will be used to determine who finishes higher than the other:
  1. **goal difference (ie goals for minus goals against) – the better one to progress**
  2. **goals for - the team scoring the most goals in the pool stage to progress, and**
  3. **the score between the two tied teams in the pool match – the winner to progress**
  4. **coin toss between two Coaches – let's hope we don't get this far!!**
- **Semi Final** – If the game is tied at full-time then the teams will play a further 2 x 5 min halves as extra time to determine a winner - **At this stage the 'Golden Goal' rule will come into play with the first team to score a goal declared the winner and the game stopped at that point.** However, if there are no further goals after the extra-time period then the goal difference (ie goals for minus goals against) across the FULL day (inc Semi Final) will be the decider with the team having the better (GD) progressing. If that still does not result in a winner then goals scored by both teams over the FULL day (inc semi final) will be the decider with the team scoring the most during the Gala Day at that point progressing.

- **Finals** – The winning sides from the semi finals will compete in the Final. The finals are played as per the semi finals rules above.

Any matters not provided for in the rules will be dealt with by the Organising Cttee, whose word is final.  
Constructive criticism will be gladly received.

## ROO BALL RULES For Under 8's Gala Day

### The Field of Play

- Dimensions:** The field of play shall be rectangular in shape with the length of the touchline being greater than the length of the goal line with the dimensions of 40 metres X 30 metres
- Markings:** painted line markings
- Penalty Area:** Under 8 years Rectangular 12mtrs wide X 5mts deep

### Ball Size

Size 3 soccer balls are to be used

### Number of Players

A maximum of 7 players from each side are to be on the field, including the goal keeper, at any time, plus a maximum of 4 substitute players that can be interchanged at any time. Interchange player must wait until the substituted player has left the field

### Duration of Matches

There will be 2 x 12 minutes halves, with a 2 min half time break – the duration of games remains the same during the day regardless of whether the game is a pool stage game, a semi-final or final.

### Instructing Referees

There will be an Instructing Referee for each game. Coaches **WILL NOT** be allowed on the field of play unless to assist a player when injured at which time the game will be stopped.

### The Start of Play

The “home team” being the team mentioned first on the draw will kick off, with both teams to play in the direction they face.

A game is started at the half way with a kick to a team mate from the centre of the field. **The opposition must be 5m away from the ball at this time.**

After a goal, the play is restarted from the centre of the field by the side which conceded the goal.

**Note:** For a goal to be scored directly from a kick off the ball must touch one other player before entering the goal; if not then a goal kick will be awarded

**All timings of games throughout the day will be controlled centrally by the sounding of an air horn. On hearing the air horn the Referee will immediately blow their whistle to commence or stop the game. As such the Referees whistle is the official start/stop of each game with the central airhorn simply controlling and coordinating the timings of the games.** One minute warning will be given prior to the start of play

It is the responsibility of the team coaches and managers to ensure their respective teams are on the correct field ready to play at the nominated starting time and at the half time change over.

### **Goalkeeper**

The goalkeeper is allowed to handle the ball anywhere within the penalty area. The goalkeeper is not allowed to handle the ball outside the penalty area.

To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown, rolled from the hands or played from the ground with their feet.

### **Ball In and Out of Play**

The ball is out of play when it has crossed the back line, the side line, and when a goal is scored or play has been stopped by the Instructing Referee.

### **Ball crossing the Touch Line**

**Throw in** - The player faces the field of play, part of each foot on or behind the touch line, using both hands delivers the ball from behind and over their head. The thrower must not touch the ball again until it is touched by any other player. All opponents must be **at least 5 metres back from the thrower**. The ball is in play once it enters the field of play. **The Referees will be advised to be fairly liberal in their 'foul throw' rulings; the kids are U8 and the idea is just to get the game flowing again.**

A goal **cannot** be scored directly from a throw in.

### **Ball crossing the back line after touching the defending team**

**Corner Kick** – A player from the attacking team places the ball within 1 metre of the nearest corner flag to the point where the ball crossed the line. **Opponents must be at least 5 metres from the ball until it is in play**. The ball is in play when it is kicked and moves. A goal maybe scored directly from a corner kick. The player taking the corner kick is not permitted to kick the ball a second time until the ball is touched any other player.

### **Ball crossing the back line after touching the attacking team**

**Goal kick** - May be taken from anywhere inside the penalty area. The goal keeper or another player take the goal kick provided the ball is stationary prior to the ball being kicked. **All Opponents must retreat to half way until the ball is in play**. The ball is in play once it is kicked directly out of the penalty area. The ball must contact any other player before the kicker may kick the ball second time.

### **Method of Scoring**

A goal is scored when the whole ball passes over the goal line between the goal posts and under the crossbar.

No player can score from a kick off, a goal kick or throw in, unless the ball has been touched by any other player.

### **Offside**

There is no specific offside rule, however team Coaches and Managers must strongly discourage their respective players being permanently and/or persistently standing in offside positions during the game.

**Note:** Instructing referees shall direct players who permanently and/or persistently stand in offside positions to move into an onside position.

### **Indirect Free kick**

**There will only be indirect free kicks awarded during all games played during the Gala Day.**

An indirect free kick will be taken from the spot where the breach occurred with the **defending players at least 5 meters from the ball** until the kick is taken.

If the breach occurs close to the goal line or within the penalty area the kick shall be 8 metres from that goal line parallel to the side line with all defending players at least 5 metres from the ball until the kick is taken.

**A goal can only be scored from an indirect free kick if the ball is played by or touches any other player before it enters the goal**

No player is allowed to deliberately handle the ball with their hand or arm anywhere on the field except for goal keepers who may handle the ball inside their penalty area only

**Note: - There will not be any penalty kicks awarded during any Gala Day games as it is deemed to place excess pressure on inexperienced or part time goalkeepers, as well as the players and instructing referees.**

### **Fouls and Misconduct**

#### **Fouls and misconduct are:**

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent to gain possession of the ball from behind
- Making contact with an opponent before touching the ball
- Holds an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player



Box Rd

Car park

Br1A

Br1B

Br2A

Br2B

Br1D

Br1C

Br2C

Br2D

Br2E

Garnet Rd