



MACARTHUR DISTRICT FOOTBALL REFEREES ASSOCIATION

INCORPORATED
AFFILIATED TO FNSW.

SECRETARY
PO BOX 620
Campbelltown 2560

LOCAL COMPETITION RULES

1. The MDSFA Final Series is a KO Competition. If at the end of full-time the scores are equal, then extra time shall be played.
2. Up to and including 12 years, five minutes, (5) each way. All other grades ten (10) minutes each way. Teams shall toss for ends at the end of the normal period of play prior to the extra time being played.
3. If after the extra time the match still remains a draw; the match shall be decided by penalties according to the FIFA Rules, extra time shall be played in all KO fixtures.

PENALTY SHOOT-OUT GUIDELINES/INSTRUCTIONS

1. Prior to the commencement of the normal match (i.e. prior to tossing the coin) inform the captains of both teams on the K.O Local Competition Rules.
2. At the completion of the normal match allow players a minimum of five minutes rest.
3. Do not allow players to take a rest during half time of extra time, they must turn straight around. Be watchful for players leaving/entering the field.
4. At the completion of the extra time, if the game is still drawn, do not allow any players to leave and neither allow anyone else to enter the field of play. Allow a maximum five- (5) minute break to which you allow a coach/manager to enter the field to provide refreshments to players.
5. The referee chooses the goal at which the kicks shall be taken.
6. The Referee and his Assistant Referees keep a record and the order of players of the kicks being taken.
7. The referee tosses a coin and the team whose captain wins the toss decides who takes the first kick.
8. Both teams take five kicks alternately. A different player takes each kick and all eligible players must take a kick before any player can take a second kick.
9. Players from both teams are to remain within the centre circle whilst the penalty kicks are taken.
10. One of the Assistant Referees is in charge of this group and only allows the next recorded player to proceed with the penalty kick. The Assistant Referee must ensure that all players who are to take penalty kicks are properly attired before they proceed to where the penalty kicks are taken. The Assistant Referee allows the next penalty kicker to proceed only when the previous kicker has returned back to his team at the Centre circle (unless the kicker was the opposing goalkeeper)
11. The Referee and the other Assistant Referee appropriately place the goalkeepers in such a manner that their paths should not cross and neither is in position to obstruct the concentration of each other.
12. 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.
13. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
14. A goalkeeper who is injured during the penalty shootout and is unable to continue may be replaced by a named interchange player. Only players who are on the field at the end of the match, which includes extra time, are allowed to take penalty kicks. An eligible player may change places with the goalkeeper at any time.
15. When a team finishes the match with a greater number of players than their opponents, they shall reduce the numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
16. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.
17. Unless otherwise stated, the relevant Laws of the Game should be applied. The referee retains the authority to decide on all points connected with play.

MDFRA – Education & Development