



12.7.11

## **RULES FOR SEMI-FINALS, FINALS AND GRAND FINALS - 2011**

### **COACHES AND MANAGERS**

1. Each Manager must wear their SSFA Manager's jacket (Yellow vest) or player/Managers must wear the SSFA armband, otherwise they will not be permitted inside the ropes when the game is in progress.
2. Every member of each team of a Club shall wear the same Club colours and design (shorts, shirt and socks) as those registered, unless a colour clash occurs. In this case the team required to change strip is the one who last adopted the strip.

When two teams from the same Club are playing each other, the team finishing highest in the competition shall change colours.

3. The team finishing highest in the competition is classified as the home team.
4. Normal borrowing rules apply.
5. Coaching from the sidelines in all divisions Under 11 and older will only be permitted from the area within ten metres of the half way mark. Coaches are not permitted to move up and down the sidelines (coaching teams) whilst games are in play.

Should a coach cause persistent interference to the game, the Referee may stop the game and request the Ground Controller to ask the coach to leave the field. Irrespective of age group, coaching from any point beyond the goal line is not permitted.

6. Injury time shall be played in each game.
7. If after the duration of normal playing time the score results in a draw, an extra ten (10) minutes each way will be played. In the Under 11 to Under 12 inclusive competitions, extra time shall be five (5) minutes each way.

If a draw still results the team higher in the competition table shall be with winner.

At the conclusion of normal playing time with the score resulting in a draw, team captains will toss for ends/kick off. Both teams are entitled to five (5) minutes break prior to kick off for extra time. At half time in extra time teams will immediately change ends and the game re-commence.





8. Players in Roo Ball Under 10 age groups competing in Under 11 teams must show alongside their name on the match card their age group, listed division and ID number, if applicable, subject to normal rules of promotion and relegation.

### **SEMI-FINALS, FINALS AND GRAND FINALS – GROUND CONTROL**

1. Each Club having a ground or grounds in play will supply one Ground Controller for Ground Control Centre and one for each ground in operation. These persons must wear Ground Control jackets (Orange vest) at all times and should remain, whenever possible, within close proximity of their allocated ground or centre.
2. The Central Ground Controllers must ensure:
  - a) That grounds are properly marked.
  - b) That nets, flags and sideline ropes are in position and suitable for the purpose.
  - c) That match sheets are available for matches.
  - d) Central Ground Control should ensure that match sheets are properly signed at the conclusion of the game.
3. Each Club participating in a match must supply one person for additional Ground Control. This person is responsible for the behaviour of their own spectators and must co-operate with the Club Ground Controllers at all times and wear a Ground Control jacket.

The name of each competing Club Ground Control nominee is to be printed on the bottom of the match sheet on the same side as the team presented. Should only one team have complied after fifteen minutes following official starting time, the other team may be subject to forfeit.

4. It is the Club and Team Ground Control's duty to avoid unnecessary disturbances at grounds. Where incidents of this nature do occur, attempts must be made to settle the matter amicably. Where this is apparently unattainable, persons should be quietly requested to leave the ground. Should they refuse the Police should be called.
5. Ground Controllers should ensure that the only persons inside the ropes whilst games are in play are the players whose names appear on the match sheet, the Referee and Assistant Referees and the Coaches and Managers. All other persons should remain behind the ropes/boundary fence of playing field whilst games are in progress.

