

1. See General Regulations Governing Sporting Competitions.
2. Soccer is conducted under the rules of the FIFA unless otherwise stated.  
**Note:** That shin guards are compulsory and must be worn at all times for training and during matches.
3. **Starting Times:** The only game which cannot be altered to time and place are the 1st XI games because of the use of official referees. As far as other games are concerned it is up to the two schools concerned as to venues and kick-off times.
4. The preceding game must commence at 8.30am to enable the 1st XI match to start at 10.00am. That by negotiation, First games commence earlier than 10.00am. If a satisfactory time cannot be negotiated between the two schools, then the start time will revert to 10.00am.
5. **Duration of games:**

1st XI:	40 minute halves, half time ten minutes (1st matches only)
2nd XI & Open, Y10:	35 minute halves, half time five minutes
Yrs 9, 8, 7:	30 minute halves, half time five minutes

Again, with the exception of 1st XI, the coaches may mutually alter these times.
6.
  - a. The 1st XI team Coaches must exchange team sheets that list the names and numbers of up to 16 players (including 5 subs).
  - b. Other teams may use four interchange players.
7. **Fixtures:** The 1st XI competition of 11 teams will play each team once. Seconds and below will play ten rounds plus a bye. Where possible the same team is not scheduled to travel to Geelong two weeks in a row.
8. **Referees:**
  - a. **For 1st XI Matches:** The APS Office will appoint an accredited Referee and 2 accredited Assistant Referees through Football Victoria if available. If Football Vic cannot supply referees then it's the responsibility of the host school. The home school will appoint an accredited Referee for all 2nd XI matches. If the appointed Referee has not arrived and an accredited Referee is not available by 10.30am the game will be postponed. The expectation is for Referees to provide their own flags.
  - b. Each school must provide an accredited Assistant Referee (neatly attired) capable of refereeing the Firsts game should it be necessary.
  - c. All 1st XI players wear numbers.
  - d. Both teams should line up in the middle of the ground and shake hands with officials and opposition players before the beginning of the game.
9. In junior games, the home team normally supplies the referee but again by mutual agreement, this may be altered prior to the day of the match.
10. The home school is to provide two sets of OFFICIALS FLAGS for all home games.
11. Junior games are all games other than 1st XI. Junior games will be played at year levels.
12. Coaching from the sidelines is permitted at all age levels. Players should not dispute decisions of referees. A player who is ordered off for the match will not be replaced.
13. **Ground Markings:** It is important that grounds be clearly marked for 1st XI games, otherwise the official referee may refuse to officiate. A one metre line or rope to be placed along the sidelines to keep spectators back and give the Assistant Referees clear vision.
14. The size of ball should be FIVE (5) for Y8 and upwards, and FOUR (4) for Y7 and below.
15. **Conduct**  
**Players:** It is hoped that the game will be played in the right spirit. All Referees are fallible, but their decisions must be accepted without the least suggestion of disagreement. (Their critics often overlook the "advantage" rule which means that the Referees have discretion to allow the game to flow on, rather than halt it for minor breaches and thereby given an advantage to the offending team). Coaches are to set the example to both players and spectators.  
**Spectators:** Spectators must view rationally, not emotionally, apparent mistakes and accept all decisions in a sensible manner appropriate to a "game".  
 Spectators should realise the general inconvenience caused by their encroaching on playing areas and should be asked to view the play from at least two metres from the side lines. Roping off may be of assistance.
16. **Grand Finals/Premiership**
  - a. **Allocation of Premiership Points: Win: 3 points; Draw: 1 point.**
  - b. **Should any two or more teams be equal on Premiership Points and played each other, the team winning that fixture shall take precedence, otherwise refer to [General Regulation 17](#) for determination of ladder position.**
  - c. **Extra Time: In the event of a tied result at the conclusion of regular time in the Grand Final, two additional periods of ten (10) minutes each, plus time-on, shall be played. Teams do not change ends from the last quarter during the first period of additional time. If scores remain level thereafter, the Premiership or ladder position shall be declared shared.**
17. **APS Representative Squad Selection:**  
 An APS Soccer team of 16 players will be selected annually to play the AGSV. The representative game is to be played on the weekend following the last round of winter sport.  
 Selectors:        2026        GC, MGS, GGS