

2026 ACS Soccer Rules

Last updated February 2026

1. Rules:

- 1.1. ACS Soccer matches shall be played under the rules governed by FIFA unless otherwise stated hereunder or in ACS Competition Rules.
- 1.2. **Extra Time:** without a break at the change of ends. The full 10 minutes of extra play is played and the team that scores the most goals in extra time will be declared the winner. Should the scores still be equal at the completion of extra time a penalty shoot-out with a minimum of five shots, shall take place. The team maintaining an advantage of one goal after an equal number of shots after this time shall be declared the winner. Teams will continue until a result is achieved.
- 1.3. Modified mercy rule applies for all competitions except for 1st Seniors
 - 1.3.1. **Modified mercy rule: Last person drop-off:** In the event that a score reaches a difference of five (5) goals during a game, the leading team will drop-off one (1) player then if the score reaches a difference of eight (8) the team will drop-off a second player whilst ever there is a score differential of 8 goals during the game.
 - 1.3.2. The maximum recorded final score differential is 7 goals based on the lower team's score e.g. 8 – 1.

2. Refereeing:

- 2.1. The home team is responsible for the appointment of the referee. Each school is asked to provide a competent linesman.
 - 2.1.1. **Senior 1st & Intermediate A levels only.** A line referee must be provided by the home school for all matches. Parents/Adults who are clear on rules are able to fulfil the role.
- 2.2. The Referees' decisions should not be disputed by players.
- 2.3. A referee may order a player off the field. A player who is ordered off for the match will not be replaced.
- 2.4. If a team is found to have more than 11 players on the soccer pitch at any given time, the score of the offending team will be forfeited, the team red carded and only 10 players will be allowed to remain on the pitch for the remainder of the game.
- 2.5. The referee must deem the pitch to be in a playable state before the game
- 2.6. If the pitch is deemed unplayable by the referee the match will be abandoned and deemed a draw
- 2.7. In the event of a 'No game' being called the referee receives a reduced payment

3. Duration of the Games:

Seniors	2 x 35 minute halves
Year 7 & Intermediate	2 x 30 minute halves
Interval	5 minutes

- 3.1. All matches must have a minimum play time of 30 minutes; under no circumstance are matches to be shortened beyond this (except in extreme weather conditions).
 - 3.2. When the temperature rises above 30° matches may be reduced to 2 x 25 minute halves with a drinks break at the 12½-minute mark.
4. **Result if a match is unfinished due to weather etc:** For a result to be declared the match must have reached half time then the score as it stands when play ceased shall be taken as the final result. Should a match not reach half time then it is deemed a draw.
 5. **Team Numbers:** A team may consist of unlimited players provided that only 11 players are on the field at any one time. Minimum player numbers are eight (8). Any less numbers will result in a forfeit.
 6. **Interchange:** The substitutes may be used at any time during the match, provided the player(s) seeks the referee's permission and is brought onto the field at a break in play.

7. Home Team to Supply:

- 7.1. Ball: The size of the ball should be size 5 for all year levels.
- 7.2. Two goals must be netted and well back so not to impede the goal keeper's movement inside the goal line.
- 7.3. Four corner flags on posts not less than 1.6m and having a non-pointed top.
- 7.4. Lines must be marked

8. Conduct of Players:

- 8.1. 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 giving an advantage to the offending team.) This is particularly so with the interpretation of the offside rule.
- 8.2. Coaches are to set the example to both players and spectators.
- 8.3. Coaches must record the name and number of any player sent-off or reported during the match and fill in the ACS incident report
- 8.4. Both coaches and the referee are to sign the ACS Match Incident report.
- 8.5. All ACS incident reports to be forwarded to the Head of Sport directly upon returning to school.

9. Forfeits:

- 9.1. Score shall be recorded as an 7 – 0 win.
- 9.2. All matches to start by 3.00pm or the forfeit rule will be enforced

10. Uniform:

- 10.1. All players must wear the approved soccer uniform of the school they represent. Goalkeepers must wear a jumper whose colours contrast with those worn by other team members.
- 10.2. It is recommended that players wear soccer boots. Players must have the correct studs in their boots and should be checked by the referee before the game commences to ensure they are not damaged, worn down or illegal.
- 10.3. All team members should be uniformly dressed.
- 10.4. Tracksuit pants should not be worn, except the goalkeeper may wear tracksuit pants.
- 10.5. All players must wear shin pads.
- 10.6. All jewellery is to be removed before play commences

11. Injury:

- 11.1. All injured players to notify the referee, or nearest lineperson or coach
- 11.2. Referee to make all and any decision regarding any stoppage for medical reasons.

Additional modification:

*Allow Year 7 Girls (only) to move the ball in closer towards the edge of the 18 yard box for the corner kick so they can reach the penalty area. This modification has been agreed upon by the ACS Heads of Sport (in December 2006) and coaches will be responsible for informing referees of this modification prior to the match. Referees may use their discretion as to where the kick may be taken from.