

SJW Soccer Rules

- The soccer timetable (visible on the notice board in the eating area) must be followed at all breaks even if the year level that is allocated to play does not want to
- Equal teams need to be sorted at the beginning of the game. If there is an odd number of students the teams need to be in agreeance before starting.
- Once a game has started, new players can not join. You must also commit to play the entire game unless there is injury or illness
- All players must wear a bib
- The field will be setup at the beginning of the day and packed up at the end of second break
- The goals need to be visible and set up so they are the same distance apart as the other team's goals
- Once a goal is scored the ball must return to the centre of the field to restart the game
- No hands on the ball unless you are the goalie. If you do touch the ball it is given to a player on the other team to continue play
- Throw-in's occur when the ball goes out of the marked field area. The team who didn't kick it out throws it in.
- Corner kicks or goal kicks are to be done by the goal keeper and only when the ball goes out at the end of the field
- Penalty kicks/Free kicks only occur when there has been a handball or a foul within the penalty zone
- Fouls are when a player kicks, trips, jumps at, charges, strikes, pushes or holds another player. If this occurs the other team will be handed the ball to continue play.
- When a student isn't playing by the rules, they will be given 1 warning by the teacher and then asked to leave the game to find an alternative activity if they do it a second time
- If there is a student who is violent, threatening or using verbal abuse towards another student they will be asked to leave the game immediately and will receive a pink slip

	Monday	Tuesday	Wednesday	Thursday	Friday
1st Break	3/4	P-2	3/4	P-2	No Soccer
2nd Break	6	5	6	5	No Soccer