

## FOOTBALL (men and women)

2017

AUS Football competitions are conducted in accordance with the rules of the [Fédération Internationale de Football Association](#) (FIFA) except where these differ from AUS sports rules; in which case the latter shall take precedence.

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### 1. Team/squad size

- Minimum registered players – 14
- Maximum registered players – 19
- Maximum cross registration – 3
- Minimum number of players that can take the field without incurring a forfeit – 7

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### 2. Substitutions

- 2.1. Each team may make up to eight substitutions during the match.
- 2.2. Only the players in the nominated squad, plus up to a maximum of 3 team officials, will be permitted to sit on the substitution bench.
- 2.3. Players who have been suspended will not be permitted to sit on the substitution bench during the period of their suspension.
- 2.4. Players sent from the field during the current match shall leave the enclosed playing area and will not be permitted to sit on the substitution bench for the remainder of that match.

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### 3. Game time/duration

- 3.1. All games will be 2 x 30 minutes with 10 minutes for half time.
- 3.2. There will be a maximum of 2 minutes for injury time if required.
- 3.3. A summary of game time/duration is also available via the [AUS supplement – games time summary](#).

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### 4. Point score

- 4.1. Points for each match shall be awarded as follows;
  - Winning team: 3 points
  - Drawn match: 2 points per team
  - Losing team: 1 point
  - Forfeited team: 0 points
- 4.2. In the event of two or more teams having the same number of points at the completion of the preliminary rounds, the higher placed team(s) will be decided when the first of the following criteria in order, favours one team:
  - a) The team with the highest goal difference (goals for - goals against) in all pool matches
  - b) The team scoring the highest number of goals
  - c) The team with the best result against the top team in their pool. The best result to be determined by applying the following in order until the teams are separated:
    - largest winning margin
    - highest scoring draw
    - lowest losing margin
  - d) If two or more teams are still equal their ranking shall be determined as follows:
    - greatest number of points obtained in all pool matches between the teams concerned
    - goal difference resulting from all pool matches between the teams concerned
    - greatest number of goals scored in all pool matches between the teams concerned

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## 5. Drawn matches

- 5.1. If preliminary matches are drawn at full time, both teams will be awarded 2 points as per section 4.1.
- 5.2. In the event that scores are drawn at the end of normal time in progression or medal matches, two extra periods of 10 minutes duration shall be played.
- 5.3. At the end of this period, if scores are still tied, a best of 5 penalty shoot out will take place.
- 5.4. In the event that both teams score the same number of penalties, a "sudden death" penalty shoot out will apply.

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## 6. Cautions and send offs

- 6.1. A player who receives 2 cautions (yellow card) during the tournament shall be suspended for the next match. After the preliminary round matches any existing yellow cards will be wiped and restarted for the play off progression matches.
- 6.2. A player who is sent off (red card) during the tournament shall be suspended for a **minimum** of 1 match. A player who is sent off a second time during the tournament shall be suspended for a **minimum** of 2 matches.

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## 7. Forfeits

- 7.1. Football is run under the under the [AUS Guideline – forfeit of competition requirements](#).
- 7.2. A forfeit will be declared 10 minutes after the scheduled start of play where either team is unable to commence play.
- 7.3. The forfeit score is 3 goals to nil (0).
- 7.4. Should the commencement of a game be delayed due to no fault of either team (as determined by the competition management or AUS), the game shall be played in its full duration if possible. If full game duration is not possible, the recommended game duration will need to be agreed upon by both teams. If resolution between the teams is not possible then the Competition Manager (or their delegate) will make the final decision regarding match format, which will not be subject to appeal.
- 7.5. In the event of a game being abandoned, the [AUS abandonment guideline](#) will be implemented.

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## 8. Uniform requirements

- 8.1. Each athlete shall wear the uniform of their university. The university shall submit a description of its uniform if requested.
- 8.2. The specific uniform requirements for Football are as per the national sporting organisation standard with the following AUS uniform requirements:
  - Shorts, shirts and socks
  - Shirts cannot be shoulder cut
  - Numbering on backs of shirts is compulsory and must be minimum of 20cm high
  - Shin pads are compulsory
  - Metal studs are classed as equipment which may be deemed dangerous to the player wearing them or another player, and are not permitted
- 8.3. Minimum uniform requirements for AUS events must be met:
  - A competitor must not use equipment or wear anything that is dangerous to him/herself or another competitor (including any kind of jewellery)
  - Long or sharp fingernails are to be trimmed short
  - All participating competitors are to be correctly attired in appropriate, matching team uniforms
  - Exceptions may be made for some sports in cold weather, providing permission is granted by the appropriate officials. Additionally, the exceptions will only be granted providing they are

the same colour, and the extra clothing does not cover up any identification numbers or colours

- All numbers on shirts need to be clearly visible, and in a contrasting colour to the dominant colour of the shirt
- Mouth guards are strongly recommended for all sports where there is a potential for collision. It is compulsory to wear a mouth guard in those sports where it is stated
- All participants must retain the one number throughout the tournament (if numbered jerseys are used)
- Numbers on shirts are restricted to one or two digit numbers
- Players should not take the field of play in any costume or part of a costume. If they do, players will be asked to remove costume items or incur a code of behaviour report

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## 9. Team duties

9.1. Team duty requirements for Football are:

- One person from each team will be required for the duties of scoring and timekeeping for the match immediately following theirs.
- One person from each team from the second scheduled match of the day will also be required to duty the first match of the day as well as the match following their own

9.2. The person fulfilling the team duty requirements can be any competent person associated with that team or university and does not necessarily have to be a player e.g. team manager.

9.3. Teams that do not fulfil team duties will be fined as per the [AUS Guideline - forfeit of competition requirements](#).

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## 10. Award ceremonies

10.1. Medal ceremonies will be held at the completion of the competition.

10.2. Gold, silver and bronze medals will be presented to those teams finishing 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> in the competition.

10.3. Pennants will be presented at the closing presentation to the following teams

- For regional university games events
  - Mens champion
  - Womens champion
- For the Australian University Games
  - Overall mens champion
  - Mens champion division 2
  - Overall womens champion
  - Womens champion division 2

10.4. The following trophies will be presented to the overall champion teams at the Australian University Games (note that trophies are presented at the closing presentation):

- Mens Overall Champions - AUS Mens Football Champions trophy
- Womens Overall Champions - Hugh McCredie Trophy " The Intersarsity Cup"

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## Previous rule amendments

June 2003 | July 2004 | April 2005 | August 2005 | March 2010 | May 2012 | May 2014 | February 2015  
April 2017 |