



Sylvania Heights FC U8 Gala Day - Information Sheet Sunday 13th August 2023

Hi Team Coaches/Managers,

Thank you for entering our Gala Day and supporting our club, we are looking forward to very successful day with lots of happy kids and football fun.

Below is information regarding the day that will help you organise your team.

- A copy of the draw is attached.
- First games will kick off at 9.00am.
- Game timing will be coordinated via a central air horn blast. On hearing the air horn Referees will start and stop games immediately with the usual whistle. You must be ready for all games.
- Guaranteed 4 games for the day. Maximum of 6 with semis & final.
- 4 games which will be completed by around 2.00pm latest, the full day completed by 3.00pm.
- 7 players on the field including the goalkeeper. Gala Day rules will be published with the draw (but they are pretty much regular game rules).
- 12 minute halves with 2 minute half time to change ends.
- Bibs will be provided for any strip clashes.

There will be full BBQ and canteen available on the day. Your support of these facilities is appreciated. There is plenty of parking available in and around the Sylvania Heights Community Centre off Box Road or on Box Road (and surrounding streets) itself.

There are 3 competitions running on the day, in 3 separate zones and on 6 pitches. Your team will be allocated to one of those pitches, which means that your parents can bring a gazebo and setup camp, without having to relocate during the day. There will be plenty of room for everyone.

If you have any queries regarding the day, do not hesitate to email SSFA Shared Services at sylvaniaheightsfc@ssfaservices.com.au

Many thanks again for your support of our Gala Day.

We look forward to seeing you on the day.

Troy

SHFC Gala Day Co-Ordinator.

	THE HATTON CUP (W8s All Grades)									
POOL - FIELD:	POOL A - FIELD 1C					POOL B - FIELD 1D				
TEAMS	BANGOR W8E					BANGOR W8B				
	CRONULLA S'GULLS W8A-1					ENGADINE EAGLES W8A				
	BOSCO W8C					GYMEA UNITED W8A				
	SYLVANIA HEIGHTS FC W8C					BOSCO W8A				
	BUNDEENA MAINBAR W8A					MIRANDA MAGPIES W8A				
KICK OFF TIME										
9:00	SYLVANIA HEIGHTS W8D	V	CRONULLA S'GULLS W8A-1		BANGOR W8B	V	ENGADINE EAGLES W8A			
9:30	BOSCO W8C	V	BANGOR W8E		GYMEA UNITED W8A	V	BOSCO W8A			
10:00	CRONULLA S'GULLS W8A-1	V	BUNDEENA MAINBAR W8A		ENGADINE EAGLES W8A	V	MIRANDA MAGPIES W8A			
10:30	SYLVANIA HEIGHTS W8D	V	BOSCO W8C		BANGOR W8B	V	GYMEA UNITED W8A			
11:00	CRONULLA S'GULLS W8C-2	V	BANGOR W8E		ENGADINE EAGLES W8A	V	BOSCO W8A			
11:30	BOSCO W8C	V	BUNDEENA MAINBAR W8A		GYMEA UNITED W8A	V	MIRANDA MAGPIES W8A			
12:00	SYLVANIA HEIGHTS W8D	V	BANGOR W8E		BANGOR W8B	V	BOSCO W8A			
12:30	BOSCO W8C	V	CRONULLA S'GULLS W8A-1		GYMEA UNITED W8A	V	ENGADINE EAGLES W8A			
1:00	SYLVANIA HEIGHTS W8D	V	BUNDEENA MAINBAR W8A		BANGOR W8B	V	MIRANDA MAGPIES W8A			
1:30	BANGOR W8E	V	BUNDEENA MAINBAR W8A		BOSCO W8A	V	MIRANDA MAGPIES W8A			
FINISH 2:00										
Presentations will take place for the 6 teams not playing in the Semi Finals.										
SEMI FINALS	SF1 - POOL A WINNER V POOL B RUNNER UP					SF2 - POOL A RUNNER UP v POOL B WINNER				
2:20										
Presentations will take place for the 2 teams not playing in the Final.										
FINAL	WINNER SF1 v WINNER SF2									
3:00										
Presentations will take place for the Finalists.										

		THE PRESIDENTS CUP (U8 A and B Grades)					
POOL - FIELD:	POOL A - FIELD 2A				POOL B - FIELD 2B		
TEAMS	SYLVANIA HEIGHTS U8B				GYMEA U8A-2		
	GYMEA UNITED 8A-1				COMO JANNALI U8A		
	CRONULLA RSL U8B				MENAI HAWKS U8A		
	GEORGES RIVER 8B-2				CRONULLA SEAGULLS 8B-1		
	ENGADINE EAGLES U8A				CARINGBAH REDBACKS U8B		
KICK OFF TIME							
9:00	SYLVANIA HEIGHTS U8B	V	GYMEA UNITED 8A-1		GYMEA U8A-2	V	COMO JANNALI U8A
9:30	CRONULLA RSL U8B	V	GEORGES RIVER 8B-2		MENAI HAWKS U8A	V	CRONULLA SEAGULLS 8B-1
10:00	GYMEA UNITED 8A-1	V	ENGADINE EAGLES U8A		COMO JANNALI U8A	V	CARINGBAH REDBACKS U8B
10:30	SYLVANIA HEIGHTS U8B	V	CRONULLA RSL U8B		GYMEA U8A-2	V	MENAI HAWKS U8A
11:00	GYMEA UNITED 8A-1	V	GEORGES RIVER 8B-2		COMO JANNALI U8A	V	CRONULLA SEAGULLS 8B-1
11:30	CRONULLA RSL U8B	V	ENGADINE EAGLES U8A		MENAI HAWKS U8A	V	CARINGBAH REDBACKS U8B
12:00	SYLVANIA HEIGHTS U8B	V	GEORGES RIVER 8B-2		GYMEA U8A-2	V	CRONULLA SEAGULLS 8B-1
12:30	CRONULLA RSL U8B	V	GYMEA UNITED 8A-1		MENAI HAWKS U8A	V	COMO JANNALI U8A
1:00	SYLVANIA HEIGHTS U8B	V	ENGADINE EAGLES U8A		GYMEA U8A-2	V	CARINGBAH REDBACKS U8B
1:30	GEORGES RIVER 8B-2	V	ENGADINE EAGLES U8A		CRONULLA SEAGULLS 8B-1	V	CARINGBAH REDBACKS U8B
FINISH 2:00							
Presentations will take place for the 6 teams not playing in the Semi Finals.							
SEMI FINALS	SF1 - POOL A WINNER V POOL B RUNNER UP				SF2 - POOL A RUNNER UP v POOL B WINNER		
2:20							
Presentations will take place for the 2 teams not playing in the Final.							
FINAL	WINNER SF1 v WINNER SF2						
3:00							
Presentations will take place for the Finalists.							

SYLVANIA HEIGHTS FC- UNDER 8'S GALA DAY - SUNDAY 13 AUG 2023							
	THE TRELEAVEN CUP (U8C Grade and Below)						
POOL - FIELD	POOL A - FIELD 1A				POOL B - FIELD 1B		
TEAMS	BONNETT BAY U8E				GYMEA UNITED U8C		
	BANGOR U8E				BANGOR U8C		
	ENGADINE EAGLES U8D				MIRANDA MAGPIES U8C-2		
	MIRANDA MAGPIES U8D				BUNDEENA MAINBAR U8E		
	BOSCO U8D				NORTH SUTHERLAND U8D		
KICK OFF TIME							
9:00	BONNETT BAY U8E	V	BANGOR U8E		GYMEA UNITED U8C	V	BANGOR U8C
9:30	ENGADINE EAGLES U8D	V	MIRANDA MAGPIES U8D		MIRANDA MAGPIES U8C-2	V	BUNDEENA MAINBAR U8E
10:00	BANGOR U8E	V	BOSCO U8D		BANGOR U8C	V	NORTH SUTHERLAND U8D
10:30	BONNETT BAY U8E	V	ENGADINE EAGLES U8D		GYMEA UNITED U8C	V	MIRANDA MAGPIES U8C-2
11:00	BANGOR U8E	V	MIRANDA MAGPIES U8D		BANGOR U8C	V	BUNDEENA MAINBAR U8E
11:30	ENGADINE EAGLES U8D	V	BOSCO U8D		MIRANDA MAGPIES U8C-2	V	NORTH SUTHERLAND U8D
12:00	BONNETT BAY U8E	V	MIRANDA MAGPIES U8D		GYMEA UNITED U8C	V	BUNDEENA MAINBAR U8E
12:30	ENGADINE EAGLES U8D	V	BANGOR U8E		MIRANDA MAGPIES U8C-2	V	BANGOR U8C
1:00	BONNETT BAY U8E	V	BOSCO U8D		GYMEA UNITED U8C	V	NORTH SUTHERLAND U8D
1:30	MIRANDA MAGPIES U8D	V	BOSCO U8D		BUNDEENA MAINBAR U8E	V	NORTH SUTHERLAND U8D
FINISH 2:00							
Presentations will take place for the 6 teams not playing in the Semi Finals.							
SEMI FINALS							
	SF1 - POOL A WINNER V POOL B RUNNER UP				SF2 - POOL A RUNNER UP v POOL B WINNER		
2:20							
Presentations will take place for the 2 teams not playing in the Final.							
FINAL							
	WINNER SF1 v WINNER SF2						
3:00							
Presentations will take place for the Finalists.							

SHFC - UNDER 8's GALA DAY – GUIDELINES AND RULES

Once again this year we have 30 teams taking part in the U8 Gala Day in three separate Competitions – **The Presidents Cup** (for A and B Grade teams), **The Treleven Cup** (for C Grade and below teams) and **The Hatton Cup** (for all-girls teams across all grades).

The first part of the day commences at 0900 with a 'Pool Stage' – each team will be drawn into a Pool of 5 teams and will play each other team in that Pool in a 'round robin' format, ie each team will play 4 games. After the 'Pool Stage' games are completed, there will be a 'Semi-Final Knock Out' stage between the top two sides in each Pool, ie Winner Pool A v Runner-up Pool B and Winner Pool B v Runner-Up Pool A. The Winners of the two semi-finals will then meet in the Final.

UNDER 8's GALA DAY GENERAL RULES

- **All players must be registered and have played that Season as an Under 8 player or lower with the Club they represent and within the SSFA (players who have played “up” a year - U9/10 team are not permitted).** Although proof of registration won't be required, we expect all teams to respect this rule. If it is suspected that a player is over 8 years of age, then proof of age **may** be asked for by the organisers.
- All games throughout the Gala Day will be **2 x 12 min halves with a 2 min half-time break for a drink.**
- All teams will play a **maximum number of 7 players on the field at any one time.** This includes the Goalie.
- **Clubs entering more than one team on the day WILL NOT be allowed to interchange any players between teams throughout the Gala Day,** unless injury or sickness dictates and then only with the permission of the Organising Committee.
- **Full Club uniform, including boots and shin pads must be worn in all games.** If two Club teams play each other then the team mentioned first on the running order must wear bibs (bibs are provided by the Referee Co-ordinator).
- **The Instructing Referee's decision** is final in all games.
- The Rules of the Gala Day as set by Sylvania Heights Football Club will generally follow those of the SSFA small-sided football games rules and guidelines
- **Scoring** – 3 points for a win, 1 point for a draw and 0 points for a loss.
- **Pool Stage** - In the case of teams being level on points at the end of the Pool stage, the following criteria will be used to determine who finishes higher than the other:
 1. **goal difference (ie goals for minus goals against) – the better one to progress**
 2. **goals for - the team scoring the most goals in the pool stage to progress, and**
 3. **the score between the two tied teams in the pool match – the winner to progress**
 4. **coin toss between two Coaches – let's hope we don't get this far!!**
- **Semi Final** – If the game is tied at full-time then the teams will play a further 2 x 5 min halves as extra time to determine a winner - **At this stage the 'Golden Goal' rule will come into play with the first team to score a goal declared the winner and the game stopped at that point.** However, if there are no further goals after the extra-time period then the goal difference (ie goals for minus goals against) across the FULL day (inc Semi Final) will be the decider with the team having the better (GD) progressing. If that still does not result in a winner then goals scored by both teams over the FULL day (inc semi final) will be the decider with the team scoring the most during the Gala Day at that point progressing.

- **Finals** – The winning sides from the semi finals will compete in the Final. The finals are played as per the semi finals rules above.

Any matters not provided for in the rules will be dealt with by the Organising Cttee, whose word is final.
Constructive criticism will be gladly received.

ROO BALL RULES For Under 8's Gala Day

The Field of Play

- A. **Dimensions:** The field of play shall be rectangular in shape with the length of the touchline being greater than the length of the goal line with the dimensions of 40 metres X 30metres
- B. **Markings:** painted line markings
- C. **Goal Size:** The goal size is a minimum 4.8m x 1.6m to maximum 5.0m x 2.0m
- D. **Penalty Area:** Under 8 years Rectangular 12mtrs wide X 5mts deep

Ball Size

Size 3 soccer balls are to be used

Number of Players

A maximum of 7 players from each side are to be on the field, including the goal keeper, at any time, plus a maximum of 3 substitute players that can be interchanged at any time. Interchange player must wait until the substituted player has left the field

Duration of Matches

There will be 2 x 12 minutes halves, with a 2 min half time break – the duration of games remains the same during the day regardless of whether the game is a pool stage game, a semi-final or final.

Instructing Referees

There will be an Instructing Referee for each game. Coaches **WILL NOT** be allowed on the field of play unless to assist a player when injured at which time the game will be stopped.

The Start of Play

The “home team” being the team mentioned first on the draw will kick off, with both teams to play in the direction they face.

A game is started at the half way with a kick to a team mate from the centre of the field. **The opposition must be 5m away from the ball at this time.**

After a goal, the play is restarted from the centre of the field by the side which conceded the goal.

Note: For a goal to be scored directly from a kick off the ball must touch one other player before entering the goal; if not then a goal kick will be awarded

All timings of games throughout the day will be controlled centrally by the sounding of an air horn. On hearing the air horn the Referee will immediately blow their whistle to commence or stop the game. As such the Referees whistle is the official start/stop of each game with the central airhorn simply controlling and coordinating the timings of the games. One minute warning will be given prior to the start of play

It is the responsibility of the team coaches and managers to ensure their respective teams are on the correct field ready to play at the nominated starting time and at the half time change over.

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere within the penalty area. The goalkeeper is not allowed to handle the ball outside the penalty area.

To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown, rolled from the hands or played from the ground with their feet.

Ball In and Out of Play

The ball is out of play when it has crossed the back line, the side line, and when a goal is scored or play has been stopped by the Instructing Referee.

Ball crossing the Touch Line

Throw in - The player faces the field of play, part of each foot on or behind the touch line, using both hands delivers the ball from behind and over their head. The thrower must not touch the ball again until it is touched by any other player. All opponents must be **at least 5 metres back from the thrower**. The ball is in play once it enters the field of play. **The Referees will be advised to be fairly liberal in their 'foul throw' rulings; the kids are U8 and the idea is just to get the game flowing again.**

A goal **cannot** be scored directly from a throw in.

Ball crossing the back line after touching the defending team

Corner Kick – A player from the attacking team places the ball within 1 metre of the nearest corner flag to the point where the ball crossed the line. **Opponents must be at least 5 metres from the ball until it is in play.** The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick. The player taking the corner kick is not permitted to kick the ball a second time until the ball is touched by any other player.

Ball crossing the back line after touching the attacking team

Goal kick - May be taken from anywhere inside the penalty area. The goal keeper or another player take the goal kick provided the ball is stationary prior to the ball being kicked. **All Opponents must retreat to half way until the ball is in play.** The ball is in play once it is kicked directly out of the penalty area. The ball must contact any other player before the kicker may kick the ball second time.

Method of Scoring

A goal is scored when the whole ball passes over the goal line between the goal posts and under the crossbar.

No player can score from a kick off, a goal kick or throw in, unless the ball has been touched by any other player.

Offside

There is no specific offside rule, however team Coaches and Managers must strongly discourage their respective players being permanently and/or persistently standing in offside positions during the game.

Note: Instructing referees shall direct players who permanently and/or persistently stand in offside positions to move into an onside position.

Indirect Free kick

There will only be indirect free kicks awarded during all games played during the gala day.

An indirect free kick will be taken from the spot where the breach occurred with the **defending players at least 5 meters from the ball** until the kick is taken.

If the breach occurs close to the goal line or within the penalty area the kick shall be 8 metres from that goal line parallel to the side line with all defending players at least 5 metres from the ball until the kick is taken.

A goal can only be scored from an indirect free kick if the ball is played by or touches any other player before it enters the goal

No player is allowed to deliberately handle the ball with their hand or arm anywhere on the field except for goal keepers who may handle the ball inside their penalty area only

Note: - There will not be any penalty kicks awarded during any Gala Day games as it is deemed to place excess pressure on inexperience or part time goalkeepers, as well as the players and instructing referees.

Fouls and Misconduct

Fouls and misconduct are:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent to gain possession of the ball from behind
- Making contact with an opponent before touching the ball
- Holds an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

