



Excerpt from ASFA Constitution – Playing regulations

REGULATION 4: Matches

1. All matches shall be played on suitable grounds, as determined by the referee. All playing fields shall comply with the Laws of the Game, including the provision of:
 - Goal Posts (to a standard complying with the Laws of the Game) with nets.
 - Corner posts with a minimum height of 1.52 metres.
 - Correct field markings and boundaries to the satisfaction of the referee.
2. The playing pitch shall be prepared (with posts, nets and corner posts) and available for inspection by the referee at least 30 minutes prior to the scheduled kick-off time.
3. All matches will have a normal duration of 90 minutes, comprised of two equal halves.
 - No result will be recorded if less than 70 minutes of cumulative play has elapsed.
 - Should play be stopped for any reason, the decision to suspend play for any time, reduce time, or abandon the match shall be at the sole discretion of the referee.
 - No extra time, other than stoppage time awarded by the referee, shall be added.
4. All players intending to participate in any competition under the control of the Association must be named on a team card which shall be presented to the referee prior to the commencement of play. The team card shall identify the team, opposition, venue, and the full names and shirt numbers of each player, including substitutes.
5. Any player not listed on the Team Card before the commencement of play shall not be permitted to play in the fixture.
6. A maximum of 16 players, including 5 named substitutes may be recorded on the team card, of which a maximum of 14 players, including 3 substitutes may be used.
7. In competitions where rolling substitutes are permitted, a maximum number of 16 players, including the 5 named substitutes may be recorded on the team card, of which a maximum of 14 players, including 3 substitutes may participate in the match. Any rolling substitution must be made with the referee's permission during a break in play and from the half-way line. The substituted player must leave the field of play before the replacement player enters.
8. All teams shall be present, stripped and ready to play, having not less than 9 players per team, at the scheduled time of play. Either team shall, upon notification to the referee and opposition captain, be allowed a period of grace of no more than 10 minutes beyond the scheduled time of play in order to be ready to play.

- However, in any event that both teams have acquired a minimum of 9 players present, the game will commence.
9. Should either team for any reason, be reduced to less than 7 players, then the match is to be abandoned. The referee shall record the score and elapsed playing time and the reason for the abandonment on the team card of each team, notwithstanding regulations referred to in clause 4:7.
 10. All players shall wear suitable footwear, shin guards, numbered shirt, shorts (the goalkeeper may wear long pants) and socks to the satisfaction of the referee, and in accordance with the conditions defined in Regulation 7. All players must remove any personal item considered dangerous by the referee.
 11. The home team shall, at the commencement of play, be in possession of match-balls fit for play in the opinion of the referee.
 12. In the case of colour conflict, the away team shall change. In all cases, the referee shall rule on the suitability of colours.
 13. All teams participating in any matches controlled by the Association must be clothed in a matching strip, with similarly coloured shirts, shorts and socks. All shirts shall be numbered with a unique number, without duplication within the same set of colours.

REGULATION 5: Knock-out Competitions and Tournaments

1. All players intending to participate in any ASFA knockout match shall be named on a match card, which shall be presented to the referee before the commencement of play.
The team card shall identify the team, opposition, venue, and the full names and shirt numbers of each player, including substitutes.
2. Normal play in all knockout competitions shall consist of 90 minutes of play, divided into two equal halves. Should play be stopped for any reason, the decision to suspend play for any time, reduce time, or abandon the match shall be at the discretion of the referee.
3. In the event that the match cannot be decided after normal time then extra time shall be played. Extra time shall consist of two halves of 15 minutes each with the team having scored the most goals after this extra period being deemed the winner.
4. Should the score remain equal at the conclusion of extra time, the result shall be determined by the taking of five penalty kicks per team. Each penalty kick shall be taken by a different player, each player having been on the field at the conclusion of extra time. After the taking of five penalty kicks per team, the team with the most goals shall be declared the winner. Should more than five kicks be necessary, the taking of penalty kicks shall continue, with a different player each time, until one team has scored more goals after the taking of an equal number of penalty kicks. The team with the most goals shall be the winner. Should it be that all players on the field (at the conclusion of extra time) take a penalty kick and, having done so, no result has been decided, any player on the team card (but submitted from the field of play at the conclusion of extra time) shall be permitted to attempt a penalty kick.