

# **Regulations**

2020

Gladesville Sharks Summer Football

## SECTION 1: ORGANISATION AND ADMISSION

### 1. Scope and Application

- a) These Regulations apply to Participants in the **2020 Gladesville Sharks Summer Football Competition** (the Competition) as conducted by Gladesville Sharks Football Club
- b) Where these Regulations are silent on any particular aspect, then all Clubs, affiliated bodies and organisations will first have regard to the Constitution, By-Laws, FFA rules and regulations and where applicable rules and regulations of FNSW and NWSF.
- c) If any part of these Regulations is void that part shall be severable and will not affect the enforceability of the remaining sections of these Regulations.
- d) The Competition Administrator will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties.

### 2. Reference

Where these Regulations refer to a "Club" that reference is to a team that is entered into the Competition.

### 3. Capitalised Terms

Any capitalized terms used in these Regulations will have the meaning given to them in Schedule 2.

### 4. Alteration

The Competition Administrator will have the ability to expand on these Regulations and make additional rules which will be set out in Schedule 2.

### 5. Disciplinary Sanctions and Proceedings

All Clubs, Players, Team Officials, Match Officials, Spectators or any person participating in any manner at a Competition Fixture, Match or event will submit exclusively to the jurisdiction of the NWSF Grievance and Disciplinary Regulations.

### 6. Unforeseeable Circumstance

Nothing in these Regulations will prevent Football NSW and/or NWSF and Gladesville Sharks Football Club from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

### 7. Control of Competitions

The administrative control and conduct of the Competition is vested with the Competition Administrator appointed by the Board of Gladesville Sharks Football Club

## SECTION 2: TECHNICAL REGULATIONS

### 1. Matches Played in Accordance with the Laws of the Game

All Fixtures will be played in compliance with the Regulations in force at the time and in accordance with FFA and FNSW By-Laws, regulations, codes and directives, and under the FIFA Laws of the Game except where varied under these Regulations.

### 2. Match Format

- a) Refer to Schedule 1 for the match formats
- b) All matches are played at Morrison Bay Park

### 3. Footballs

- a) The Competition Administrator will provide the match balls. The following sizes will be used:

U6 - U9:	Size 3
U10 – U13:	Size 4
U14 & over:	Size 5

### 4. Competition Ranking

The following process applies when determining the ranking of Teams within each grade of Competition:

- a) Greater number of points obtained in all Premiership Matches.
- b) If two (2) or more Teams are equal on the basis of the above criteria, their place will be determined as follows:
  - i. Greater goal difference resulting from all Premiership Matches;
  - ii. Greater goals scored from all Premiership Matches;
  - iii. The lessor of accumulated caution and send-off points received during the Premiership based on
    - a. Caution (Yellow Card) 1 point
    - b. Send-Off (Red Card) 3 points
  - iv. Greater number of points obtained in the Premiership Matches between the Teams concerned (head to head);
  - v. Great number of goals scored in the Premiership Matches between the Teams concerned (head to head).
  - vi. Where the two teams cannot be separated based on the above, the Competition Administrator shall determine the final ranking.

### 5. Competition Points

No points or tables will be recorded for age groups from U6 to U11.

In other age groups, points will be allocated as follows for all Premiership Matches:

- a) Win - 3 points;
- b) Draw - 1 point each Team;
- c) Bye – 1 point;
- d) Loss - No points;
- e) Forfeit - 3 points to the Team receiving the forfeit.

### 6. Clash of Colours/Strip Clash

Resolving a clash of colours will be at the direction of the Competition Administrator.

## 7. Interchange

- a) For all Competitions, unlimited interchange applies.
- b) The following is the procedure and rules for the unlimited interchange of Players:
  - i. The "Interchange zone" will be an area one (1) metre either side of the half-way line.
  - ii. An interchange is one which is made when the ball is out of play, and for which the following conditions will be observed:
    - a. The Referee has been advised of the change happening and has agreed to such, and
    - b. the Player leaving the field will do so from the touch line, crossing over at the sector called the interchange zone; and
    - c. the Player entering the field will also do so from the interchange zone, but not until the Player leaving the field has passed completely over the touch line.
  - iii. If penalty kicks are required to obtain a result, any player that participated in the Match is able to participate in the taking of penalties subject to the following
    - a. Where one team has fewer players to the other (excluding injured players not able to participate), the number of players in the other team that participate in the taking of penalties shall be reduced to match the number available for the team with fewer participating players
- c) Interchange players cannot be used to replace any Player who has been dismissed from the Match by the referee (sent-off).

## 8. Clubs Removed or Withdrawn from Competitions

In the event of any Team withdrawing or being removed from the Competition, all Matches against that Team will be treated as a forfeit.

## 9. Wet Weather Affected Fixtures

As matches will be played on grass fields, rain will result in washouts. However, should inclement weather such as storms, hail, high winds cause the competition to be cancelled, the Competition Administrator will advise teams.

## 10. Abandoned Matches

- a) When a Match is abandoned for any reason for which neither Club is responsible, the Match may be replayed at the discretion of the Competition Administrator.
- b) Should a Club, its Players, Officials or Spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Club to the opposition.

## 11. Forfeits

- a) Teams will be deemed to have forfeited a Match when:
  - i. they fail to fulfill an engagement to play a Match on the appointed date, time or venue; or
  - ii. they refuse or fail to begin a Match within ten (10) minutes of the stipulated kick-off time; or
  - iii. they field fewer than four players; or
  - iv. they field an ineligible Player; or
  - v. any other scenario within these Regulations or the Grievance and Disciplinary Regulations that stipulates a forfeit of the Match.
- b) In the event of any Team forfeiting its Match, full points allocated for the Match will be forfeited to the opposing Team (**Opposing Team**) and the goals will be recorded as 3

goals scored by the Opposing Team and 0 goals by the Team who has forfeited, unless the Opposing Team won by more than 3 goals, in which case the result on the pitch will be upheld.

## 12. Protests

- a) Protests must be lodged and received by the Competition Administrator no later than two (2) hours after the Match was played.
- b) Protests will only be considered for obvious breaches of the Laws of the Game that clearly had a material effect on the outcome of the Match.
- c) No protests as to the result of a Match will be considered in relation to disciplinary decisions of the Match Officials or any decisions of facts by the Match Officials relating to play.
- d) Protests must be accompanied by a \$50 administration fee in order to be considered. The administration fee must be lodged together with the written protest. The fee is refundable only if the protest is upheld.

## SECTION 3: ELIGIBILITY

### 1. Age Eligibility

Eligibility to age grades will be determined by the age in which the player turns in 2020. For example, a player turning 12 at any time during 2020 is eligible for the U12 age grade.

### 2. Eligibility and Ineligibility of Players General

- a) Eligible Players: An eligible Player is one that meets all registration requirements within these Regulations and is not ineligible according to any article of these Regulations
- b) Ineligible Players: Ineligible Players include:
  - i. unregistered Players;
  - ii. suspended Players;
  - iii. a Player who is required to stand down for receiving the required number of cautions; and
  - iv. a Player that is deemed ineligible due to any article of these Regulations and the NWSF Grievance and Disciplinary Regulations.
- c) Any Team that fields an ineligible Player will automatically lose that Match on forfeit.
- d) Additionally, the Club, Team Official/s and Player may be further sanctioned in accordance with the NWSF Grievance and Disciplinary Regulations.
- e) For clarity, it is the Club's absolute responsibility to ensure that they field eligible players in any Match.

## SECTION 4: REGISTRATION

### 1. Team Registration

- a) To apply to enter the Competition, each team must fill in a team nomination form. Submitting a team nomination form does not guarantee a place in the competition.
- b) A minimum of six completed Player registrations are required to register a team in the competition. Refer to Section 4, clause 3 below for information on how Players register.
- c) There is no limit to players permitted per team.
- d) Teams must pay the team registration fee as advised by the Competition Administrator by the 1<sup>st</sup> round of the Premiership competition.
- e) Team names must not include offensive, abusive or insulting terms. All team names are subject to approval at the discretion of the Competition Administrator.

### 2. Player Status

- a) All players registered to the Competition must be amateur.
- b) Clubs are required to record the status of each Player on Play Football by having the player self-register.
- c) Players can register for one team only and cannot interchange between teams.

### 3. Process for the Registration of a Player

- a) All Players must be registered via the Play Football system. The registration of a Player with a Club is effective from the date the individual is made active by the Club within the national online registration system. Once the competition commences, a Player must be registered by the Sunday immediately prior to the next round to be eligible to play in that round.
- b) The registration can be effected through:
  - i. the player self-registering via the Play Football system and the Club accepting the Player's registration;
  - ii. if a Player is registering for the first time, that Player must provide the Competition Administrator with evidence of name and age, by producing an original birth certificate, passport or drivers license.

### 4. Submission of Registrations

All registrations must be submitted via Play Football and a head and shoulders photo is to be uploaded into the Player profile within the communicated registration period.

### 5. Registration Periods

Registrations open on 21/09/2020 and close after the first 7 rounds of the competition.

### 6. Player Deregistration

- a) A Player may be de-registered by applying to de-register via the Play Football System, which will notify the Club and Competition Administrator of the Player's intention to deregister.
- b) If a Club wants to deregister a Player, that Club needs to apply to deregister that Player via the Play Football System, which will notify the Player and Competition Administrator of the Club's intention to deregister the Player.
- c) The deregistration is effective:

- i. When the other party (i.e. Club or Player as the case may be) has confirmed the notification or cancellation; or
  - ii. Seven (7) days from the date the Player requested the deregistration in the Play Football system.
- d) Any disputes relating to Player deregistration will be settled in accordance with the FFA Grievance Resolution Guidelines and FNSW and NWSF Grievance and Disciplinary Regulations.

## **7. Refunds**

- a) Should a team withdraw its registration, a full refund of any money paid will be made if the Competition Administrator receives written notification by October 1st. From October 1st to October 15th a refund of 50% will be paid. After October 15th no refunds apply.

## **SECTION 5: TEAM SHEETS, REPORTING AND MATCH OFFICIALS**

### **1. Match Official Appointments**

The appointment of all Match Officials will be made by the Competition Administrator in consultation with the North West Sydney Football Referees Association.

### **2. Match Official Powers, Duties and Obligations**

- a) The Match Officials are charged with all duties, responsibilities and obligations as contained within the FIFA Laws of the Game.
- b) Unless otherwise stated, the referee will be the sole arbiter as to whether a game will proceed, having regard to the condition of the ground, the weather at the time of inspection and the projected weather forecast.
- c) If the referee finds it necessary to stop play for whatever reason, he / she should wait a reasonable time before deciding to abandon the Match.
- d) Referees may abandon, postpone or forfeit a Match in accordance with any relevant articles of these Regulations.
- e) In addition, referees are required to, immediately after the conclusion of each Match, forward to the Competition Administrator send-off reports and incident reports if the latter is deemed necessary.

### **3. Non-attendance of Match Officials**

Should an official referee not be appointed, or be appointed and not attend, the Competition Administrator will determine who will officiate the Match.

### **4. Team Sheets**

- a) The Competition Administrator will prepare team sheets for each match. Team managers are to complete the player numbers and ensure each of their players sign the teamsheet at the competition administration desk prior to the match commencement time.
- b) The numbers on the back of the Player's jerseys will correspond to the numbers on the team sheet handed to the referee before the commencement of a Match.
- c) When a Match is forfeited, the team sheet will be endorsed accordingly by the referee.
- d) A Team Official from both the home and away Club is to sign the team sheet at the completion of the Match to confirm the information is correct.
- e) A Player listed on the team sheet will be deemed to have participated in the Match.
- f) The home Club Team appears first on the team sheet (left side).

- g) Failure to correctly fill in the team sheet may lead to suspension or disqualification of a player and or the team.

**5. Match Result Reporting**

The Competitions Administrator will upload the scores of each match to the Competition website.

**6. Expulsion and Caution Reporting**

Expulsion and caution reporting is as per the Grievance and Disciplinary Regulations.



## SCHEDULE 1: COMPETITION SPECIFIC RULES

### 1. Scope and Application

- a) These additional regulations expand on the regulations presented above.

### 2. Age Grades & Competition nights

Matches will be played Tuesday, Wednesday and Thursday nights

Entries are being accepted in the following age grades:

- Mini's U6, U7, U8 & U9
- Youth boys – U10, U11, U12, U13, U14, U15, U16 & U17

### 3. Match Format

- All age groups are to be played 6 v 6. Note a minimum of 4 players is required to start the match. Games may start up to 10 minutes later than above by agreement between the two managers, however games will finish on time.

### 4. Duration of Match

- a) Games are of two equal halves of up to 15 min halves
- b) There is a two minute half time break.
- c) No time will be added
- d) Games must finish on time.

### 5. Competition Structure

- a) The Premiership round robin will run over 14 weeks from November 10th
- b) Final series:
  - i. No finals will be conducted for age groups U6 to U11.
  - ii. In all other age groups, a final series will be run between the top four teams on the points table following the round robin.
  - iii. Semi-finals will be 1 v 4 and 2 v 3 with winners progressing to the Grand Final
  - iv. In the event of a draw at full time in a final, golden goal extra time shall apply as follows:
    - a. A coin toss is used to determine ends/kick-off.
    - b. 2 players from each team will be removed, teams will have 4 players minus any players which has been sent off.
    - c. After five minutes, if no golden goal is scored one more player from each team will be removed, teams will have 3 players minus any player which was sent off, teams swap ends, The kick-off alternates each period. Teams must have a minimum of 3 players for the match to continue.
    - d. After 5 minutes, if no golden goal is scored the game continues in 5 minute lots until a goal is scored, there will be no more players removed. If any player is sent off at this stage the team having the player sent off is deemed to have forfeited the game.

## 6. Players' Equipment

- a) All players in a team must have the following equipment:
  - i. Matching strips with a number clearly visible on the back. Duplicate numbers are not permitted, and numbers are to be fixed to the shirt.
  - ii. Matching shorts & matching socks which fully cover the shin guards
  - iii. Approved shin guards.
- b) The goalkeeper must have a strip which clearly distinguishes the player from other team members and it may be un-numbered.
- c) Footwear - players may only wear soft or dimple soled grass sport shoes only. Boots, studs, cleats (made of any material), spikes etc are **NOT** permitted.
- d) *Caps – caps with soft peaks can be worn by the goalkeeper only*
- e) In the event of a strip clash, bibs will be provided or an alternative strip can be worn
- f) Referees will call both teams to the centre and check all players' equipment before the start of each game. The referee will have discretion to require players remove dangerous objects such as jewellery, rings, studs etc.

## 7. Other match rules

### a) Goalkeepers

- i. There are no goalkeepers in U6/7s
- ii. The goalkeeper may only be changed once during any one half of a game. If the goalkeeper is injured after the second change the injured keeper must leave the field and take no further part in the half and a substitute keeper can be used. The purpose of this rule is to stop time wasting.
- iii. A goalkeeper can kick the ball over the halfway line on the full.

### b) Mixed Competitions

- i. In Mixed competitions, two female players (excluding a goalkeeper) must be on the field at all times.

### c) Restarts

- i. If the ball goes out over the sideline it must be a throw in from where it went out by the opposing team.
- ii. When the ball crosses over the goal line it is a corner or goal kick. Goal kicks can be taken anywhere within the goal circle while corners must be taken from the corner spot. The ball must be placed on the mark prior to kicking.

### d) Scoring

- i. Goals can be scored direct from a corner.
- ii. No goals direct from a first time kick-in or Kick off.

### e) Free Kicks

- i. All free kicks awarded outside the penalty area are indirect. All opposing players must remain 3 metres from the ball until it is kicked.
- ii. A free kick awarded inside the Penalty area is a penalty kick

- iii. A penalty kick is a direct kick and is taken on the edge of the goal keeper area, in front of the goal posts. Apart from the goalkeeper and the kicker, all defending and attacking players must remain behind the ball and 3 metres from it until the ball is kicked and it moves.

**f) Offside**

- i. There is no offside. All players must be in their own half for all kick-offs.

## SCHEDULE 2: DEFINITIONS

**“Club”** means an entity formed for the purpose of playing summer football in the Competitions.

**“Competition”** mean the relevant organised matches delivered by the Competition Administrator.

**“Competition Administrator”** means the person in charge of all matters relating to the administration of the summer football competition, including enforcement of its rules and regulations.

**“FFA”** means Football Federation Australia Limited, the governing body for football (soccer) in Australia.

**“Field of Play” or “playing area”** Means the field of play and any perimeter area between the line markings of the pitch and the spectator area.

**“FIFA”** means Federation Internationale de Football Association, its successor or assignee.

**“Fixture”** means a meeting of two (2) clubs as scheduled in all grades applicable.

**“Football NSW”** means Football NSW Limited ACN 003 215 923 which is the governing body for football (including Futsal) in the State.

**“NWSF”** means the North West Sydney Football Inc. ACN 635227 897

**“Grievance and Disciplinary Regulations”** Means the NWSF Grievance and Disciplinary Regulations.

**“Home Club”** Means the Club playing the match at its home ground and/or appearing first on the fixture list in the event a match is conducted at a neutral venue.

**“Laws of the Game”** means the official laws of the game of football and futsal as promulgated by FIFA.

**“Match”** means any match played in the Competition.

**“Match Official”** means a referee, assistant referee, fourth official, match commissioner, any person in charge of safety or any other person appointed by FFA, Football NSW, a Referee’s Body, a Centre, an Association Member or a Club to assume responsibility in connection with a Match.

**“Official”** means a Club Official, Match Official or Team Official.

**“Participant”** means a Player, Official or Spectator.

**“Player”** means any person who participates in a Match (irrespective of whether he or she is registered with FFA, junior or senior or an amateur or professional.

**“Premiership”** means the round robin Matches (both home and away) that a team competes in during a Season.

**“Regulations”** means these Competition Regulations.

**“Season”** means from the commencement of a Competition to the conclusion of a Competition.

**“Spectator”** means a person who attends a Match.

**“Suspensions”** means the suspensions issued by a Body pursuant to these Regulations.

**“Team”** Individual group of players and officials submitted by a Club to represent them in Competition.