

Competition Regulations

West Epping Summer Football



Epping Football Club



BEECROFT FOOTBALL CLUB

SECTION 1: ORGANISATION AND ADMISSION

1. Scope and Application

- a) These Regulations apply to Participants in the **West Epping Summer Football Competition** (the Competition) as conducted by Epping Football Club & Beecroft 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 capitalised 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, Teams, 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 Epping Football Club & Beecroft Football Club from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

7. Control of Competitions

- e) The administrative control and conduct of the Competition is vested with the Competition Administrator or approved delegate, appointed by the Board of Epping Football Club & Beecroft 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, FNSW and NWSF 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 West Epping Oval.

3. Footballs

- a) The Competition Administrator or their delegate 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 - No points;
- d) Loss - No points;
- e) Forfeit - 3 points to the Team receiving the forfeit and a plus 3 goals.

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. Teams 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 synthetic fields, rain will not 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. In Non-Competitive Age Groups cancelled games are not rescheduled and will not be played. Where cancelled games cannot be re-scheduled prior to Finals they will be deemed to be a 0-0 Draw.
- b) Should a Team, its Players, Officials or Spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Team 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 three 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 twenty four (24) 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 “Under” age grades will be determined by the age in which the player turns this year. For example, a player turning 12 at any time this year is eligible for the U12 age grade this year in West Epping Summer Football.

Eligibility for “Over” age grades will be determined by the age the player turns in the previous year. For example, a player must have turned at least 40 in the previous year to be eligible for Over 40 this year in West Epping Summer Football.

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, Team Official/s and Player may be further sanctioned in accordance with the NWSF Grievance and Disciplinary Regulations.
- e) For clarity, it is the Team’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 available at <http://wesf.com.au>. Submitting a team nomination form does not guarantee a place in the competition.
- b) A minimum of four 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) A maximum of eight Player registrations is permitted per team.
- d) Teams must pay the team registration fee as advised by the Competition Administrator prior to the 1st 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 per night and cannot interchange between teams subject to the below:
 - i. In non-competitive age groups players can be interchanged between teams with the prior consent of the opposition and the club to help ensure all teams / games can be completed.
 - ii. For competitive ages where a team does not have the required players available for a particular game a team may borrow players from another team within their age group or from lower age groups to bring their team to the required player numbers for the game – this includes borrowing players where required to bring a team to add additional players should the team go behind and be allowed to add extra players as per game rules. Teams not fielding at least 50% of their own registered players in any game may be subject to a forfeit result. Registered players from a team must always be used before any borrowed players can be considered and teams are not permitted to borrow players to provide substitutes in a game. This means if you borrow players to make a 5th and 6th player (or 7th and 8th player in 6 a side) the borrowed players must be first to leave the field if you revert back to 4 players (6 players in 6 a side) The borrowing of players from other teams is subject to consent from the club prior to the game and the subject team confirming these arrangements with the opposition team. Borrowing of players is not permitted for competitive ages in semi-final and final matches – teams expecting to be short players for these games need to consult the club who at their discretion can suggest and agree alternatives that may be available.

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 Team is effective from the date the individual is made active by WESF or Competition Administrator 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 will open in September each year. Registrations may close for certain ages at the discretion of the Competition Administrator or WESF, typically when teams and ages are fully subscribed.

6. Player Deregistration

- a) A Player may be de-registered by applying to de-register via the Play Football System, which will notify WESF and Competition Administrator of the Player's intention to deregister.
- b) The deregistration is effective:
 - i. When the Player has confirmed the notification or cancellation; or
 - ii. Seven (7) days from the date the Player requested the deregistration in the Play Football system.
- c) 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 of that year. From October 1st to October 15th a refund of 50% will be paid. After October 15th no refunds apply.
- b) Should a player de-register via 4.6 Player Deregistration, a full refund of any money paid will be made if the Competition Administrator receives a notification via Play Football System by September 15th of that year. After September 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 or their delegate the scores, send-off or yellow card reports, or incident reports if the latter is deemed necessary.

3. Non-attendance of Match Officials

Should an official referee or Games Organiser not be appointed, or be appointed but not attend, the Competition Administrator or their delegate will determine who will officiate the Match.

4. Team Sheets

- a) The Competition Administrator will prepare team sheets for each match in competitive age groups. 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 Team 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 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 Monday, Tuesday, Wednesday, Thursday and Friday nights

Entries are being accepted in the following age grades:

- Youth boys – U6, U7, U8, U9, U10, U11, U12, U13, U14, U15, U16, U17
- Youth girls - U6, U7, U8, U9, U10, U11, U12, U13, U14, U15, U16, U17
- Mens All Age, Womens All Age,
- Men's – O40
- Women's – O30
- Walk football

3. Match Format

All matches are to be played 4 v 4 – with the exception of All Age Men and All Age Womens Tuesday competition which are a 6 a side format

U6-U11 ages are uncompetitive with no tables kept

4. Duration of Match

- a) Games are of two equal halves of up to 15 minutes each for all age groups.
- b) There is a one minute half time break.
- c) No time will be added
- d) Games must finish on time.

5. Competition Structure

- a) The competition will run from October to December each year.
- b) Final series:
 - i. No finals will be conducted for age groups U6 to U11.
 - ii. For competitive ages finals will played where possible. The format of finals will depend on the number of teams entered and days available for scheduling finals. The Finals Format will be published by the Organising Committee prior to the start of the competition. The process for deciding on the final standings in competitive ages will be as per section 2.4 Competition Ranking.
 - iii. Drawn Matches in ANY Finals. There is 5 minutes each way extra time if there is a draw at full time in the finals with golden goal to apply to win. If a draw remains after extra time teams will be considered joint winners.

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 for competitive age groups U12 and up. Duplicate numbers are not permitted, and numbers are to be fixed to the shirt.
 - ii. Shorts & socks which fully cover the shin guards, and as close as possible to matching the other players in a team.
 - iii. Approved shin guards.
- b) Footwear - players may only wear moulded sole boots. No plastic or metal studs will be permitted.
- c) In the event of a strip clash, bibs will be provided or an alternative strip can be worn
- d) 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 to remove dangerous objects such as jewelry, rings, studs etc.

7. Other match rules

The standard rules for football apply unless stated otherwise in this document

a) Four a side game formats

General

- Games will all be small sided format with 4 per team.
- No goalkeepers.
- No offside.
- No goal hanging – there will be a marked exclusion area approx. 3m around the goal which players cannot go into.
 - Blatant and repeat infringements by the attacking team will result in no goal and a kick in on the goal line by the defending team at the discretion of the referee.
 - Persistent infringements by the defending team will result, at the referee's discretion, in a free shot at goal to the attacking team from anywhere on the half way line.
 - When this free shot is taken all players must be lined up behind half way and cannot enter the half of the field in which the shot is being taken until the ball goes out, into the goal or stops.
 - If players enter before either of these events occur the free shot can be retaken at the referees' discretion.
- Goals can be scored direct from a corner.
- In any match:-
 - where a team falls 3 goals behind the opposition they may increase the number of players on the field to 5
 - if that teams then falls 5 goals behind the opposition they may increase the number of players on the field to 6
 - Once the team get back to within 1 goal after either of the above additions of players the team with the extra players must immediately revert to only 4 players on the field.
- No goals can be scored from behind half way.

Restarts and free kicks

- If the ball goes out over the sideline it must be passed or dribbled in from where it went out by the opposing team. When over the goal line it is a corner or goal kick. Goal kicks can be taken anywhere on the goal line (outside the exclusion arc) with a pass or dribble in while corners must be taken from the corner spot and again can be passed or dribbled in. The ball must be placed on the mark prior to kicking or dribbling.
- At a kick off the player may pass the ball to themselves and if in attacking half can shoot and score from their second touch.
- Defenders must be 5 metres back for all free kicks and restarts – including sideline starts. For U6 & U7 ages opposition players must retreat back to half way for goal kicks.
- Goals can be scored direct from a corner.
- No corners in U6 and U7 – all balls over the goal line result in a goal kick regardless of who last touches it.
- No slide tackles are permitted in O40men and O30 women – a free kick is to be awarded if a slide tackle does occur.
- No goals direct from a first time kick-in – but can be scored by the kicker on their second touch.
- All free kicks are indirect, meaning they must touch another player prior to scoring.

b) Six a side game formats

General

- Games will all be on a $\frac{1}{4}$ field approx. 50x30m with 6 players per team.
- Includes a goal keeper.
- Goal keepers may only handle the ball in the marked goal box
- No offside.
- Goals can be scored direct from a corner.
- In any match:-
 - where a team falls 3 goals behind the opposition they may increase the number of players on the field to 7
 - if that team then falls 5 goals behind the opposition they may increase the number of players on the field to 8
 - Once the team gets back to within 1 goal after either of the above additions of players the team with the extra players must immediately revert to only 6 players on the field.

Restarts and free kicks

- If the ball goes out over the sideline play will recommence with a throw in from where it went out by the opposing team.
- When over the goal line it is a corner or goal kick. Goal kicks can be taken anywhere in the goal box with a pass which must touch another player before the kicker can take a second touch. Similarly corners must be taken from the corner spot and again must touch another player before the kicker can take a second touch.
- Defenders must be 5 metres back for all free kicks and restarts – including sideline starts.
- Goals can be scored direct from a corner.

- No goals direct from a first time kick-in.
- Free kicks apply as per normal football including a penalty for fouls in the goal box – taken from a spot approx. 5 metres out from goal at referees discretion.

c) Offside

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

d) Walk Football

All other rules as above will apply. In addition:

- One foot must be in contact with the ground at all time.
- Ball can't go above 2 metres off the ground.
- Walk football is non contact – contact with the opposition players will be awarded with a free kick.
- If either occurs, an in-direct free kick is awarded where the incident occurred.
- Mixed O30 walk football teams must have a mix of male and females players on the field at all times. There is a cap on the number of males who can be on the field at any time as below. Should insufficient females be available the team may need to play with less than the regulation number of players to avoid breaching these caps
 - If playing 4 on the field no more than 2 males are allowed
 - If playing 5 on the field no more than 2 males are allowed
 - If playing 6 on the field no more than 3 males are allowed
- Family walk football teams must have a mix of adult (O35) and Youth (13-17 years) on the field at all times. There is a cap on the number of youth players who can be on the field at any time as below. Should insufficient youth players be available the team may need to play with less than the regulation number of players to avoid breaching these caps
 - If playing 4 on the field no more than 2 youth players are allowed
 - If playing 5 on the field no more than 2 youth players are allowed
 - If playing 6 on the field no more than 3 youth players are allowed

SCHEDULE 2: DEFINITIONS

“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. This role may be delegated to appropriate persons with the approval of the Board of Epping Football Club or Beecroft Football Club.

“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) teams 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.

“Games Organiser” is a person appointed to assist Under 6 through to Under 8 matches, and not necessarily a qualified Referee.

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

“Home team” Means the team appearing first on the fixture list.

“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 Games Organiser, 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, WESF, an Association Member or a Club to assume responsibility in connection with a Match.

“NWSF” means North West Sydney Football Inc, ACN 635 227 897.

“Official” means a 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 to play in the competition.

“WESF” means West Epping Summer Football.