

# SYDNEY BRANCH



Boys  
Grades 11-13-15-17

# SYDNEY CUP

## RULES-2008

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**COMMUNITY FOOTBALL**

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Glenwood NSW 2768

**GRADES:11,13, 15, 17 Boys & Over 45 Men****1. GENERAL INFORMATION.**

- a) Open to all Association affiliated clubs of Sydney Branch, Football NSW and **others invited by the Competition Secretary.**
- b) Nomination forms posted to Association Secretaries 3rd March 2008. Nominations close 4<sup>th</sup> April 2008. Forms to be completed then signed by Association Secretary and forwarded to the Competition Secretary by the closing date. Once nominated, the Association accepts responsibility to ensure scheduled fixtures within their boundaries take priority over any local fixtures.
- c) **By nominating teams all Associations accepts responsibility to ensure an operating canteen is provided at all grounds where matches are played, with an official receipt book for payment of fees to Match Officials.**
- d) Club nominating should hand in nomination form to their Association Secretary and apply for registration forms. Registration forms to be completed(printed or typed) signed by Association Secretary and forwarded to Football NSW Att: Kim Burge one (1) week prior to commencement of tournament.
- e) Individual team results to be phoned to the Association Secretary who will then phone all association results to the Assistant Competition Secretary (Kim Burge 0419 993 918) by the 6.00pm on the day of the match. **The original team sheets must be forwarded to Kim Burge PO Box 6146 Baulkham Hills 1755 to be received within five (5) days of the match.**
- f) The competition format is a knock out from Round (1) Played every 2<sup>nd</sup> Sunday where possible, with wash outs or rescheduled games on the vacant Sundays or week nights as & when necessary.
- g) These rules shall cover the Sydney Cup competition conducted by Community Football, and shall be directly overseen by the Football NSW Competition Secretary.
- h) These Competition Rules and Regulations are subject to alteration as required, however such alterations must be made prior to commencement of the relevant competition.
- i) Matters not included in these Competition Rules and Regulations must be referred to the Competition Secretary whose decision is final and not subject to appeal

**2. ELIGIBILITY.**

- a)
  - i) Nominated teams, to have participated in local competitions organised and controlled by the Association for that age group.
  - ii) A team of younger players may register in an older age group providing they registered with their Association as a team to participate in an older age competition, **OTHERWISE TEAM IS NOT ELIGIBLE.**
  - iii) **Clubs and/or Associations may enter Over 45 composite teams [see Clause d)]. Players must be over 45 at the time they register for this particular competition.**
- b) Players shall turn age specified for the competition, 1st January to the 31st December the

current year. Players of a younger age may participate. Only players registered and regularly playing competition matches in the nominated team, forfeits, byes and gala days not included, in the local Association can play.

- c) Players from a lower age group in the same club who have played with the nominated team in competition games during the season may play and then only to replace injured players. A player to be eligible to play in Finals must have played at least one game in this competition prior to the Final.
- d) As most Associations do not run dedicated Over 45 competitions, composite teams are permitted under the following terms:
  - i) Club teams which consists of current registered players from one or more teams within that particular Club.
  - ii) Associations may enter a team which consists of current registered players from one or more clubs within that particular Association.

### 3. TEAM.

- a) A team shall consist of a minimum of seven players in strip, one of which must be the goal keeper.
- b) A team shall be allowed to play late players, but only to bring the team to full playing strength, providing all registration requirements are met.

### 4. MATCH & TRAINING BALLS.

Only Licensed Brand of Soccer Balls Are to be used in this competition.  
Licensed makes are 1. MITRE, 2. NIKE 3. LOTTO, 4. PATRICK. 5. ERREA

**Grades 11-13 --Size 4    Grade15-Over 45 -- Size 5**

It is required that both teams supply one (1) match ball. As listed above.  
Failure to do so could result in a fine.  
Balls will be supplied by Sydney Branch, Football NSW for the Finals.

### 5. PLAYING TIMES.

- a) Grade11 -- 25 minutes each way  
Grade13 -- 30 minutes each way  
Grade15 -- 35 minutes each way  
Grade17 -- 40 minutes each way  
Over 45 -- 45 minutes each way
- b) The playing of injury/stoppage time will be at the discretion of the Referee.
- c) Ten (10) minutes grace only will be allowed from the advised kick-off, before a forfeit can be claimed.
- d) If a game is drawn at completion of normal playing time and a win/loss result is required, "SUDDEN DEATH GOAL" will apply in extra time. **All extra time to be TEN (10) mins. each way.** A break of up to five (5) minutes can be allowed before commencement of extra time. If the game is still drawn at completion of extra time then "Penalty kicks" shall take place (see definition.1).

**6. CORNER KICKS.**

Grade 11 age group corner kicks to be taken from a point 7.5 meters out from the penalty area.

**7. GOAL KICKS.**

To be taken as normal.

**8. STRIP.**

- a) Where colours clash in the opinion of the referee, **THE HOME** team must change.
- b) All teams must wear numbered strip with no duplication of numbers.
- c) Players will not be permitted to participate unless they are wearing approved shin pads.
- d) Home team is first team mentioned in draw unless otherwise advised by Competition Secretary.
- e) All teams must have available an alternate strip.

**9. REFEREE'S.**

- a) **Referee's fees are to be paid by each team to the host club canteen prior to the match.**
  - i) **After confirming with the Host Club canteen the number of Official Referees/ Referees Assistants in attendance for their match, each team must pay half the amount, as advised, to the canteen and obtain a receipt prior to the commencement of the match.**
  - ii) **The receipt is required to show the match details and be signed by a representative of the Host Club.**
  - iii) **All Host Club canteen are required to have a receipt book strictly for this purpose.**
  - iv) **A Team Official should show their receipt to the Referee before taking the field.**
  - v) **Under no circumstances are team officials to pay Match Officials directly. All payments must be made through the Host Club canteen and a receipt obtained.**
- c) **If appointed referees fail to appear, then the home team shall appoint a referee.**

**10. REGISTRATIONS.**

- a) Each Association must supply a Sydney Branch, Football NSW Registration Form, completed, & signed by each player, authorised by the Association Secretary and forwarded to the Assistant Competition Secretary, Football NSW **at least seven (7) days prior to the commencement of the competition.**

**NOTE. When authorising the registration form the responsibility is with the Association Secretary/Administrator to ensure the registered teams comply with the latest rules.**

- b) Each team shall be eligible to register a maximum of 18 players.

- c) De-registration of players will not be permitted. ie: A player whose team has been defeated will not be eligible to register in any other team during that competition, regardless of dates each age group play.
- d) Late registrations must be submitted to Sydney Branch, Football NSW prior to the players taking the field in the player's first game. Failure to comply will render result of game invalid and points awarded to the non offending team with a recorded result of 3 - 0.
- e) Amateur status players only will be permitted.

#### **11. PLAYER IDENTIFICATION CARDS.**

- a) All competitions matches shall be played under the Photo ID card system,
- b) It shall be the responsibility of Managers to inspect their opposition Photo ID team cards.
- c) No protests will be accepted re player eligibility if ID cards are not checked.
- d) A team failing to produce their ID cards, prior to the kick off, Manager to contact the **Competition Secretary Larry Grant on 0414 541 541** and unless otherwise authorised by him a period of ten (10) minutes only will be allowed and if still not produced, the game will be awarded to the non offending team a result of 3-0 awarded. Referee to mark Team Sheet accordingly. Managers are reminded if forfeit is claimed they are not to take the field.
- e) Should an ID card not be available for an individual player, then said player shall not be eligible to take part in any game except as in (f).
- f) Where a player's ID card has been sent to the P.& D.C. and has not been received or returned by the P.& D.C. the Chairman may give written authority for the player to play without an ID card. Such player must sign the team sheet in the presence of the opposing team manager. The written authority from the Chairman must include the player's signature, also this authority must be produced when signing the team sheet.

#### **12. TEAM SHEETS.**

- a) Official Sydney Branch, Football NSW team sheets must be used. Team sheet must be completed by both teams and handed to the Referee prior to commencement of game. It shall be the responsibility of the first team mentioned in the draw to supply the team sheet
- b) Each player's name & I.D. No, to be printed on the team sheet corresponding with the number on the playing strip. **The player is not required to sign the team sheet (next to printed name) unless his/her identification is challenged.**
- c) On completion of the game it shall be the responsibility of the winning team manager to obtain the team sheet from the Referee and forward it to Football NSW Att: Kim Burge, to be received within five (5) days of the game.
- d) **Failure to receive the team sheet by the nominated time could render the offending team responsible for full payment of the officials match fees for that game.**

#### **13. DISCIPLINARY COMMITTEE:**

- a) The Disciplinary Committee will be convened by the Competition Secretary as required and shall be authorised to suspend, fine, reprimand, caution or otherwise penalise any players, officials or teams whom they consider have breached the rules of the game or the tournament, or have by their actions brought the game into disrepute.
- b) In all cases where the Disciplinary Committee is required to convene it shall consist of no less than three persons.
- c) Where a player has been sent from the field the said player shall be automatically suspended from that player's next scheduled competition game (local or state).
- d) The Competition Secretary may, on receipt of the send off report, request the player to appear before the Disciplinary Committee prior to being able to resume playing.
- e) Where a player receives three yellow cards during the tournament the player shall be suspended from that player's next game (local or state) on receiving such advice from the Assistant Competition Secretary.
- f) It is the responsibility of the Association Secretary to advise the Competition Secretary that the player has served such suspension.
- g) Having been cited and failed to appear, a player shall be suspended until he/she appears.
- h) Where Players are dealt with under Sections 14 (c), (e) & (g), the decisions of the committee are final and not subject to an appeal.
- i) Any appeal against the determination of the ruling Disciplinary Committee must be made in writing within seven (7) days of notification of the determination by Football NSW accompanied by an appeal fee of seven hundred and fifty dollars (\$750). All determinations shall remain in place until the appeal is heard.
- j) Players will be cautioned for the following offences as in the Laws of the Game:

**CAUTION CODES:**

- Y1 Is guilty of unsporting behaviour.
- Y2 Shows dissent by word or mouth.
- Y3 Persistently infringes the Laws of the Game.
- Y4 Delays the restart of play.
- Y5 Fails to respect the required distance when play is restarted with a corner-kick, free-kick or throw-in.
- Y6 Enters or re-enters the field of play without the referee's permission.
- Y7 Deliberately leaves the field of play without the referee's permission.

- k) A player shall be sent from the field for the following offences as in the Laws of the game:

**SEND OFF CODES:**

- R1 Is guilty of serious foul play.
- R2 Is guilty of violent conduct.
- R3 Spits at an opponent or any other person.

- R4 Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her penalty area).
- R5 Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- R6 Uses offensive or insulting language and/or gestures.
- R7 Receives a second caution in the same match.

#### **14. PROTESTS.**

- a) Where a team wishes to protest any match, other than in (10d) verbal advice shall be given to the Competition Secretary the day of the match and then forwarded in writing to the Competition Secretary within three (3) days enclosing cheque for \$250.00. Any rescheduled matches (date, venue and time) will be set by the Competition Secretary.
- b) Failure to comply with this procedure will render protest null and void.

#### **15. RESULTS.**

**Unless otherwise instructed by the Competition Secretary, all results are to be PHONED TO THE ASSISTANT COMPETITION SECRETARY Kim Burge (0419 993 918) BY 6.00PM ON THE NIGHT OF THE GAME by the Association Secretary of both teams. Failure to do so will result in an automatic fine.**

#### **16. GROUNDS.**

- a) All games are to be played on suitably roped-off or enclosed grounds.
- b) It shall be the responsibility of each Association to control their own spectators. For this purpose, two officials must be present at all their games and easily recognisable by wearing officials vests.
- c) Charges for entry into grounds is not permitted.
- a) **WET WEATHER CANCELLATIONS** . Should a ground be considered unplayable for any reason the home/host Association should immediately contact the Competition Secretary and a decision will then be made whether the match is deferred or moved to another venue and/or time. The Competition Secretary will then take the necessary steps to advise both Associations involved and the Referees Branch.

#### **17. CODE OF CONDUCT FOR THE BENCH & TECHNICAL AREA**

- a) The Team Manager is responsible to ensure proper conduct of all persons occupying the bench and technical area.
- b) Coaching and encouragement in suitable language is permitted from the team bench and technical area but no comments must be directed to or about referees, opposing players or officials
- c) Abusive or derogatory comments must not be tolerated. Offenders may be ordered from the enclosure by the Match Officials or Tournament Director.

- d) With the prior approval of the Tournament Director, match Referee or 4<sup>th</sup> Official on duty, a coach may leave the enclosure during a match, however any coaching comments from outside the enclosure must still comply to point ( c ).
- e) Only the nominated reserves on the team sheet and three team officials shall be permitted within the confines of the bench and technical area.

### **18. INTERCHANGE.**

- a) **Unlimited Interchanging of players is permissible at any time during the game in all age groups. The maximum number players to be used for interchange is five (5) players for all age groups.**
- b) The procedure shall be as follows:-
1. "Interchange zone" will be an area one metre either side of the half-way line
  2. An interchange is one which is made when the ball is out of play, and for which the following conditions shall be observed-
    - (I) The player leaving the field shall do so from side line, crossing over at the sector called the interchange zone.
    - (II) The player entering the field shall also do so from the interchange zone, but not until the player leaving the field, has passed completely over the side line.
    - (III) A player, nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
    - (IV) The interchange is completed when the player who was off the field, enters the field. From this moment they become a player and the player whom they replaced ceases to be a player.
  3. The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
  4. If during an interchange, an interchange player enters the field before the replaced player has completely left it, the referee shall ensure the replaced player leaves the field, then caution the interchange player and then restart the game.
  5. If during an interchange, an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone, the referee shall caution the offending player.
  6. The interchanging of players will cease, at the completion of normal & extra time. If at this time penalty kicks is required to obtain a result, Then the eleven (11) players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchanging at this time is permissible.

NOTE: If during the taking of the penalty kicks the goal keeper is injured he may be replaced with another goal keeper providing the replacement was listed on the team sheet.

**19. FEE'S.**

- a) Entry Fees -- NIL
- b) Appeals -- \$750.00
- c) Protests -- \$250.00

**20. FINES.**

Withdrawal after draw is completed & Forfeit with notice -- \$330.00  
Forfeits(Without prior advice) -- \$330.00 + Officials Fees  
Re: Rule 4 (per game) -- \$55.00  
Re: Rule 6 & 13 -- \$55.00  
Re: Rule 10a to 10d -- \$22.00  
Re: Rule 12 -- \$22.00

**21. FORFEITS.**

- a) 10 min, grace from the scheduled kick-off time may be claimed. However, if a team (see 3) is not available to take the field of play after elapsed time, they shall be deemed to have forfeited.
- b) Any team being forfeited against, providing no previous notice was given may lodge a claim of expenses incurred by the team, such claim to be submitted to the Secretary, Sydney Branch in writing with receipts within 48 hours of the scheduled game. Claim will then be considered by the Executive, Sydney Branch, Football NSW, whose decision is final and will not be subject to an appeal to any other authority.

**22. LIABILITY.**

**All parties participating in State Run competitions are subject to the By-Laws etc., of Football NSW which are available in the Library on the Football NSW website.**

**-DEFINITIONS-****23. PENALTY KICKS.**

- a) Penalty Kicks shall consist of each team alternatively taking five (5) penalty kicks. At the completion of the five (5) kicks the team having scored the most goals shall be declared the winner. If before both teams have taken 5 kicks one team has scored more goals than the other could (even if it were to complete five (5) kicks) the taking of further kicks shall cease. Only the eleven (11) players from each team on the field at the conclusion of extra time are eligible to take part in the penalty shoot out.
- b) If teams are still equal they shall continue to take alternate kicks until one misses. Both teams must complete the same number of kicks.
- c) No player is to take more than (1) kick until all of the players on the field have taken part.
- d) No member of either team is permitted to leave the field of play until a decision has been achieved.
- e) Substitutes & Officials are not allowed onto the field until a decision has been achieved. For Grade 12 a coach or manager may come onto the field to the centre circle to organise his team's Penalty Kicks.

**THESE RULES CURRENT AS AT: 1<sup>st</sup> February 2008**