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 as prescribed by IFAB 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
      - Caution (Yellow Card) 1 point
      - 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 for the unlimited interchange of Players:
    i. 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 nearest boundary line (side line or goal line)
        c. the Player entering the field will do so from the interchange zone (an area on the side line, 1m either side of the half way line), but not until the Player leaving the field has passed completely over the boundary line.
    ii. 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 for 4 a side – 4 players for 6 a side; or
    iv. they field an ineligible Player; or

v. they field a team where less than 50% of the players (2 players for 4 a side, 3 players for 6 a side) are not registered players from their team.
vi. 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.

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 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 via email from info@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 4 a side competitions and six completed Player registrations for 6 a side competitions. Refer to Section 4, below for information on how Players register.

c) There is no maximum number of Player registrations per team but a maximum of 7 players can participate in any 4 a side format game and a maximum of 10 players in a 6 a side format game.

d) Players must pay the player 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 age qualifying 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 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 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 October 1st of that year. 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 (NWSFRA).

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 as prescribed by IFAB.

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

a) The competition will run from October to December each year
b) Matches will be played Monday, Tuesday, Wednesday, Thursday and Friday nights
c) 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, Mixed All Age
- Mens O35 and O45, Womens O35 and O45
- Men's – O40, Women's – O30 and Mixed Walk football

3. Match Format

All matches are to be played 4 v 4 – with the exception of All Age Men, All Age Womens, O35/45 men, O35/45 women and Mixed All Age competitions which are a 6 a side format

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.
e. The start and finish of each half will be determined by the Competition Administrator (or delegate) by use of an air horn.
f. If the Central Administrator (or delegate) is not able to fulfil this duty, individual referees will determine when their games start and finish.

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 ages which are non competitive.
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.
iii. Drawn Matches in ANY Finals. If there is a draw at full time in the finals a winner will be determined by a penalty shoot out.

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 center 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

For both 4 v 4 and 6 v 6

a) There is NO offside.
b) Defenders must be 5m, from a free kick or restart.
c) When a team in either level of competition goes behind by 3 goals, they may add 1 player to the players already on the field ie go from 4 to 5; or 6 to 7
d) If that team then goes to 5 behind, they can then add ANOTHER player ie from 5 to 6; or 7 to 8.
e) They keep the additional players until they get back to within 1 goal of the opposition.
f) All players MUST be registered players with WESF – NO UNREGISTERED FRIENDS
g) Teams must have at least 50% of their own registered players, or they may forfeit.

For 4 v 4 games ONLY:

a) Irrespective of the number of players registered, the maximum number of players allowed to participate in any 1 game is 7 ie 4 + 3 interchange.
b) There are NO goalkeepers.
c) ALL free kicks are INDIRECT, which means the kicker cannot kick it twice and it must touch another player before a goal is scored.

Scoring:

a) No goals can be scored from your own half of the field.
b) No goals direct from a kick off
c) A player taking a kick off can play the ball into the opponents half and then shoot for goal.
d) No goals can be scored direct from a sideline kick but a player can dribl in from the sideline kick and shoot and score a goal from their second touch if in the attacking half.

3m Exclusion zone:

No players are to deliberately stay around the goal area in 4 v 4 games to gain an unfair advantage – in 4 v 4 games this is managed by the 3m exclusion zone marked around each goal and the below rules.

a) Attackers cannot score by entering the 3m exclusion zone around the goals;
   - If this happens, the referee disallows the goal and the restart is a “free” kick to the defending team to be taken from their own goal line

h) Defenders cannot stop a goal by entering the 3m exclusion zone around the goals;
   - If this happens, the referee stops the game and awards a “penalty” which is a “free shot” taken from the half way line by the attacking team;
   - At this “penalty”, all players must be behind the ball in one half of the field and cannot enter the other half until either the ball goes in the goal, or misses or stops.
   - If the goal is scored, it counts to the final scoreline and the restart is a kick off; if it misses, the restart is a goal kick; if it stops, the restart is a goal kick.

- Note that movement through the 3m exclusion zone by itself does not lead to a free kick for the other team.

Ball out of Play:

a) If the ball goes over the touch line, the other team restarts with a “kick in” from where the ball went out.
b) If the ball goes over the goal line but not into the goal, it is either a goal kick or a corner, depending on who touched it last.
    - Goal kicks can be taken by the defending team at any point on the goal line.
    - Corners are taken from the corner spot.
    - Players can pass or dribble the ball into the field in all restart situations.
    - The ball must be stationary before being passed or dribbled into the field.

U6 & 7 Exceptions:

a) There are no corners.
b) All restarts after the ball goes over the goal line are goal kicks to the defending team.
c) Attacking players must retreat to behind the half way line.

Over age Men’s & women’s Exceptions – includes O35/45 men and women Tuesday competitions and O30/40 men and women Friday competitions

a) Slide tackles are not allowed and are penalised by a free kick.

Walking Football

a) All the above rules for 4 v 4 apply, including equipment and interchange.
b) Mixed teams must have a mix of gender on the field at all times – no more than 2 males at any one time (unless they are 5 goals behind whereby 3 males are allowed).
c) Walking is defined as “always having at least one foot in contact with the ground, never having both feet off the ground at once”.
d) The ball cannot be kicked above 2m (unless it is from a save or block by the defending team).
e) Walk football is low impact and more social than traditional football and as such is non-contact. This means you can block or intercept a pass but cannot make contact and tackle opposition players while they have control of the ball Our referees will strictly regulate any contact to prevent rough play and ensure the game remains safe and enjoyable for all participants
f) All fouls result in an indirect free kick, including:
    - where players are running or jogging, either with the ball or not
    - tackling from behind, including slide tackles
    - playing the ball from the ground
    - excessive contact with the opposition

6 v 6 games (1 gender) ONLY:

a) Irrespective of the number of players registered, the maximum number of players allowed to participate in any 1 game is 10 ie 6 + 4 interchange.

b) All teams must have 1 player who acts as a goalkeeper.

- This player may handle the ball in the area designated as a “penalty area”.

c) All free kicks are either DIRECT or INDIRECT depending on the foul, as per normal football rules.

- If the referee indicates that it is an INDIRECT free kick, this means that the kicker cannot kick it twice and it must touch another player before a goal is scored.
- If a direct free kick is awarded in the Penalty area to the attacking team, a Penalty is taken from a spot approx 8 yards from the goal line - the penalty spot is not marked and will need to be measured out by the referee.

Scoring:

Goals can be scored from any part of the field including directly from:

- A kick off, a goal kick, a corner.

Ball out of Play:

a) If the ball goes over the touch line, the other team restarts with a “throw-in” from where the ball went out.

b) If the ball goes over the goal line but not into the goal, it is either a goal kick or a corner, depending on who touched it last.

- Goal kicks can be taken by the defending team at any point in their own penalty area.
- Corners are taken from the corner spot.
- The ball must be stationary before being played back into the field of play.

6 v 6 games (mixed gender) ONLY

As above plus the following:

a) Composition of teams on the field:

- If there are 6 on the field, no more than 3 males
- If there are 7, no more than 4 males
- If there are 8, no more than 4 males

b) Referees will be vigilant to ensure that there is no play that endangers the safety of other players especially considering the gender mix of the teams.

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.