



FOOTBALL
NSW

2023 COUNTRY CUP **REGULATIONS**



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Version 1, issued 26 June 2023

SECTION 1: ORGANISATION & ADMISSION

1. Scope and Application

- a) These Regulations are made under clause 5 of the Football NSW (FNSW) By-Laws adopted September 2015
- b) Football Australia (FA) has granted FNSW a mandate to be responsible for the organisation, promotion and regulation of football in the State
- c) Where these Regulations are silent on any particular aspect, then all Clubs, affiliated bodies and organisations shall first have regard to the Football NSW Constitution, By-Laws, Competition Regulations, FA rules and regulations and where applicable rules and regulations of the Asian Football Confederation (AFC) and FIFA
- d) 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
- e) FNSW will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties
- f) These Regulations apply to Participants in the following competitions (the Competitions) unless stated otherwise:

	AGE GROUP
Boys Age Groups	U12, U13, U14, U15, U16
Girls Age Groups	U12, U14, U16

- g) Open to all affiliated Association Representative teams from Riverina, Southern and Western Branches.
- h) The tournament is to be played under the ID Card system. Refer Section 3, Item 3.
- i) Referees will be appointed by FNSW Referee's in consultation with the host branch.
- j) Referee Fees will be paid by Football NSW.
- k) A completed team sheet is required to be sent to Football NSW or presented to the Tournament Manager prior to the commencement of the Tournament.
- l) The players will retain those numbers indicated on that team sheet for the duration of the tournament and no other team sheets will need be produced.
- m) These rules shall cover the Country Cup conducted by Football NSW.
- n) These competition Rules and Regulations are subject to alteration as required, however such alterations must be made prior to commencement of the tournament.
- o) Matters not included in these Competition Rules and Regulations must be referred to the Head of Competitions.
- p) No Entry fee will apply to this tournament
- q) As agreed to by all Branches, should any nominated team withdraw from the Country Cup after nomination, that Branch will be potentially fined \$1000.00 per team and a deduction of six (6) points will be made on the final tally of points gained for the Cup Championship.

2. Control of Competitions

- a) The administrative control and conduct of the Competitions is vested in the Executive subject to any resolution by the Board to the contrary

3. Consequences for Breach

- a) Any breach of these Regulations or failure to comply with any direction therein may result in a fine issued by Football NSW or other sanction pursuant to the Football NSW Grievance and Disciplinary Regulations

4. Competition Contacts

CONTACT NAME	CONTACT DETAILS
PRIMARY CONTACT	FNSW Direct Number – 8814 4444
Kim Burge Competition Coordinator	Mobile Number: 0419 993 918
	Email: kim@footballnsw.com.au
Troy McColl Head of Competitions	FNSW Direct Number: 8814 4463
	Email: troy@footballnsw.com.au

5. Outstanding Debts

- a) Treatment of outstanding debts will be as per the FNSW By-laws
- b) For the avoidance of doubt, failure to comply with outstanding debts in accordance with the FNSW By-Laws may result in ineligibility to participate in Matches or forfeiture of completed matches
- c) This article applies to all Competition and cup Matches conducted by FNSW

6. Alteration

- a) The Executive will have the power from time to time to make, alter or rescind the Regulations

7. Special Consideration

- a) The Executive will have the power to consider individual circumstances outside the prescribed limits of the regulations should it be clear those special considerations are in the interests of the game
- b) The decision by the Executive to review and consider individual circumstances under this section is not subject to appeal or review

8. Disciplinary Sanctions and Proceedings

- a) All Clubs, Players, Team Officials, Match Officials, spectators or any person participating in any manner at a FNSW Fixture, Match or event will submit exclusively to the jurisdiction of the Grievance and Disciplinary Regulations
- b) The Disciplinary Committee will be convened by the Tournament Manager in accordance with the Football NSW Grievance and Disciplinary Regulations
- c) The Disciplinary Committee 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 action brought the game into disrepute.
- d) In all cases where the Disciplinary Committee is required to convene it shall consist of no less than three persons i.e. the Tournament Manager (Chairman) and two others.
- e) Where a player has been sent from the field the said player shall be automatically suspended from that player's next game.
- f) Where a player receives three yellow cards during the tournament the player shall be suspended from that player's next game.

- g) Any appeal against the determination of the ruling Disciplinary Committee must be made in writing upon notification of the determination by Football NSW accompanied by an appeal fee of seven hundred and fifty dollars (\$750).
- h) 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.

- i) 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.

9. Unforeseeable Circumstance

Nothing in these Regulations will prevent the Board from approving a course of action to meet unforeseeable circumstances not covered by the Regulations including but not limited to promotion, relegation, number of divisions and composition of Teams in each division.

SECTION 2: TECHNICAL REGULATIONS

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

- a) 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
- b) The Executive will decide from time to time the duration of games and may vary Competition regulations for any special domestic competition providing due notice of the variations is given to all competing teams

2. Competition Format

- a) The competition format is played on a round robin basis. The Under 15 and 16 Boys age groups will have a Final - the top 2 teams on the table for each age group will participate.
- b) Under 12 age groups are 9 v 9
 - i. Field of Play is in accordance with Section 3 article 1 b) on page 8 of the Football NSW Stadium Technical Requirements – [click here](#)
- c) U13 to U16 age groups are 11 v 11
 - i. Field of Play is in accordance with Section 3 article 1 a) on page 8 of the Football NSW Stadium Technical Requirements – [click here](#)
- d) The Match schedule together with the allocated venues will be issued by Football NSW prior to the tournament.

3. Competition Points

COMPETITION RESULT	POINTS
Win	3
Draw	1
Loss or Bye	0
Win By Forfeit	3 Points (and 3-0 Result)

4. Premiership Cup Ranking

Football NSW will use the following process when determining the ranking of Teams within each grade of a 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 criterion, their place will be determined as follows:
 - i. Greater goal difference resulting from all Cup Matches
 - ii. Greater goals scored in all Cup Matches
 - iii. Greater number of points obtained in the Cup Matches between the Teams concerned (head to head)
 - iv. Greater number of goals scored in the Cup Matches between the Teams concerned (head to head)
 - v. Flip of a coin if all other methods of determining the highest rank team have been exhausted.
 - vi. If more than two (2) teams are equal after all other methods have been exhausted then it's drawing of lots

5. 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

6. Match Balls

- a) Only Football NSW Licensed balls are to be used in this competition.

GRADE	SIZE
U14 / U15 / U16	5
U12 and U13	4

- b) Football NSW will provide all match balls

7. Duration of Match

- a) Following is the Match duration per age grade;

AGE GROUP	DURATION
U12	25 minutes each way
U13 - U16	30 minutes each way

- b) For all Matches there will be an interval of five (5) minutes between the whistle ending the first period to the whistle starting the second period

8. Extra Time

- a) Should a match require extra time, then it will be 2 x 5 minutes.
b) Following extra-time, the match will be determined by Penalty Kicks.

9. Corner Kicks

- a) The takings of corner kicks is modified in the U12 age grade and are to be taken on the goal line 7.5 metres from the edge of the penalty area towards the Corner Flag

10. Goal Difference

- 1) For cases where the goal difference is taken into account, the manner in which they shall be arrived at shall be:
- a) The number of goals against shall be subtracted from the number of goals for. The highest resultant plus figure from such subtraction shall be deemed to have the best goal difference and shall take precedence in determining positions in respect to minus goal difference.
- b) The lowest resultant minus figure from the subtraction shall be deemed to have the best goal difference and shall take precedence in determining positions in respect to minus goal difference.

11. Colours

- a) Where colours clash in the opinion of the referee, The AWAY team must change
b) The Home team is first team indicated in draw unless otherwise advised by Football NSW
c) All teams must wear numbered strip with no duplication of numbers.
d) All teams must have with them at each match a complete official and reserve playing strip

12. 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 official's vests. The Coach and Manager of a team playing cannot be regarded as officials for this purpose.
- c) The Referee has the authority to remove either a player or official from the playing field
- d) It is not permitted to charge an entry fee for spectators to any match in the competition
- e) By nominating teams all Branches accept responsibility to ensure amenities and an operating canteen are provided at all grounds where matches are played.

13. Wet Weather Cancellations

- a) Should a ground be considered unplayable for any reason the host Association will immediately contact the Competitions Coordinator and a decision will then be made whether the match is deferred or moved to another venue and/or time. The Competitions Coordinator will then take the necessary steps to advise all Branches involved and the appointed Referees

14. Postponed Matches & Fixture

- a) If a Match is postponed/suspended by the referee (in his/her absolute discretion) due to serious injury that requires a player to be removed from the venue by ambulance, adverse weather conditions, the state of the pitch or a cause outside the reasonable control of either club (including its Players and Officials) at or after sixty percent (60%) of the regular period being played and where, at the time of the Match being postponed/suspended, the scores are not level, the result at the time of postponement/suspension will be declared the final result.
- b) If a Match is postponed/suspended due to adverse weather conditions or a cause outside the reasonable control of either club (including its Players and Officials) as outlined above either:
 - i. at the time of the Match being postponed, the scores are level; or
 - ii. prior to sixty percent (60%) of the regular period having been played;

The Match must be rescheduled by FNSW. Such rescheduling will require the Match to either restart from the beginning or recommence at the minute at which play was interrupted (to be determined at the sole and absolute discretion of FNSW. The following principles will apply to the recommencement of the Match:

- i. The Match will recommence with the same Players on the pitch and interchange players available as when the Match was initially postponed unless a player has received a suspension in matches conducted between the postponed match and the rescheduling of that match.
- ii. Should a player have received a suspension in a match conducted between the postponed match and the rescheduling of that match that player:
 - a. Will not be eligible to participate in the rescheduled match
 - b. Will not be able to count the match as a stand down in relation to any fixture suspension
 - c. The club will not be permitted to replace the player on the team sheet
 - d. If the player was on the field of play at the time of the postponement the player may be replaced by a interchange listed on the team sheet as long as the team has available interchange number available as per the Regulations
 - e. If the Player was an interchange player the number of available interchange Players will decrease as the player cannot be replaced
- iii. No additional interchange players may be added to the list of Players on the team sheet

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- iv. Players sent off during the postponed/suspended Match cannot be replaced
 - v. FNSW will endeavour to appoint the same Match Officials to the completion of the Match, however may appoint replacements should any or all of the Match Officials be unavailable
 - vi. The referee is the sole arbiter of elapsed time, and no protest may be lodged against the actual elapsed time as recorded by the referee
 - vii. Should a Match be postponed/suspended due to the fault of one (1) Team, or should it be determined by FNSW that one (1) Team / Club is responsible for the delay to the Match, the remaining minutes will not be rescheduled for completion, and the Match will be determined as a forfeit against the Team / Club that is deemed guilty of the postponement/suspension or responsible for the delay
 - ix. Where a fixture is incorrectly reported as abandoned by the Referee where circumstances show clearly that the match was actually postponed/suspended, FNSW will treat the Match as postponed

15. Abandoned Matches

- a) In cases where a Fixture has been abandoned by the referee, FNSW may investigate the circumstances of the abandonment and impose such penalties as it deems fit on Clubs, Club Officials, Players and/or Spectators adjudged to be associated with the abandonment
- b) When a Match is not played or abandoned for any reason over which neither Club was responsible, the Match will be replayed on a date to be arranged at the earliest reasonable opportunity by the Executive, in accordance with these Regulations
- c) When a Match is abandoned for any reason other than stated in section 2 article 14 (b) the match may only be replayed by the authority of the Executive
- d) Should a Club, Club Official, its Players or Spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Club to the opposition
- e) Should both Clubs be found to have caused the abandonment of the match the match will not be replayed and no match result will be applied, clubs will be removed from the State Cup

16. Interchange

- a) An unlimited interchange of Players is permissible at any time during a Match in all age grades. The maximum number of Players to be used for interchange is five (5) Players for all age groups.
- b) Following is the procedure and rules applicable to the unlimited interchange of Players:
 - i. The "Interchange Zone" will be an area one (1) metre either side of the half-way line, as defined in the Stadium Technical Requirements for the 2023 Competitions.
 - 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 Player leaving the field will do so from the touch line, crossing over at the sector called the Interchange Zone;
 - b. 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;
 - c. A Player nominated for interchange is subject to the authority and jurisdiction of the Referee whether called upon to play or not;
 - d. The interchange is completed when the Player who was off the field, enters the field;

- iii. The number of interchanges made during a Match is unlimited. A Player who has been substituted may return to the field for another Player.
 - iv. If, during an interchange, an interchange Player enters the field before the replaced Player has completely left it, the Referee will ensure the replaced Player leaves the field, then caution the interchange Player and then restart the Match.
 - v. 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 will caution the offending Player.
 - vi. The interchanging of Players will cease at the completion of normal and extra time. If, at this time, penalty kicks are 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 of Players is permissible at this time.
 - vii. Note: If during the taking of the penalty kicks the Goalkeeper is injured, he / she may be replaced with another Goalkeeper providing the replacement was listed on the team sheet.
- c) Substitutes and interchange players cannot be used to replace any Player who has been dismissed from the Match by the Referee.
 - d) Any Player listed on the team sheet is deemed to have participated in the match.

17. Forfeits

- a) Should a match not commence within 10 minutes of the start time in the match schedule or amended by Football NSW, the match will be forfeited by the team that has caused the delay to the start of the match
- b) Should any team forfeit any match in these Championships no points gained by this team during the tournament will be considered in determining the overall Champions
- c) As agreed to by all Branches, if any nominated team withdraws from the Country Cup after nomination, that Branch will be fined \$1000.00 per team and a deduction of six (6) points will be made on the final tally of points gained for the Cup Championship

18. Withdrawals from Competition

- a) Withdrawal after the match schedule has been communicated will result in a fine of \$1000.00 per team and a deduction of six (6) points will be made on the final tally of points gained for the Cup Championship

19. Code of Conduct for the Technical Area

- a) Only currently registered and eligible Players, Coaches and Team Officials are allowed in the Technical Area during Matches.
- b) All Players in the Technical Area, must wear a training bib.
- c) All Team Officials in the Technical Area are asked to wear clothing that contrasts with the kit of the Players and the Match Officials. Should their clothing clash, they are required to wear a bib that does not clash with the colours of the Players and Match Officials.
- d) The home Team will occupy the left hand side bench as viewed from the Team bench towards the field of play.
- e) All substitutes in the Technical Area must remain seated unless moving to and from warm-up.
- f) Only one (1) person at a time is authorised to convey tactical instructions from the Technical Area.
- g) A maximum of nine (9) people are permitted in the Technical Area. These nine (9) people are to be made up of five (5) substitute Players and four (4) registered Team Officials.

h) Seating will be supplied and placed in position by the home Team in sufficient quantity to seat nine (9) people from each Team.

20. Match Schedule

a) Football NSW will release a match schedule for the Competitions

21. Fines

- a) Withdrawal after draw is completed - \$1000.00 plus loss of six (6) points from Cup Championship final tally of points.
- b) Forfeits: Without prior advice - \$1000.00 (+ Officials Fees) plus loss of nine (9) points from Cup Championship final tally of points.

SECTION 3: ELIGIBILITY AND REGISTRATION

1. Age Eligibility

- a) Following are the birth dates applicable to the age grades of the Competitions. Players must be within these ranges in order to be eligible for registration;
- U12 (for players born on or after 1 January 2011);
 - U13 (for players born on or after 1 January 2010);
 - U14 (for players born on or after 1 January 2009);
 - U15 (for players born on or after 1 January 2008);
 - U16 (for players born on or after 1 January 2007);

2. Team Eligibility

- a) It shall be the responsibility of the Association to nominate the Association Representative teams which it chooses to be its representative in the competition. The registered team nominated at the start of the tournament will have NO Additions or Deletions without the approval of the Competition Coordinator.

3. Pre-Match Player Identification

- a) Player identification is to be made available to the opposing Team Manager for perusal prior to the commencement of the Match, and it will be his / her duty to validate the Player identifications on the digital team sheet or Player Identification cards/sheets to confirm all Players are eligible in accordance with the Regulations
- b) Players for any Team that are not included on the digital match sheet or identification cards/sheets are not permitted to take the field.
- c) No protests will be accepted in relation to player eligibility if player identification have not been checked.
- d) In the event a Team fails to produce their player identification prior to the kickoff, the Team Manager is to contact the FNSW Competitions Coordinator. Unless authorised by the Competitions Coordinator, a period of ten (10) minutes will be allowed from the scheduled kick off time to produce Player identification and if they are still not produced by then, the Match will be awarded to the non- offending Team with a result of 3-0. The Referee is to mark the Team Sheet accordingly. Team Managers are reminded that if a forfeit is claimed, there Team is not to take the field.
- e) Opposing Team Managers are responsible for sighting Player identification prior to the Match. Should a Team suspect the opposition of replacing any Player between the initial player identification check and the commencement of either the first or second half of the Match, the following procedure must be followed:
- i. The Team Manager of the Team suspecting a breach must inform the Team Manager of the opposing Team that he / she wishes to check the identity of the specific Player/s;
 - ii. The Team Managers of both Teams, along with the Referee must check the identity of the Player/s in question against the player identification card/sheet and the Team Sheet on the field before the Player/s leaves the field at either the half time interval or at the conclusion of the Match (as the case may be);
 - iii. Should it be determined that a Team has fielded an ineligible Player, the Competition Coordinator is to be contacted immediately for further guidance to determine if the Match is to continue or if it will be immediately forfeited in favour of the non-offending Team. If the Competition Coordinator is unable to be contacted, the Match should proceed, and the Match Officials are to submit incident reports post- match through the incident report procedure.
 - iv. Should it be determined that both Teams fielded an ineligible Player/s, FNSW will determine whether the Match is to be replayed or whether it is to be declared void and if any sanction should be imposed on the Clubs / Teams, Club Officials / Team Officials and / or Players involved;

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- v. Should any Club Official, Team Official or Player refuse to follow the above procedure, the Match will immediately be forfeited to the opposing Team vi. In all cases the Referee will report the incident to FNSW.

4. Registrations

- a) All Teams must be registered online for their normal Association competitions using the National Online Registration system, Play Football or in a system as approved by Football NSW
- b) Associations must complete registrations no later than Friday 16 June 2023 and forward a copy of this report to the Competition Coordinator kim@footballnsw.com.au.

NOTE. When submitting the registration form the responsibility is with the Association Secretary/
Administrator to ensure the registered teams comply with the regulations

- c) Each team shall be eligible to register a maximum of 18 players. A player is only permitted to be registered into one team in the Country Cup.
 - i. Only 16 players can play in a match
- d) De-registration of players will not be permitted. For clarity, 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
- e) Late registrations must be submitted to Football NSW prior to the players taking the field in the player's first game. Failure to comply will result in a forfeit and points awarded to the non-offending team with a recorded result of 3 - 0
- f) Amateur status players only will be permitted.

SECTION 4: TEAM SHEETS, RESULTS AND MATCH OFFICIALS

1. Team Sheets

- a) All digital team sheets for all Matches are to be completed online via Dribl
- b) Clubs are required to note the shirt number of each Player in Dribl. This information appears automatically next to the Player's name on the digital team sheet.
- c) The Home and Away Club must make their Player selection in Dribl and click on Submit team (at this point you can still make changes after submitting your team if need be) no later than thirty (30) minutes prior to the scheduled Fixture.
- d) No later than ten (10) minutes before kick, the Home and Away Club must click Confirm team (no more change can be made to match sheet. If you do need to make any last minute change to the match sheet this must be communicated to the referee).
- e) At the completion of the Match, the Match Official is to enter the match data, which includes: the half time and full time scores, cautions, send offs, and any other Match incident that is deemed worthy of inclusion in the post-Match reporting
- f) The Home Club and Away Club must, within thirty (30) minutes of the Match, validate the Match Official data to ensure all records are accurate. If a discrepancy is identified by either Club that cannot be resolved on the day of the Match, notification must be issued to Football NSW: kim@footballnsw.com.au within 24 hours of the Match taking place. Football NSW will review and adjudicate on the alleged discrepancy within a workable time frame.
- g) If a Player who is registered in accordance with the Regulations is not listed on the digital team sheet prior to the Match and then participates in the Match, the following shall apply:
 - The Club will be fined \$250 for the first breach
 - The Team will forfeit the Match for the second breach and also be fined \$500;
 - Any further breaches of this article will require the Club to show cause as to why the Team should not be expelled from the Competition, and the Team involved shall forfeit the Match in question and be fined \$500
- h) Clerical errors by either Team on the digital team sheet will result in a fine of \$50 per error. Clerical errors include, but are not limited to, duplicate shirt numbers, incorrect shirt numbers and failing to validate the digital team sheet within thirty (30) minutes of the completion of the Match.
- i) Failure to comply with any part of this sub-section of these Regulations will result in a fine of \$70 per breach.

2. Referees

- a) If appointed Match Officials fail to attend a match, then the home team will be required to appoint Match Officials.



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NSW