



# **JUNIOR DEVELOPMENT CUP APRIL 2025**

## **Competition Rules and Regulations**

**April 15<sup>th</sup> and 16<sup>th</sup> , 2025**

**Valentine Sports Park**



Football NSW are hosting the Junior Development Cup in April 2025, a tournament offered for affiliated clubs entered in the Football NSW Junior Development League and or equivalent competitions from other Member Federations.

The Junior Development Cup kicks off on **April 15<sup>th</sup>** with tournaments for the Mixed Under 10 & Girls Under 11.

## **TOURNAMENT DETAILS**

**Dates: 15th & 16th April**

**Age Groups: Mixed JDL U10s & Girls JDL U11s**

**Location: Valentine Sports Park**

**Time: Day 1 (15th April) 10am – 2pm; Day 2 (16<sup>th</sup> April) 9am – 4pm Format: 9 vs 9 format**

**Games: Minimum 6 games across both days**

**Fields: VSP #1, #2, and #3**

# Playing Format – Boys and Girls (Mixed JDL U10s, Girls JDL U11)

## PLAYER NUMBERS

There will be a maximum of nine (9) players per team on the field, with five (5) subs. Total of fourteen (14) players maximum in a team.

## GOAL TYPE

5x2m portable goals will be used.

## STRUCTURE OF THE TOURNAMENT

There will be two separate groups for **Mixed JDL U10s and Girls JDL U11s** with **thirteen (13)** in each group. With the top **eight (8)** from each group progressing through to the **Quarter Finals**.

Point structure:

- A win will award the team three (3) points.
- A draw will award the team one (1) point.
- A loss will award the team zero (0) points.

Any team allocated a “bye fixture” will be awarded 3 points.

At the culmination of all group stage games, we will break into finals. With finals following the below structure:

**Quarter Finals:****QTR 1 - 1<sup>st</sup> vs 8<sup>th</sup>****QTR 2 - 2<sup>nd</sup> vs 7<sup>th</sup>****QTR 3- 3<sup>rd</sup> vs 6<sup>th</sup>****QTR 4 - 4<sup>th</sup> vs 5<sup>th</sup>****Semi Finals:****Semi 1 - Winner of QTR 1 vs Winner of QTR 2****Semi 2 - Winner of QTR 3 vs Winner of QTR 4****Final:****Winner of Semi 1 vs Winner of Semi 2****EXTRA TIME**

If a finals game ends in a draw after the twenty-five (25) minutes, the game will commence with two (2) halves of five (5) minutes. If the score is still tied, a penalty shootout will determine the winner. Rather than the usual five (5), we will have three (3) penalty kicks before sudden death begins.

**GOALKEEPER**

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within six (6) seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least ten (10) metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately passed to them by a teammate.

## **BALL CROSSING THE TOUCH LINE**

Throw in. Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least five (5) metres away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

## **BALL CROSSING THE GOAL LINE AFTER TOUCHING THE DEFENDING TEAM LAST**

Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least five (5) metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

## **BALL CROSSING THE GOAL LINE AFTER TOUCHING THE ATTACKING TEAM LAST**

Goal kick from anywhere within the penalty area. Opponents remain at least ten (10) metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least ten (10) metres outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

## **FOULS AND MISCONDUCT**

Indirect free kicks will be awarded for all acts of handball or fouls/misconduct. There will be **NO** penalties awarded, instead there will be an indirect free kick given. A goal can only be scored via an indirect free kick if the ball subsequently touches another player before it enters the goal. Opposition players must be five (5) metres away from the ball when the indirect free kick is taken. For deliberate or serious acts of misconduct or handball in the penalty area, a penalty kick will be awarded. The penalty mark is eight (8) metres from the goal line, with only the penalty taker, referee and

goalkeeper allowed in the box, all other players must be outside on the edge.

### **Fouls and misconduct are:**

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges at an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- contacts the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately

### **OFFSIDE**

We encourage coaches to tell players to act like the rule is in play, to not abuse the lack of offsides as the official offside rule (Law 11, FIFA Laws of the Game) does not apply to **Junior Development Cup**. Goals can be scored from the offside position. Game Leaders should direct players permanently standing in blatant offside positions to move into onside positions. Children should be made aware of the official offside rule during training and be encouraged to always adopt this philosophy during the game.

### **CAUTIONS – YELLOW & RED CARDS**

In small-sided football we do not typically issue yellow or red cards, however we encourage Game Leaders & Coaches to take responsibility for the safety and welfare of all players. If the Game Leader or Coach believes a serious foul has been committed that would warrant a caution in traditional football formats, we encourage them to utilise one of the following techniques.

- Substitute the player(s) from the match for five (5) minutes.

- Remove the player for the remainder of the game.
- Game Leader to hand over responsibility of the player management to the coach.

## **GOAL TYPE**

To comply with Australian Safety Standards, portable goals must be anchored securely to the ground. The use of sandbags or pegs is recommended when using portable goals. For more information on Australian Safety Standards please visit the Product Safety Australia website: [www.productsafety.gov.au](http://www.productsafety.gov.au).

## **FIELD MARKINGS**

Cones, markers, or painted line markings will be used.

## **START OF PLAY AND RE-START AFTER A GOAL**

Pass to a teammate from the middle of the half-way line. All players must be in their own half of the field of play. Opponents must be at least five (5) metres away from the ball until it is in play. The ball must touch a teammate before a goal can be scored.

## **START OF PLAY AND RE-START WITH A GOAL KICK**

Must complete a ground pass from inside the box. All opponents must be behind halfway before the restart occurs. A goal cannot be scored directly from a goal kick. Any team player can take the goal kick.

## **BALL IN AND OUT OF PLAY**

The ball is out of play when the entire ball is over the goal line or the touch line on the ground or in the air, or when play has been stopped by the Game Leader.

## **METHOD OF SCORING**

A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar.

## **SHIN GUARDS**

Shin guards must be worn by all players without exception.

## **CONCUSSION**

Any player suspected of suffering from concussion should be examined by a medical practitioner before returning to play. As a general rule, "If in doubt, sit it out". Physio/Medics will be onsite to assist with any injuries.

## **SUBSTITUTIONS**

Players may be rotated on and off the field at any time during the game. A coach/parent may make substitutions while the ball is in play, ensuring the player is off the field before the substitute goes on. Equal playing time should be a priority ensuring all players regardless of age, gender and/or ability get to take the field. Regular rotation of players is key.

## **GAME LEADERS**

Each game is to be controlled by one Game Leader. The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement.



# FIELD SIZE

<b>NUMBER OF PLAYERS</b>	9v9
<b>GOALKEEPER</b>	Yes
<b>FIELD DIMENSIONS</b>	U10s + U11s 55m x 35m
<b>PENALTY AREA</b>	10m x 20m
<b>GOAL</b>	5m x 2m (Portable)
<b>BALL</b>	Size 4
<b>DURATION</b>	1x 25min (no breaks)
<b>RETREAT LINE/EXCLUSION ZONE</b>	12m from the goal line and clearly marked by cones

