

COMPETITION REGULATIONS

CHAMPION OF CHAMPIONS

2026



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Version 1, issued 17 July 2026

SECTION 1: ORGANISATION

1. Scope and Application

- a) These Regulations are made under paragraph 5 of the Football NSW (**FNSW**) By-Laws and came into operation for the 2023 football Season.
- 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 FNSW Constitution, FNSW By-Laws, the FNSW Competition Regulations, FNSW Grievance and Disciplinary Regulations, FFA rules and regulations and, where applicable, rules and regulations of the Asian Football Confederation (**AFC**) and FIFA.
- d) Capitalised terms used in these Regulations are as defined in the FNSW Competition Regulations and FNSW Grievance and Disciplinary Regulations.
- e) 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.
- f) FNSW will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties and not subject to appeal or review.
- g) These Regulations apply to Participants in the following competitions (**the Competitions**) unless stated otherwise:

CHAMPION OF CHAMPIONS	AGE GROUP
Boys/Men	U13, U14, U15, U16, U17, U18 U21, AAM, O35, O45.
Girls/Women	U13, U14, U15, U16, U18, U21, AAW, O30.

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 FNSW or other sanction pursuant to the FNSW Grievance and Disciplinary Regulations.

4. Competition Contacts

CONTACT NAME	CONTACT DETAILS
PRIMARY CONTACT Kim Burge Competition Coordinator	FNSW Direct Number – 8814 4444 Mobile Number: 0419 993 918 Email: kim@footballnsw.com.au
SECONDARY CONTACT Troy McColl Head of Competitions	FNSW Direct Number: 8814 4463 Mobile Number: 0414 493 365 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 these 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 FNSW Grievance and Disciplinary Regulations.
- b) The Disciplinary Committee will be convened by the Head of Competitions in accordance with the FNSW Grievance and Disciplinary Regulations.

9. Unforeseeable Circumstances

- a) 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 and Information

- a) The format of the Competitions is knock out from Round One (1) played as per the below schedule, with wash outs or rescheduled games on the vacant Saturdays, Sundays or weeknights as and when necessary.

ROUND	DATE
Round 1	Sunday 13th September 2026
Round 2	Sunday 20th September 2026
Round 3	Sunday 27th September 2026
Semi Finals	Sunday 11th October 2026
Finals	Sunday 18th October 2026

- b) Nominations are to be submitted by the Association by the Close of Business Thursday, 20th August 2026.
- c) It is the Association's responsibility to ensure that all teams have a copy of the latest version of these Regulations.
- d) A minimum of eight (8) teams are required for each age grade for that age group to proceed.

3. Team

- a) A team shall consist of a minimum of seven players in strip, one of which must be the goalkeeper.
- 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 Balls

GRADE	SIZE
U14 and older	5
U13	4

- a) It is required that both teams supply one (1) match ball as listed above. Failure to do so may result in a fine of \$70 per breach.
- b) FNSW will provide all match balls for the Champion of Champion Finals.

5. Duration of Match

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

AGE GROUP	DURATION	HALF TIME
U13 & U14	30 minutes each way	Ten (10) minutes between the whistle ending the first period to the whistle starting the second period
U15 & U16	35 minutes each way	Ten (10) minutes between the whistle ending the first period to the whistle starting the second period
U17, O30W, O45	40 minutes each way	Ten (10) minutes between the whistle ending the first period to the whistle starting the second period
U18, U21, All Age, O35	45 minutes each way	Fifteen (15) minutes between the whistle ending the first period to the whistle starting the second period

6. Added Time

- a) Should a delay be experienced (other than that covered by article 13 (Postponed Match or Fixtures), the Referee will continue to keep the official time of the Match and blow full time when the Match duration has expired. At this point the result of the Match will stand.
- b) Injury or added time will only be applicable in the Final.

7. Extra Time

- a) If a game is drawn at the completion of the normal playing time and a win/loss result is required, "SUDDEN DEATH GOAL" will apply in extra time.
- b) The following table sets out the extra time applicable per age grade;

AGE GRADE	DURATION OF EXTRA TIME
All Age	Two periods of 15 minutes
O45, O35, O30, U21, U18, U17, U16, U15, U14 & U13	Two periods of 10 minutes

- c) For all grades, there will be an interval of five (5) minutes at the end of normal playing time and the commencement of the first period of extra time. There is no interval between the two (2) periods of extra time.
- d) For clarity, once a goal is scored, the Match is concluded and extra time ceases.

8. Penalty Kicks

- a) If the result of a Match is still a draw after extra time, alternate kicks from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the FIFA laws of the game.
- b) Substitutes and Officials are not allowed onto the field until a result has been achieved.
- c) If the taking of kicks from the penalty mark cannot be completed because of weather conditions or for other reasons beyond control and not the direct result of actions by either Team, the result will be decided by the drawing of lots by the Referee in the presence of the two (2) Team captains.
- d) If, through the fault of a Team / Club, the taking of kicks from the penalty mark cannot be completed, the Match will be deemed a forfeit by the Team / Club responsible.

9. Club Officials and Match Coordinators

- a) All Clubs must supply two (2) jacketed Officials for all Matches, who must be 18 years of age or older and must have their names recorded on the digital team sheet.
- b) All jacketed Officials are to wear clothing that easily identifies them as Club Officials. (i.e. brightly coloured bibs).
- c) Clubs must ensure that individuals acting as jacketed Officials have read and understood the document [Jacketed Officials - Roles and Responsibilities](#) prior to taking up this role.
- d) Jacketed officials must have read and understood the document [Jacketed Officials - Roles and Responsibilities](#) prior to taking up this role.
- e) Failure by a Club to supply and identify the two (2) jacketed officials for each Match will result in a fine of \$50 per offence.
- f) Clubs and jacketed Officials who fail to comply with this Section 2 article 23 and/or the document [Jacketed Officials - Roles and Responsibilities](#) may be dealt with in accordance with the FNSW Grievance and Disciplinary Regulations.

10. Colours

- a) Where, in the opinion of the Referee, there is a clash of playing strip, the home Team must change its playing strip.
- b) The home Team is first Team indicated in a draw unless otherwise advised by FNSW.
- c) All Teams must wear numbered playing strip with no duplication of numbers.
- d) All Teams must have with them at each Match a complete official and reserve playing strip.
- e) Players will not be permitted to participate unless they are wearing approved shin pads.

11. Grounds

- a) All Matches are to be played on suitably roped-off or enclosed grounds.
- b) The Referee has the authority to remove either a Player or Official from the playing field.
- c) It is not permitted to charge an entry fee for spectators to any Match in the Competitions.
- d) By nominating teams, Associations accept responsibility to ensure amenities and an operating canteen are provided at all grounds where Matches are played along with an official receipt book for payment of fees to Match Officials.

12. Inclement Weather Cancellations

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

13. Abandoned Matches

- a. Matches may only be Abandoned by a decision of the Referee or Football NSW.
- b. A Match may be Abandoned for any of, but not limited to, the following reasons:
 - a. One or both of the Clubs is not ready to commence the Match within 10 minutes of the scheduled kick-off time;
 - b. A Club has its playing numbers reduced for any reason below the minimum FIFA requirement of seven Players;
 - c. Due to serious injury that requires a player to be removed from the venue by ambulance
 - d. A disturbance involving Players, Club Officials and/or Spectators takes place;
 - e. The lighting at the Stadium where the Match is being played fails, such that, in the opinion of the Referee, it is impossible or unsafe to continue to play;
 - f. The Referee or Football NSW determines that playing conditions have become unsafe or untenable due to adverse weather such as, but not limited to, excessive heat, humidity, lightning or rain; or

- g. The Referee, in consultation with other Match Officials, security staff and other personnel responsible for the safety of those attending the Match, determines that the conditions compromise participant safety. This includes the physical and mental safety of Players, Team Officials, Match Officials and/or Spectators.
- c. If a Referee considers it necessary to stop play due to adverse weather, the Referee will wait a reasonable length of time before deciding whether the Match should be Abandoned.
- d. If a Match is Abandoned by the Referee:
 - a. Both the Referee and the Home Club must notify Football NSW by close of business on the next working day that the Match has been Abandoned; and
 - b. The Home Club and the Away Club must submit a full report in writing to Football NSW within 48 hours of the abandonment.
- e. When a match has been Abandoned by the Referee, the Executive, in its absolute discretion, may investigate, or may refer to a Tribunal for investigation, the circumstances of the abandonment.
- f. If the Executive or a Tribunal (as the case may be) finds that:
 - a. A Club, a Club Official, its Players or Spectators has or have caused, in whole or in part, the abandonment of a Match, that Club may forfeit the Match and/or may be subject to sanctions under the FNSW Grievance and Disciplinary Regulations.
 - b. Both Clubs have caused the abandonment, the Match will not be rescheduled and will be recorded as No Result, and the Clubs may be subject to sanctions under the FNSW Grievance and Disciplinary Regulations.
- g. If a Referee or Football NSW has Abandoned a Match due to adverse weather conditions or to a cause other than the conduct of either Club (including its Players, Officials and Spectators), when:
 - a. 60% or more of the regular Match duration has been played, and the scores are not level, the score at the time of the abandonment will be declared the final result
 - b. Either the scores are level or less than 70% of the regular Match duration has been played (or both), the Match must be rescheduled by Football NSW as soon as possible.
- h. Football NSW will determine, in its absolute discretion:
 - a. Whether a Match that is rescheduled pursuant to paragraph g) ii. will be replayed in full or will recommence at the time that had elapsed when the Match was Abandoned; and
 - b. The date, time and Stadium for the rescheduled Match.
- i. If Football NSW determines that an Abandoned Match is to be recommenced, the following principles will apply:
 - a. The Referee is the sole arbiter of elapsed time and no protest may be lodged in respect of the elapsed time as recorded by the Referee.
 - b. The score at the time when the Match was Abandoned will remain the score at the time when the Match recommences.
 - c. Both Clubs must ensure that the same Players are on the Field of Play and the same substitutes are available as when the Match was Abandoned unless a Player or Players has/have received a disciplinary suspension in the interim.
 - d. If a Player has received a suspension in a Match that took place between the abandonment and the rescheduling of the Abandoned Match:
 - i. The Player will not be eligible to participate in the rescheduled Match;
 - ii. The Player will not be able to count the rescheduled Match as a fixture served for the disciplinary suspension;
 - iii. The Player's Club will not be permitted to replace the Player on the digital team sheet;
 - iv. If the Player was on the Field of Play at the time of the abandonment, the Player may be replaced by a substitute listed on the digital team sheet, as long as their Club has available substitutions as per the Regulations; and
 - v. If the Player was a substitute at the time of the abandonment, the number of available substitutes will decrease, as the Player cannot be replaced.

- e. No additional substitutes may be added to the list of Players on the digital team sheet.
- f. The Clubs can make no more than the number of substitutions to which they were still entitled when the Match was Abandoned.
- g. Players sent off before the Match was Abandoned cannot be replaced.
- h. Football NSW will endeavour to appoint the same Match Officials to the rescheduled Match, however it may appoint replacements should any or all of the Match Officials be unavailable.
- i. If a Club fails to participate in a rescheduled Match, it will forfeit the Match.
- j. If the Referee reports that a Match has been Abandoned when, in the reasonable opinion of Football NSW, circumstances show that the Match was in fact Postponed, Football NSW will treat the Match as Postponed.
- k. 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

14. 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 per Match. This maximum applies to all age grades.
- 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 2025 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

15. Forfeits

- a) Should a Match not commence within 10 (ten) minutes of its start time as per the match schedule (as amended by FNSW), the Match will be forfeited by the Team that, in FNSW's opinion, caused the delay to the start of the Match.
- b) Forfeits prior to the weekend of the Match (prior to 5:00pm on the Friday) will result in a fine of \$500 per forfeited Match.

- c) Forfeits on the weekend of the Match (after 5:00pm on the Friday) or without notice will result in a fine of \$500 per forfeited match plus relevant Match Officials' fees.

16. Withdrawals from Competitions

- a) In circumstances where a Team withdraws from the Competitions after having completed a Fixture, and having given notice to FNSW of its withdrawal, FNSW will, if time permits, extend an invitation to that Team's immediate past opponent to be substituted in the Fixture list to replace the Team which has withdrawn.
- b) Withdrawal of a Team after entering the Competitions will result in a fine of \$500 per Team withdrawal.

17. 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.
 - i. Seating will be supplied and placed in position by the home Team in sufficient quantity to seat nine (9) people from each Team.

18. Match Schedule

- a) FNSW will release a match schedule for the Competitions.
- b) Where able, FNSW will schedule 1st and 3rd round Matches at venues in country regions, for all age grades excluding the AAM and AAW.
- c) The initial match schedule is composed using Association names only. A separate list of Club names will be forwarded at a later date when obtained by FNSW.
- d) The Competitions are played using Association nominated grounds. Associations should check scheduled dates for each round. If there appears to be a conflict with any of the scheduled dates, Associations / Clubs / Teams must raise the matter as soon as possible with the Competitions Coordinator and by no later than at the time they submit their nomination forms. Matches forming part of the Competitions will take priority over any other tournaments or local competition matches. NOTE: Associations that have special requests for any variations must ensure they contact the Competitions Coordinator fourteen (14) days prior to the match. When compiling nomination forms, Associations must list the grounds (and their addresses) and indicate for which rounds they are available.
- e) Football NSW will determine the venues for all Cup Matches. Final match dates and kick-off times for all Matches will be determined by the Executive. The team listed first (Home Team) is not necessarily scheduled to play at a home venue. Venue allocations are determined separately using Association provided grounds.
- f) All Matches must be conducted on the scheduled day and commence at the stipulated kick-off time. Failure to do so may result in a fine of \$200
- g) Football NSW, in setting down kick-off times, may start Matches at 8:00 am for any daytime Fixture which may include Saturday, Sunday or any Public Holiday
- h) Football NSW may also schedule midweek evening Matches to accommodate washed out or deferred Fixtures as well as Cup Competitions

- i) Notwithstanding any other Regulation on the same subject matter, the Executive reserves the right to alter or amend any Fixture after it has been nominated in the official Match schedule. The alterations could be to the date, Stadium, kick-off times or a combination of all providing the Clubs involved are given prior notice.
- j) Changes to the official Match schedule for all Leagues will only be considered in exceptional circumstances. Any application for a change of Stadium, Fixture and/or Match must be submitted to Football NSW, along with reasoning documentary proof of the “exceptional circumstance” validating the requirements for a Stadium change, Fixture and or Match change along with details of the rescheduled Stadium, Fixture and or Match, no later than seven (7) days prior to the scheduled Match

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 age ranges in order to be eligible for registration:

U13	For players born on or after 1 January 2013
U14	For players born on or after 1 January 2012
U15	For players born on or after 1 January 2011
U16	For players born on or after 1 January 2010
U17	For players born on or after 1 January 2009
U18	For players born on or after 1 January 2008
U21	For players born on or after 1 January 2005
Over 30	For players that have turned 30 before 1st January 2026. For example, players must be born in 1995 or earlier.
Over 35	For players that have turned 35 before 1st January 2026. For example, players must be born in 1990 or earlier.
Over 45	For players that have turned 45 before 1st January 2026. For example, players must be born in 1980 or earlier.

2. Team Eligibility

- a) It is the responsibility of each Association to nominate the Club team which it selects to be its participant in each age category of the Competitions. Each nominated Club Team shall consist of Players who have participated in that Team during the current local Association domestic season, apart from the exemptions specified in these Regulations.
- b) For Associations using the Dribl Competition Management system, to be eligible to enter Teams into the Competitions, Refer to the following link:
- i. Dribl Competition Management System Team Nominations – [Click here](#)
- c) For Associations not on the Dribl Competition Management system, to be eligible to enter Teams into the Competitions, all Clubs within the Association must have all 2026 Outdoor Season players registered in Play Football or in a system as approved by Football NSW.
- d) The Association Representative is required to approve the nomination form and the team registration report (refer Section 3, Item 7c), verifying that each Team and the listed Players for that Team are eligible in accordance with these Regulations. It is the obligation and responsibility of each Association to undertake proper due diligence before submitting the nomination form and team registration report for the Competitions. Nomination forms and team registration reports are to be submitted to Football NSW by the specified date. Should a late player be added to the team at any time a new registration report must be submitted to Football NSW by 12.00pm on the Wednesday prior to the next round. Associations that have submitted their teams via Dribl do not have to submit a registration report.
- e) Teams must nominate to participate in the same age grade that their Team competed in during the current local Association domestic season.
- f) Where Football NSW does not conduct a competition for a particular age category (eg 17 girls) a Club may nominate a team for the next appropriate age group (eg U17's would nominate for U18's).
- g) Where an Association does not conduct competitions for a particular age grade (eg 17, 18, 21, O45, O35), a Club may nominate a team for that age grade so long as that Team has been playing as an age eligible team in the local competition and has played in that grade as a team without any ineligible aged players. (ie O45's team playing in an O35's Competition or an U18's team playing in an U21's Competition). Teams nominated in this fashion must be advised in writing to the FNSW Competitions Coordinator at the time the Association submits the nomination form for the Champion of Champions Competitions.

- h) Where an Association does not conduct a top tier Competition for a particular age grade (e.g 17, 18, 21, O45, O35), a club may nominate a team for that age grade so long as that Team has been playing as an age eligible team in the local competition and has played in that grade as a team without any ineligible aged players (O30's Division 1 or As team playing in an All Age Competition). Teams nominated in this fashion must be advised in writing to the FNSW Head of Competitions at the time the Association submits the nomination form for the Champion of Champions Competitions
- i) Nomination forms and team registration reports are to be submitted to FNSW by the specified date (see Section 2 (Technical regulations, 2(b)). Late submissions will not be considered.
- j) A Player from a lower division or age grade in the same Club who have played with the nominated team in at least two (2) competition games during the current local Association domestic season may play.
- k) All players must have played at least one round of the Champion of Champions (Competitions) to be eligible to play in the final
- l) Country Associations (only) may, where it is deemed that due to the locality and/or remoteness of the Association, insufficient numbers exist to field competitive Club teams, apply for permission to nominate "composite" teams consisting of age eligible players from Clubs affiliated with that Association. In all cases, such nominations must be approved by the FNSW Competitions Coordinator
- m) A Country nominated team may have a maximum of 3 Dual registered players as approved by Football NSW. Dual Registration needs to have been approved prior to the commencement of the teams' regular competition.

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. Non-DRIBL Associations will use their local Association competition ID Cards/ Ap.
- b) Players for any Team that are not included on the player identification cards/sheets are not permitted to take the field. All players must be listed in Dribl to be eligible.
- c) No protests will be accepted in relation to player eligibility if player identification cards/sheets have not been checked prior to kick off.
- d) In the event a Team fails to produce their player identification cards/sheets prior to the kick off, 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 identification cards/sheets 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, their Team is not to take the field.
- e) Opposing Team Managers are responsible for sighting the Player identification cards/sheets prior to the Match. Should a Team suspect the opposition of replacing any Player between the initial identification card/sheet 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 Manager of the Team suspecting a breach must immediately notify the Competition Coordinator via text 0419 993 918
 - iii. 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);
 - iv. 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.

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

4. Eligibility and Ineligibility of Players General

- a) Eligible Players:
 - i. 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 participates in the Match but is not listed on the Team Sheet;
 - iv. A Player who is required to stand down for receiving the required number of cautions;
 - v. A Player that has been expelled from a Match on the day/s prior to a Match but after the regular Disciplinary Committee hearing date;
 - vi. A Player who has been expelled from a Match on the same day as the Match but played early in the day;
 - vii. A Player who is deemed ineligible due to any article of these Regulations or pursuant to the FNSW Grievance and Disciplinary Regulations;
 - viii. A Player who has been registered to participate in two different teams within the tournament.
- c) Any Team that fields an Ineligible Player, except for if registered correctly as per team sheet will automatically lose that Match on forfeit and be fined \$500.
- d) Additionally, the Club, Club Officials, Team Officials and / or the Player/s may be further sanctioned in accordance with the FNSW Grievance and Disciplinary Regulations
- e) For clarity, it is the Clubs absolute responsibility to ensure that it fields eligible players in any Match.

5. Private Academy Relationship

- a) FNSW recognises that a Club may choose to engage a private academy or external provider to deliver a variety of services to its players including, but not limited to, match day and training services.
- b) FNSW recognises that Associations will have their own rules and regulations in relation to the participation in their own competitions of Clubs and/or Teams that engage (or otherwise have relationships with) private academies or external providers. FNSW further recognises that these rules and regulations will vary across Associations.
- c) Subject to satisfying the Team Eligibility criteria set out in Section 3, Article 2 of these Regulations and compliance with paragraph (d) below, a nominated Team will not be excluded from the Competitions only because of its (or its Club's) relationship with a private academy or external provider.
- d) Teams agree and acknowledge that:
 - i. Their playing name must not include the name of, or reference to, a private academy or external provider, and the playing name must otherwise be identical to that used while participating in the Team's Association competition;
 - ii. While participating in matches, Players must wear the Team's usual playing strip and any branding of a private academy or external provider on that strip will be limited to one location and to a size no greater than 60cm²;

- iii. While at a venue, any branding of a private academy or external provider on a Player's outerwear, bags or other equipment is limited to one location per item and to a size no greater than 60cm²; and
- iv. While at a venue, Club Officials and Team Officials must wear their usual match day attire but any branding of a private academy or external provider on that attire will be limited to one location across all attire (including, but not limited to, shorts, pants, t-shirts, polos, hoodies, jackets and caps) and to a size no greater than 60cm²; and
- e) Should a Team be accepted into the Competitions and subsequently be found to be in breach of paragraphs (c) and/or (d) above, that team may be removed from the Competition by FNSW in its absolute discretion.

6. MiniRoos Non-Compliance

- a) Teams may not be permitted to enter the Competitions if the Association in which they participate is non-compliant with the MiniRoos delivery principles as outlined on the MiniRoos website.
- b) Should a Team be accepted into the Competitions and subsequently their Association is found to have breached the eligibility condition relating to MiniRoos compliance, that Team will be removed from the Competitions.

7. 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) For Associations using the Dribl Competition Management system, players need to be allocated to Champion of Champions specific teams, as provided for in the circulated guidelines, for Players to be deemed as registered to the Competitions and therefore eligible to participate.
- c) For Associations not on the Dribl Competition Management system, Associations must submit a Team Registration Spreadsheet (Non Dribl Associations) as supplied in the Champion of Champions Entry Form Memo for Players to be deemed as registered to the Competitions and therefore eligible to participate. Associations have the responsibility to ensure that all players listed hold a current registration with the Club.
- d) Associations must submit the Team Registration Spreadsheet (Non Dribl Associations) by the due date and forward a copy of this report to the Competition Coordinator (kim@footballnsw.com.au).

NOTE: When submitting the registration report, the responsibility is with the Association Secretary / Administrator to ensure the registered teams comply with these Regulations.

- e) For U13, U14, U15, U16, U17, U18 age grades, each Team is eligible to register a maximum of twenty (20) Players and may only use a maximum of sixteen (16) Players per match. This will apply to all entries for both city and country Clubs / Teams.
- f) For U21, AAM, AAW, O30W, O35, O45 age grades, each team is eligible to register a maximum of twenty three (23) Players and may only use a maximum of sixteen (16) Players per match. This will apply to all entries for both city and country Clubs/Teams.
- g) Players may only be registered to one Team throughout the duration of the Competitions. For clarity, a Player whose Team has been defeated will not be eligible to register in any other Team during the Competitions, regardless of the dates each age grade play. Fines and forfeits will apply.
- h) The de-registration of Players will not be permitted. Players cannot be removed from a Team in Play Football or Dribl once allocated.
- i) Late Registrations, for Associations utilising the Dribl system, should a late player be added to a team at any time, the Club must notify their Association who will be required to map eligible players to the relevant team. This must be done prior to the Players taking the field in the Player's first game. All late registration of players must be completed by 12pm on the Wednesday prior to the Match and Football NSW notified of the update
- j) Late Registrations, for Associations not on the Dribl Competition Management system, a Team Registration Spreadsheet (Non Dribl Associations) listing any added players must be submitted to Football NSW prior to the Players taking the field in the Player's first game. All late registrations must be submitted by 12pm on the Wednesday

prior to the Match. Should a late Player be added to the Team at any time, a new registration report must be submitted to FNSW by the 12pm deadline. Failure to comply with this requirement will result in a forfeit and points awarded to the non- offending team with a recorded result of 3-0.

- k) Amateur Clubs and Players only will be permitted to participate in the Competitions.

8. Disciplinary

- a) It is the responsibility of the Club and Association to record all Red and Yellow Cards and to ensure that any resulting Suspensions are actioned and served.
- b) Refer to sections 15 (Serving of Suspensions) and 17 (On-field Misconduct) of the FNSW Grievance and Disciplinary Regulations for Yellow Card requirements.
- c) The 2026 FNSW Grievance and Disciplinary Regulations are located on the [FNSW website](#).
- d) All teams that progress through to the finals of the competition are required to attend the after-match presentation. Failure to do so will result in the offending team being fined \$500.00.

SECTION 4: TEAM SHEETS, RESULTS AND MATCH OFFICIALS

1. Team Sheets and Results

- 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 changes 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 Fees

- a) Referees fees are to be paid by each Team to the host Club prior to a Match. Click here to access [Community Football Referees Match Payments Circular](#). After confirming with the host Club the number of Match Officials (Referees / Assistant Referees) in attendance for the Match, each Team must pay 50% of the total amount to the host Club and obtain a receipt prior to the commencement of the Match.
- b) After confirming with the host Club the number of Match Officials (Referees / Assistant Referees) in attendance for the Match, each Team must pay 50% of the total amount to the host Club and obtain a receipt prior to the commencement of the Match.
- c) The receipt must show the Match details and must be signed by a representative of the host Club.
- d) Host Clubs are required to have a receipt book strictly for this purpose.
- e) An Official from each Team should show their receipt to the Referee before taking the field.
- f) Under no circumstances are Team Officials to pay Match Officials directly. All payments must be made through the host Club and a receipt obtained.
- g) If appointed Match Officials fail to attend a Match, then the home Team will be required to appoint Match Officials.

