



**2026 ASSOCIATION
CHAMPIONSHIPS
COMPETITION REGULATIONS**

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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 the Regulations is void that part shall be severable and will not affect the enforceability of the remaining sections of the Regulations. Football NSW may choose to not enforce a term of the Regulations in some cases, in its absolute discretion, without affecting its right to enforce that term in other cases.
- 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 and not subject to challenge or appeal.
- f) These Regulations apply to Participants in the following competitions (the Competitions) unless stated otherwise:

	AGE GROUP
Boys Age Groups	U13 and U14
Girls Age Groups	U14 and U15

- g) Open to Representative teams from each of the affiliated Associations.
- 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 local branches.
- j) Referee expenses will be paid by Football NSW. Referees will not receive payment for their participation in the tournament.
- k) These rules shall cover the Deploy Association Championships conducted by Football NSW.
- l) Matters not included in these Competition Rules and Regulations must be referred to the Head of Competitions.
- m) An Entry Fee of \$1,700.00 Per team will be applied.
- n) Should any nominated team withdraw from the Deploy Association Championships after nomination, that Association will be potentially fined \$1000.00 per team

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

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5. Outstanding Debts

- a) Treatment of outstanding debts will be as per the FNSW Grievance and Disciplinary Regulations.
- b) For the avoidance of doubt, failure to comply with outstanding debts in accordance with the FNSW Grievance and Disciplinary 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 FNSW 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) Where a player has been sent from the field, the player shall automatically serve a one (1) match suspension, applicable to that player's next match.
- e) A Participant who accumulates three (3) Yellow Cards in the group stage of a Tournament, irrespective of the age-grade in which they are received, must serve a Mandatory Match Suspension of one (1) Fixture/Match.
- f) The Mandatory Match Suspension must be served immediately and in the age-grade in which the third (3rd) Yellow Card was received.

g) Players will be cautioned for the following offences as in the Laws of the Game:

CAUTION CODES	
Y1	Is guilty of unsporting behaviour.
Y2	Dissent by word or action.
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.

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

SEND OFF CODES	
R1	Serious foul play.
R2	Violent conduct.
R3	Spitting at an opponent or any other person.
R4	Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own penalty area)
R5	Denying 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	Using offensive, insulting or abusive language and/or gestures
R7	Receiving a second caution in the same match

i) If a Fixture Suspension extends beyond the conclusion of the Deploy Association Championships, FNSW reserve the right to apply the remaining terms of that suspension to the player's grassroots season that the player would normally participate in.

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 will consist of a group stage, followed by a knock out stage.
- b) All age grades are 11 v 11 format
 - 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) 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. Group Stage Ranking

Football NSW will use the following process when determining the ranking of Teams within each age grade and Group Stage of the Competition:

- a) Greater number of points obtained in all Group Stage 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 Group Stage Matches
 - ii. Greater goals scored in all Group Stage Matches
 - iii. Greater number of points obtained in the Group Stage Matches between the Teams concerned (head to head)
 - iv. Greater number of goals scored in the Group Stage 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 Deploy Licensed balls are to be used in this competition.

GRADE	SIZE
U14 / U15	5
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
All ages	25 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 & Penalties

- a) In the knock out stage, all matches except the Final, if the result is a draw at the conclusion of normal time, extra time not be played and alternate kicks (Penalty Shootout) 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) If the Final is drawn at the completion of normal playing time, "SUDDEN Death Goal" will apply in extra time consisting of 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, but not between the two (2) periods of extra time.
- d) For clarity, once a goal is scored the Match is concluded and extra time ceases.
- e) If the result of a Match is still a draw after extra time, alternate kicks (Penalty Shootout) from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the FIFA laws of the game.
- f) Substitutes, Coaches and Officials are not allowed onto the field during the Penalty Shootout.

9. 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.

10. 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

11. Grounds

- a) All games are to be played on suitably roped-off or enclosed grounds

- b) It shall be the responsibility of each Association to control their own spectators. For this purpose, two officials must be present at all their games and easily recognisable by wearing officials' vests. 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) A First Aid Officer will be present throughout the tournament, located at the main administration/canteen block

12. Wet Weather Cancellations

- a) Should a ground be considered unplayable for any reason the Competitions Coordinator will decide 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 Team involved and the appointed Referees

13. Abandon Matches

- a) If a Match is Abandoned (starts but can not be completed) 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 the abandonment will be declared the final result.
- b) If a Match is abandoned 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 abandon, 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 abandon 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 abandonment 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
- iv. Players sent off during the abandoned 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 abandon 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

14. Postponed Matches

- a) In cases where a Fixture has been Postponed (does not start at the scheduled kick off times) by the referee, FNSW may investigate the circumstances of the postponement and impose such penalties as it deems fit on Clubs, Club Officials, Players and/or Spectators adjudged to be associated with the postponement
- b) When a Match is not played due to postponement 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 postponed 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 postponement of the Match, the Match will be forfeited by that Club to the opposition
- e) Should both Clubs be found to have caused the postponement of the match the match will not be replayed and no match result will be applied, clubs may be removed from the Deploy Association Championships.

15. Interchange and Substitutions

- a) A maximum of 18 players will be permitted on any match sheet during the Deploy Association Championships
- b) Following is the procedure and rules applicable to the unlimited interchange of Players:
 - i. An unlimited interchange of Players is only permissible during half time in all age grades.
 - ii. 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 2026 Competitions.
 - iii. 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;
 - iv. Injury substitutions are permitted for each match of the Deploy Association Championships. The number of injury substitutions permissible during a Match is restricted to ONE (1) per half, per team. A Player who has been substituted resulting from an injury replacement may not return to the field for another Player during the same match.
 - v. 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.

- vi. 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.
 - vii. Should a knock out match finish with the scores level and proceed to extra time, the interchanging of Players will be permitted at the completion of normal time and half time.
 - viii. During extra time, each team will be permitted one (1) injury substitution for the entire duration of the extra time period.
 - ix. 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.
 - x. 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.

16. 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) If any nominated team withdraws from the Deploy Association Championships after nomination, that Association will be fined \$1000.00 per team.

17. 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 Competition.

18. 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 ten (10) people are permitted in the Technical Area. These ten (10) people are to be made up of six (6) substitute Players and four (4) registered Team Officials.
- h) Seating will be supplied and placed in position in sufficient quantity to seat ten (10) people from each Team.

19. Match Schedule

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

20. Fines

- a) Withdrawal after draw is completed - \$1000.00.
- b) Forfeits: Without prior advice - \$1200.00 (+ Officials Fees).

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;
 - 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);
- b) No player shall play in an age group more than 2 years higher than they are qualified for, unless granted dispensation by the Competitions Department.
- c) Where a person is applying to play more than two years above their age, permission must be obtained from their parent or legal guardian using the Playing Above Age Consent Form. The Consent Form must be completed and signed off by the relevant club and association prior to the player being approved to play in the older age group.

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 their 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 Players;
 - 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 Players, 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;
- 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. 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 that has been expelled from a Match on the same day as the Match but played early in the day
 - VII. A Player that is deemed ineligible due to any article of these Regulations or pursuant to the FNSW Grievance and Disciplinary Regulations
 - VIII. A player registered to participate in the tournament may only play for one (1) team. Exemptions may be granted to teams in the U14 Boys and U15 Girls age groups that do not register the maximum squad size of 18 players. In such cases, teams may be permitted to borrow players to reach up to one (1) additional player above the maximum squad limit, provided there is a younger age group team within the same club. For example, a U14 Boys team with 13 registered, age-eligible players may borrow up to six (6) players from its U13 Boys team to participate in the tournament. All borrowed players must be nominated and submitted to the Competitions Coordinator by **Thursday, 2 July**. Special consideration for amending borrowed players due to injuries will need to be submitted to the Tournament Coordinator for approval.
 - IX. 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.
- c) Additionally, the Club, Team Official/s and/or Player may be further sanctioned in accordance with the FNSW Grievance and Disciplinary Regulations
- d) For clarity, it is the Association's absolute responsibility to ensure that it fields eligible players in any Match

5. Registrations

- a) All Teams must be registered online for their normal Association competitions using the National Online Registration system, Play Football.
- b) Associations must complete registrations no later than 5pm Friday 26 June 2026.
- 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 Deploy Association Championships.
 - i. 18 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 immediately following the conclusion of the Match, a dispute must be lodged via Dribl within three (3) hours of the conclusion 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. Technical Staff

- a) All Technical Staff must be registered via PlayFootball for the 2026 season and submitted as part of the Team submission.
- b) The Head Coach & Assistant Coach must hold the Foundation of Football Certificate.
- c) All Technical staff must complete the Integrity Australia online courses; Safeguarding children, &, Harassment and Discrimination online course. The Completion Certificates must be uploaded on the Coaches profile in DRIBL.
- d) All Technical Staff must have a valid Working with children number. For clarity, the Association is responsible for validating the Working with children number of all staff involved in their program.



FOOTBALL
NSW