

**NEW SOUTH WALES CHURCHES
FOOTBALL ASSOCIATION INC.**



**INFORMATION FOR
CLUB OFFICIALS, COACHES &
MANAGERS
MINI & JUNIOR SOCCER TEAMS**

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1. **INTRODUCTION**

All games of soccer football played by teams affiliated with the NSW Churches Football Association (the Association) will be played according to the FIFA Laws of the Game, except where modified by the Association Competition Rules, which are summarised in this guide.

This publication is provided for **guidance** of Club Officials, Coaches and Managers and covers only the important on-field rules of competition. It is not intended to be exhaustive, nor cover all aspects of the rules covering play.

Clubs should take care to observe the registration and other requirements detailed in the Association's Competition Rules, Constitution, By-laws and Notices. Updates to these documents will be undertaken periodically; with up to date changes published in Association Notices to Clubs.

2. **ASSOCIATION'S OBJECTIVES & POLICIES**

The policies and objectives of the Association are endorsed by the Annual General Meeting of the Association at which all Clubs are represented by voting delegates. These are summarised below so that all members will know of these matters and the standards of conduct required.

2.1 **THE ASSOCIATION MOTTO**

As a Christian sporting organisation, the Association stands firmly behind its motto "For God and Sport".

2.2 **THE ASSOCIATION'S OBJECTIVES**

The Association's objectives are to:

- a. Provide a Christian environment in which our members can participate in the game of Soccer Football,
- b. Witness our Christian beliefs by conducting ourselves in a manner that reflects our Church affiliation,
- c. To demonstrate that a Church affiliated Soccer Association offers an opportunity to enjoy sport in an environment that offers equity, consideration and dignity to all, and
- d. To be an outreach to those people with whom we have contact who have not yet come to know our Lord.

2.3 STANDARDS OF BEHAVIOUR

Given these objectives, the Association expects a standard of behaviour that is in accord with these Christian ideals. [The Association has issued a Draft Code of Conduct to uphold these standards.](#) The following summarises activities considered unacceptable by the Association that will not be tolerated:

- a. The use of foul, offensive, blasphemous or insulting language, or the involvement in racist, sexist or harassing behaviour at any ground, venue or function.
- b. Unsportsmanlike behaviour by players. This includes acts of dissent directed towards Referees or other match officials.
- c. Violent behaviour or actions directed towards players, spectators, Referees or other match officials.
- d. The presence or consumption of alcohol at or in the vicinity of any Association game. Breaches by players or spectators may see their Club automatically liable to a \$500 fine by the Association.

Players, Club officials or spectators who breach these rules may be required to appear before the relevant disciplinary committees, and repeat offenders [may will](#) be banned from playing or attending games. In certain cases, breaches may render a Club liable to total disqualification from all competitions.

Soccer matches are generally family events and should be enjoyable for players and spectators. While robust barracking for teams is encouraged, control should be exercised to ensure that it remains positive and does not bring the Club or the Association into disrepute. Junior and Mini players are learning and developing their skills at soccer, and benefit from positive encouragement from Coaches, Managers and spectators.

Referees are to be respected, – even if you don't agree with some refereeing decisions. Remember that for many Referees, this is their sporting activity too, and they wish to enjoy it just as much as players wish to enjoy their game. Referees are human, and can be a little out of form from time to time, but they are dedicated to supporting Association soccer for Mini and Junior Teams [and](#) will always do their best. A positive attitude and respect between players, spectators and the Referee creates a sportsmanlike environment in which soccer can be played and enjoyed.

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3. **USEFUL INFORMATION**

3.1 **COACHING COURSES**

The Association generally arranges a Level 1 Coaching Course early each season. Sessions normally commence at 6.30 pm and conclude at 10.00 pm over a number of nights, and all Coaches, Managers and interested members are encouraged to attend. The course is an excellent one that teaches useful techniques to keep players interested during training sessions and improve on basic soccer skills.

A subsidy may be offered to a limited number of people from each Club who have not previously done the course. Certification requires attendance at every part of the course. If you wish to participate contact your Club Secretary.

3.2 **REFEREES LECTURES**

Lectures are usually held twice a year. A Coach, Manager or parent who has trained as a Referee can always fill in if no official Referee is allocated to one of your matches. There is no obligation to become a Referee if you wish to attend and learn the laws of the game.

3.3 **MINI SOCCER REFEREES**

The minimum age for Mini Referees is twelve (12) years of age. To qualify, these members undertake ~~Young people between the ages of 12 and 14 years of age can undertake~~ a modified examination ~~to allow them to become Mini Soccer Referees. A separate set of lectures will be held and the examination that covers~~ ~~will cover~~ the Laws of the game as applied to Mini Soccer (eg. offside and penalty kicks are not covered). Note that a Mini Soccer Referee must sit for the full examination when they are he/she is fifteen (15) years of age if they wish to upgrade to a Junior Referee ~~he/she wishes to continue refereeing~~. Please contact your Club Secretary if interested.

3.4 **COACHING ON THE FIELD**

No person is allowed on the field to coach players, with the exception of the Mini-Soccer competitions.

3.5 **ATTENDING INJURED PLAYERS**

No person is to enter the field of play until invited to do so by the Referee, even in case of injury. The attention of the Referee may be politely drawn to an injured player. At the Referee's signal ONE person may enter the field of play to attend the player. This is usually the team Coach or

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Manager. If further assistance is required the Referee's consent should be obtained.

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Where a player's injury is such that they require specialist medical assistance, he/she **should not** be moved from the field until that assistance (doctor or ambulance) attends. Play will only re-commence once an injured player has been safely removed from the field. The safety and welfare of players always takes precedence over the continuation of a game.

3.6 EXTRA TIME AND INJURY TIME

Extra time is played only as provided for in the Knock-out, Six-a-Side and President's Cup Competition rules. No extra time (including injury time) is played in any other matches.

3.7 MATCHES FINISHING ON TIME

All soccer matches must finish on time as other matches may be following and these must kick off on time. If a match commences late, or is shortened by injury, the playing time shall be divided into two equal halves, with allowance for a 5-minute half time break.

3.8 WAITING TIME

Waiting time applies when an eleven-a-side (11) Junior Team has less than seven (7) players or a Mini-Team has less than four (4) players.

If the waiting time expires, the match is not run and the matter is reported to the Association. The match card is filled out with full details and signed by the Referee.

If one or both teams are not ready at the appointed match time or at the time the Referee is ready to commence the match, the waiting time until the match is not played is one third of the playing time.

The waiting times are shown for all age groups to the nearest minute:

<u>AGE</u>	<u>WAITING TIME</u>
Under 6	10 Minutes
Under 7 to Under 12	14 Minutes
Under 13 & Under 14	17 Minutes
Under 15 to Under 17	20 Minutes

4. **BREACHES OF CONDUCT**

4.1 **BEING CITED FOR MISCONDUCT**

If conduct that brings the game or the Association into disrepute occurs, then the person, team or Club misbehaving may be cited by an official of the Association to appear before the Judiciary Committee or the Management Committee.

If a citation is issued, then the person, team or Club cannot participate in any activity until the matter has been determined by the Judiciary Committee or the Management Committee.

An official of the Association is a member of the Management Committee, the Judiciary Committee, or an official Inspector. These are the only people who can issue a citation. A Club cannot cite another Club or player, however a Club Secretary may report any incident to the Association for investigation.

A person participating on the field of play in a match under the control of a Referee cannot be cited for misconduct whilst the match is in progress, as he/she is dealt with by the Referee under the Laws of the game. Any other member of a Club including a Coach, Manager, or spectator can be cited for misconduct.

Clubs are advised to ensure that the conduct of their members and spectators does not give cause for a citation to be issued for misbehaviour.

4.2 **JUDICIARY COMMITTEE**

The Judiciary Committee normally meets on Wednesday nights at the Association offices at ~~6.307.00~~ pm.

All appearances should be coordinated through the Club Secretary. Players with work or study commitments or extreme transport difficulties due to distance should ask their Club Secretary to make prior representations asking for them to be excused from attendance. If they are not excused in advance the player must attend the Judiciary Committee meeting first occurring after the citing or send-off.

4.3 **MISCONDUCT**

~~Clubs are responsible for the behaviour of their players and spectators. Individual Clubs and their players sign an agreement to abide by the Association Code of Conduct when registering each season, with Clubs being responsible for the behaviour of their players and spectators.~~ -The Association will not tolerate the use of foul or abusive language or

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blasphemy. Involvement in racist, sexist or harassing behaviour is also unacceptable, as are incidents of violence, fighting or unsportsmanlike behaviour. Players guilty of such behaviour will be cautioned or sent-off by the Referee. Club officials and spectators misbehaving render their Club liable to being cited to appear before the Judiciary Committee or the Management Committee.

These Committees will not hesitate to severely penalise players, teams and Clubs who bring the game or the Association into disrepute, so all participants are strongly counselled to behave in a manner that benefits the ideals of the Association and that provides a good example to our younger members.

4.4 **PLAYERS SENT-OFF**

If a player is sent from the field of play, that player may not participate in any activity of the Association until the case has been heard by the Judiciary Committee and any penalty imposed has been served. Failure to comply with this requirement may result in extra penalties being imposed on the player concerned, and the player's Club will be liable to disciplinary action. The player's ID Card will be retained by the Referee, and passed to the Association offices.

The Council of the Association has resolved that any player who, having been sent from the field of play by the Referee, then continues to participate in any match without appearing before the Judiciary Committee, w will receive twelve months suspension from the date the player does appear before the Judiciary Committee. Any team in which such a player participates will lose all competition points for the season concerned.

Club Secretaries must report all send-offs to the Secretary of the Association by telephone on the evening of the game, including name, age, team, division, ground and the charge. The Referee's card and Players ID Card must be in the hands of the Association by 6.00 pm the following Monday. Team Coaches and Managers must ensure the Club Secretary is fully informed of all send-offs.

5. **MAIN RULES OF THE COMPETITION**

5.1 **FINES AND FORFEITURE OF POINTS**

Various matters described below as prohibited or required, can, if breached, result in fines and or other penalties including the forfeiture of competition points and suspension or expulsion of players or Clubs. Further details of such likely penalties may be obtained by Club Secretaries from the Association.

5.2 **CLEARANCES FOR NEW PLAYERS**

Clubs are advised to ensure all new players and players returning from other Clubs have a clearance from their prior Club. All such players must have served any disciplinary action imposed by this or another association. The various Associations do exchange details of outstanding suspensions.

5.3 **AGE CUT-OFF**

Players registering in "Under Age" teams, must be under the age of the Age Group in which they wish to register on 31st December of that season.

For example, a person aged 8 on 31st December is eligible to play Under 9 or above in the following season. If they turn 8 on 1st January, they are eligible to play Under 8 or above in that year, having been 7 on the preceding 31st December.

The Association makes provision for up to 2 players to play down a maximum of one Age Group (in certain circumstances). See Form O.

5.4 **DURATION OF MATCHES**

<u>AGE</u>	<u>PLAYING TIME</u>
Under 6	15 Minutes each way
Under 7 to Under 12	20 Minutes each way
Under 13 & Under 14	25 Minutes each way
Under 15 to Under 17	30 Minutes each way

* Any combined age group competitions will play the time allocated to the higher age group.

Special rules vary the playing time for Knock-outs and Six-a-Side competitions.

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5.5 SIGNATURES ON THE MATCH CARD (REFEREE'S CARD)

Under 6 & Under 7 - Manager prints his team player's names on the Match Card. After verifying the opposition team players, the Manager will sign next to the opposition team names, verifying it is correct.

Under 8 upwards - Same procedure as the Minis, with signing taking place after checking opposition players ID cards.

5.6 MINIMUM NUMBER OF PLAYERS

In eleven-a-side matches, a minimum of seven (7) players must be on the field for the match to commence or to continue. In Mini-soccer matches, the minimum is four (4) players.

5.7 PLAYING UP AND ACROSS (OTHER THAN MINI-SOCCER)

A player may play above his registered Age Group twice in a season. If the player plays up more than twice they are rendered ineligible to play for their original Age Group. If this happens the Club Secretary should seek further advice from the Association.

Players may NOT play in a different team that is registered in the same Age Group as the team in which they are registered. See separate rules regarding Mini-soccer.

5.8 INTERCHANGE - MINI-SOCCER

Mini-soccer (Under 6 and Under 7) uses the interchange system. Up to ~~ten~~ ten (10) players may take part in the game with six (6) players on the field at any one time. Each player can be interchanged any number of times. Interchange should take place from the halfway line on the sideline of the field and will normally occur during a stoppage in play. The team Manager normally administers the interchange system. A player sent off by a Referee may not be replaced, and the team must play with one player short.

5.9 INTERCHANGE - UNDER 8 TO UNDER 12

Under 8 to Under 12 teams use the interchange system. Up to fifteen (15) players may take part in the game with eleven (11) players on the field at any one time. Each player can be interchanged any number of times. Interchange must take place from the halfway line on the sideline of the field and interchange will only occur during a stoppage in play, and with the approval of the Referee.

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The interchange system is administered by the Coach or Manager who politely calls to the Referee requesting a player interchange during stoppages of play. Once the Referee agrees then the interchange can proceed, with play re-commencing once completed.

No player may enter the field of play until the player they are replacing has left the field of play. All players (including interchanges) names must be on the Match Card before the game commences. A player sent off by a Referee may not be replaced, and the team must play with one player short.

5.10 **SUBSTITUTES ~~(UNDER 13 TO UNDER 17)~~**

The starting eleven (11) team players must appear on the front of the Match Card, and up to five (5) substitutes may be named on the back of the Match Card. These names must be recorded before the match commences. Up to four (4) of these substitutes may be used. Once a player has been substituted, he can take no further part in the match.

Substitution takes place only with the consent of the Referee, during a break in play and from the side of the field at the halfway line. To effect a substitution, the Coach or Manager politely calls to the Referee requesting a player substitution during stoppages of play. Once the Referee agrees, then the substitution can proceed. No substitute player may enter the field of play until the player they are replacing has left the field of play. The Referee will re-commencing play once the substitution is completed. A player sent off by a Referee may not be replaced, and the team must play with one player short.

Coaches or Managers should ensure that they have all their possible substitutes (and players) named on the Match Card before the match commences. This can save an awkward situation arising. If a substitution is to be made at half time, the Referee must be informed.

The Referee must also be informed if a team changes the goalkeeper.

5.11 **BOOTS**

Football boots must not present the risk of injury to players. Studs must not have rough edges or burrs. "Blades" are acceptable if in good condition. Tapered metal studs are not acceptable.

5.12 **SPECTACLES**

Spectacles must not be worn on the field except where a warrant has been issued by the Association. To consider issuing a warrant, the Association will require a letter from an optometrist referring to the specific spectacles and player. For Mini teams (Under 6 and Under 7), a warrant must be shown to the Referee prior to the game. For Junior teams (Under 8 to Under 17), these warrant details will appear on the player's ID Card.

5.13 **SHIN PADS**

Shin pads are mandatory equipment under the Laws of the Game. No player shall take the field without wearing appropriate shin pads that adequately cover the shin area from the top of the boot to just below each knee. Referees have been instructed not to permit players with poor or ill-fitting shin pads to commence a game.

5.14 **PORTABLE GOAL POSTS**

These must not be used unless firmly fixed to the ground and secure.

5.15 **CORNER KICKS**

Corner kicks are taken as follows:

- a. Under 8 and Under 9 take the corner kick at the intersection of the Goal Line and the Penalty Area.
- b. Under 10 to Under 12 take the corner kick 8 metres from the Penalty Area on the Goal Line.
- c. Under 13 and above take the corner kick from the corner of the field, where the 1 metre quadrant applies.

5.16 **GOAL KICKS**

Goal kicks are taken as follows:

- a. Under 8 and Under 9 take the goal kick from an extended Goal Area. The Goal Area is extended by 6 metres in each direction for this purpose only (ie. the ball is placed up to 12 metres towards the touchline from the goal post and up to 12 metres out from the goal line).
- b. The extended goal area is also used for the taking of free kicks awarded to defenders in the extended goal area. The free kick is taken from the front edge of the extended goal area nearest where the offence took place.
- c. Under 8 and above take their goal kicks from the penalty box, in accordance with the FIFA Laws.

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5.17 **BALL SIZES**

Under 6 to Under 8	Size 3 (22-24 inches)
Under 9 to Under 14	Size 4 (24-25 inches)
Under 15 and above	Size 5 (27-28 inches)

* Any combined age teams will play with the ball size of the higher age group.

5.18 **CLASH OF COLOURS**

All players should wear their registered colours whilst playing. However if both teams are in the same colour or wear confusing colours, the visiting team must change.

5.19 **WET WEATHER**

Matches are to be played unless:

- a. The Referee considers the ground is dangerous.
- b. Your Club is advised by the Association that games are cancelled.
- c. A Local Council or Ground Official advises that the ground is closed. In this case, the Association is to be advised by telephone immediately.

5.20 **WATCHES AND JEWELLERY**

The following rules regarding the wearing of watches or jewellery are designed to provide the maximum safety for all players on the field. The following items are **not** to be worn by players (as per the FIFA Laws of the Game):

- a. Watches of any type.
- b. Rings of any type~~Any rings that protrude from the finger such as signet rings. Flat and unobtrusive rings are however acceptable.~~
- c. Necklaces and earrings ~~(including studs), w may not be worn.~~
Wrist bracelets, bangles or chains ~~may not be worn.~~
- e. Facial piercings (such as eyebrow, nose, ears, lips, tongue etc) are not acceptable and must be removed prior to play.

Referees have been instructed not to allow players to participate until such jewellery has been removed.

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6. **REFEREES**

6.1 **WHEN THERE IS NO OFFICIAL REFEREE**

If no official Referee is present, the Coach or Manager from each team must agree on a person to referee the game. Once such agreement is reached, that person has the full powers of a Referee. If no agreement can be reached, the game is not played and under such circumstances it is unlikely that any points would be awarded to either team for the match.

There is **no rule** that states that the home club must provide the Referee; a Referee from either Club is acceptable provided that the teams agree upon that person. Normally the Association will send the Referee's card to the Secretary of the home team if it is unable to appoint a Referee. The home Club should make a Referee available, subject to the visiting team's consent.

If teams cannot agree upon a person to be the Referee, the match is not played and the matter must be reported to the Association which will determine the matter. Under such circumstances, it is unlikely that competition points will be awarded to either team.

A Referee (allocated by the Association or non-official) **must** Referee the **full game** except in the case of sickness or injury.

If the opposition does not show up at the match venue, do not forget to fill in your half of the Match Card. If an official Referee is present, he/she should get you to do this on the card. If no official Referee is present, you should complete one half of a match card, listing all players and substitutes that would have been used. Fill in all possible details (the field, the opposition who should have been there, the age and division of the match, and the time the match should have commenced) and send the card to your Club Secretary.

6.2 **PROBLEMS WITH REFEREEING DECISIONS**

If your team is in disagreement with or is displeased with a decision made by a Referee (either official or agreed), under no circumstances should your objections or dissent be voiced during or after the game. If you believe that a complaint is justified, contact your Club Secretary. There are proper procedures to lodge a complaint about the performance of a Referee, but the complaint must come through the Club Secretary. Dissent at the match could result in the Club being cited to appear before the Association to explain any such actions, and a fine or suspension could result.

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Association Inspectors are constantly patrolling to assess the performance of Referees, and these inspectors can also report on the behaviour of teams and or spectators.

7. **THE MATCH CARD (REFEREE'S REPORT CARD (MATCH CARD))**

The Match Card is an official document that reports the proceedings of the game. It identifies the players and substitutes that participated, their Club, the field played, the match score and makes report of any incidents during the game. Once the players names and ID Card numbers are on the Match Card, and the team Managers have signed the card verifying the identity of players, the Referee retains the Card and will not show it to anyone.

If a Coach or Manager wishes to confirm the score, the scorer or other information, the Referee may be requested to assist by verbally giving the required information following the game. The same applies to the Referee's name. If a Coach or Manager asks a Referee his name, the Referee is not at liberty to give the information and in fact should not. The Secretary of the Club concerned, if necessary, can approach the Association.

If a match is ~~r~~Refereed by a non-official Referee, the match card must be completed and returned to the Association through the Referee's Club Secretary. It is very important that non-official Referees forward every match card to their Club Secretary so that it can be sent to the Association without delay.

8. **JOINT COMPETITION LEADERS (teams on equal points)**

As agreed by the Council of the Association, there will be no joint competition winners. When at the end of the season there are joint competition leaders of a Division (on equal points) a ~~countback~~count back occurs, one extra game shall be played to help provide a winning team. Playing times for these extra game matches are:

Under 8 to Under 12	20 minutes each way
Under 13 to Under 14	25 minutes each way
Under 15 to Under 17	30 minutes each way

Extra time will be played if, at the completion of the normal playing time, both teams have scored the same number of goals. This extra time will be played as for Knockout Competition rules – see paragraph 14.3 for details.

Extra time that will be played, if required, is:

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Under 8	5 minutes each way
Under 9 to Under 17	10 minutes each way

~~During extra time the scorer of the first goal will be declared the winner and the game will conclude at such time, if no goal is scored, the team with the better goal average will be declared the WINNER.~~

9. **CONTACT WITH THE ASSOCIATION**

Clubs are advised that contact with the Association is on a Secretary-to-Secretary level. In cases where a Club Secretary is not available, the Association will accept letters signed by the Club President or Club Treasurer; these officials being registered with the Association on the Club's Form A.

Clubs are advised that letters from Coaches, players or other individuals will not be accepted, and will not be dealt with by the Management Committee unless attached to a covering letter from the Club as detailed above.

Clubs are further advised that unsigned and undated letters will not be accepted by the Management Committee.

10. **REGISTRATION**

All players involved in soccer football sponsored by the Association must be duly registered by the Association, and in accordance with the following procedures. It is vital that these procedures be followed as the insurance policy undertaken by the Association only covers players who are properly registered.

No player may take part in any Association sponsored game or activity unless they are registered players of the Association.

10.1 **FORM CI - REGISTRATION FORM INDIVIDUALS**

To be registered with the Association, a Form CI for each player must be raised each season. This Form is to be properly completed and received by the Association (along with the ID Card blank and photographs – where appropriate) by the appointed date to enable players to commence play at the beginning of the season.

Form CI must be signed in ink by players in Under 8 teams and above, and at all times by a parent or guardian where players are under 18 years of age. The signatures on the Form certify an agreement to abide by the Association's Code of Conduct, an extract of which appears on the Form.

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Clubs may register new players until the 30th June of each ~~year~~, year; however the player or players concerned may **not** participate in competition until the registration process is completed. Clubs may make written application to the Association to register players after the 30th June.

Registration is considered completed upon the issue of a laminated player ID Card by the Association.

11. **PLAYER'S IDENTITY CARD**

11.1 **APPLICATION**

The player photograph ID Card system applies to all Junior Teams, Under 8 to Under 17. (Note Birth Certificates for ID Card reference are to be held by each Club Secretary - and supplied to Management Committee if requested).

The Association will provide blank ID Cards to Clubs. Each Card will have a serial number, provision for relevant information concerning the player on the front of the card and space for the player's signature on the back of the card. ID Cards for Junior players covers three (3) seasons only until players reach the senior age group.

The blank ID Cards must be completed according to the procedure detailed below and returned to the Association in order to be laminated. Unless the procedure is followed and all necessary information provided, the Association will not accept the cards and will not register the player or players concerned.

- a. Details must be neatly and legibly written or typed on the front of the ID Card in the spaces provided.
- b. The player must sign in ink on the back of the ID Card in the space provided, using his/her normal signature.
- c. Two passport sized photographs of each player are to accompany the ID Card blank. One should be pasted on the front of the ID Card within the box provided, and the other attached by paperclip or similar device. The attached photograph is to have the player's name, Club and the serial number appearing on the ID Card written in ink on the reverse side.
- d. The completed ID Card and the photographs, together with a completed Registration Form CI are then to be returned to the Association by the appointed date.
- e. No player may participate in any of the specified competitions without an ID Card.
- f. Should a Club require to register a player through a season, the procedures specified above must be complied with, and the player or players concerned may not participate in competition until the ID Card has been issued by the Association.

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11.2 **ON FIELD OPERATION**

Each player must produce his ID Card in order to play in any match.

The names of each team's players and substitutes should be neatly printed on the Match Card prior to the commencement of the match. This should be done off the field of play. The Referee will call the players on to the field of play, at which time the Team Coach or Manager (or Club representative) will accompany the players on to the field. The Coach or Manager will, in the presence of the Referee, check the ID Card of the opposing team players and substitutes.

The Coach or Manager, after having checked these ID Cards, will sign the Match Card in the appropriate place to certify that this has been done. Team Coaches or Managers then retain their own team's ID cards. (Please note that the previous practice of the opposing Team Coach or Manager holding ID Cards for the remainder of the game has been ceased - for Junior Competitions only)

The Match Card must be completed early enough for the Referee to call teams onto the field of play and in sufficient time for the Referee to check the player's equipment and start the match at the appointed time. Any delay in teams signing on will cause that amount of time to be deducted from the playing time of the match.

Any player who is a substitute will be bound by these rules. A substitute will be identified by the Coach, Manager (or Club representative) of the opposing team at the same time that the players commencing the match are identified. ~~T~~The substitute's ID Card will be held in the same manner as other Player's ID Cards are held.

In the case that a playersubstitute is not present at the commencement of the game, the Coach or Manager of the opposing team will check the player'ssubstitute's ID Card prior to the playersubstitute taking the field, and the playersubstitute will then take his ID Card to the Referee. The Referee will retain the playershis/her ID Card until after the conclusion of the match, when it will be returned to the player's Team Managerplayer.

If a player is sent from the field of play by a Referee; is cited to appear before the Judiciary Committee; or where there is a dispute of the identity of any player; the player's ID Card will be taken by the Referee and will be forwarded to the Judiciary Committee with the Referee's written report.

Should a dispute arise concerning the identity of a player, in that it is alleged that the player present is not the player depicted on the corresponding ID Card, the Referee will note the number of the ID Card on the Match Card, and ~~the Referee~~ will retain the ID Card and forward it to the Association along with the Match Card.

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The player may **not** participate in the match concerned, and the player, the Captain of the player's team and the Coach, Manager or Team representative from each Club will be required to appear before the Management Committee to resolve the matter. Until this matter is resolved the player in question may not participate in any further matches.

11.3 OPERATION WITH THE JUDICIARY COMMITTEE

The ID Card forwarded to the Chairman of the Judiciary Committee by the Referee along with the Match Card, will be held by the Chairman of the Judiciary Committee until such time as the player appears before the Committee to answer the charge or charges laid.

If the Judiciary Committee suspends a player, that ID Card will be forwarded to the Secretary of the Association. The Secretary will hold the ID Card until the player's suspension has been served when it is returned to the player's Club Secretary.

11.4 OTHER RELEVANT MATTERS

Should a player lose his ID Card, a new laminated Card will be provided upon receipt by the Association of a suitable declaration concerning the loss of the Card, the receipt of another colour photograph, and a properly completed and signed ID Card blank. The new laminated ID Card will be issued after the details and the photograph are checked against those held by the Association.

Should any dispute arise between Clubs when inspecting each other's ID Cards at a match, then the Association Secretary must be notified of the nature of the dispute on the evening of the match. If such notification is not received by the prescribed time, then the dispute will not be heard.

If a dispute arises concerning an ID Card, the opposition team official does not have the right to keep the card in question, but may note the relevant details in order to advise the Association of the matter as detailed above.

Any declaration made by a player or by a Club Secretary concerning a player's ID Card will be regarded by the Association to have the standing of a Statutory Declaration. Should any such declaration be found to be false, then the player or the team (in the case of the false declaration being made by the Club Secretary) will be liable to instant disqualification from competition for the season.

At the end of the season, all ID Cards must be returned to the Association who will account for them. The Club Secretary will be held responsible for the accounting of all ID Cards issued to the Club.

12. MINI SOCCER COMPETITION RULES

The attention of Clubs is drawn to the aim of Mini Soccer which is to enable young players to enjoy themselves, while learning about playing soccer and developing their skills in a non-competitive atmosphere. Parents and spectators should provide positive encouragement to all players and avoid putting pressure on them. These formative years help develop future star players with the right encouragement and focus.

12.1 **CONDUCT**

Except as specifically provided in the Mini Soccer Competition rules, the general rules of competition of the Association will apply to all matches.

Mini-soccer will be conducted as a Six-a-Side match. At the end of the season, each registered player will receive a token of recognition from the Association for playing during the season.

Games will be conducted as friendly games. Competition points and tables will not apply. Washed out matches will not be replayed.

12.2 **MATCH CARD**

If an Under 6 player plays in an Under 7 match, or an Under 7 plays in an Under 8 match, it must be noted on the Match Card.

12.3 **COLOURS**

All players must wear their registered colours whilst playing.

12.4 **TRANSFER OF PLAYERS BETWEEN TEAMS**

Players in the Under 6 and Under 7 Divisions will be permitted to interchange between teams of the same Club on NOT more than two (2) occasions each season.

If a player is to appear in a team other than his/her registered team on more than two occasions, prior written notice must be given to the Association.

12.5 **NUMBER OF PLAYERS**

No more than ~~ten~~ **ten** (10) registered players are allowed in each Mini-soccer team unless permission has been sought from the Association, and no more than six (6) are allowed on the field at any one time.

There is no restriction on any player who has been substituted (interchanged) from re-entering the field of play again to substitute for another player at any time during the course of the game. A minimum of four (4) players must be on the field for a match to commence or to continue.

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12.6 SIZE OF THE FIELD

Fields will be a half of a normal field, approximately 64 x 45 metres and provided with four (4) corner posts. The goal posts will be 1.5 metres high and 4.5 metres long (inside measurements).

The goal area will be marked by a semi-circle of 5 metres radius drawn from the centre of the goal mouth.

12.7 DURATION OF MATCHES

Under 6 - 15 minutes each way;

Under 7 - 20 minutes each way

12.8 COACH/MANAGER ON THE FIELD

A Coach or Manager from each team shall be allowed on the field of play to give direction and encouragement to his players, but must remain outside the goal areas and at least five (5) metres from the play. The on field Coach/Manager must also avoid impeding the path or view of any player.

12.9 FREE KICKS

All free kicks awarded to the defending team within the goal area circle shall be taken on the goal area circle at the point closest to the place of the infringement, any free kick awarded to the attacking team inside the goal area circle shall be taken on the goal area circle at the point closest to the place of the infringement.

There will be no penalty kicks. All free kicks awarded will be indirect and will be taken at the place where the infringement occurred (apart from as provided above regarding the goal area). At no time will a direct free kick be awarded.

12.10 GOAL KICK

Goal kicks will be taken from the goal area circle closest to the point where the ball left the field of play. Attacking players must stand at least five (5) metres from the goal line when a goal kick is being taken.

12.11 CORNER KICKS

Corner kicks will be taken 1 metre from the intersection of the goal line and the side line.

12.12 OFF-SIDE

This rule does not apply in Mini Soccer.

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12.13 **MARKING THE GOALKEEPER**

A player marking or obstructing the goalkeeper will be penalised by an indirect free kick.

13. **SIX-A-SIDE COMPETITION**

13.1 **PLAYERS**

Each team is allowed to use seven (7) registered players of the Club of the Association. The players are to be nominated at least thirty (30) minutes before the team's first game.

Teams are to report to the central position at least fifteen (15) minutes prior to each game and stand beside the number marker, which will represent the ground to be used. The Match Card will then be completed by both teams, who will proceed with the Referee to the ground for their scheduled game.

The seven players nominated at the commencement of the first game are the only players who can participate with the team throughout the competition. No player may be entered in or may play in more than one team.

Only six (6) players are allowed to play in each match. Substitutes are allowed during a match. A substituted player may participate in the next round of the competition.

13.2 **RULES**

Except as specifically provided in the Six-a-Side competition rules, the general competition rules of the Association will apply to all Six-a-Side matches.

The game shall be played ten (10) minutes each way and be completed to allow the following game to commence on time. No time is allowed for injured players. Teams will toss for choice of ends, commence at once and turn around at half time with no interval.

Club colours will be used, and where colours clash, teams shall arrange to change so not in any way to delay the game.

The Laws of the Game will be observed excepting that there is no off-side in six-a-side football.

The winner shall be the team that scores the most goals. If goals are equal, the team that scores the most corners will be the winner. Corner kicks will be taken at all times. If goals and corners are equal, the team that scores the

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most behinds will win. A behind will not be counted if the ball goes directly over the goal line from a throw-in. In this case, the game will be recommenced by the opposing team taking a goal kick (which will not be counted in the score).

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Goals, corners and behinds will apply in ALL matches, including final matches.

- a. Drawn games will play five (5) minutes each way extra time. Teams will toss again for choice of ends and the game will recommence without an interval.
- b. During the period of extra time the scorer of the first goal will be declared the winner and the game will conclude at such time.
- c. If no goals are scored then the team receiving the most corners during this extra time shall be declared the winner.
- d. If corners are equal or no corners are awarded then the team "scoring" the most goal kicks during this extra time shall be declared the winner.
- e. If corners and goal kicks are equal a further and final five (5) minutes only will be played.
- f. Play for this period will be started with a drop ball at the centre of the field. During the final period of extra time the team scoring the first score of any kind being goal, corner or goal kick shall be declared the winner and the game concluded at such time.

13.3 **MINI TEAMS - SIX A SIDE RULES**

PLEASE NOTE:

- a. No interchange in these competitions. A single substitute is allowed during each match. A substituted player may participate in the next round of the competition.
- b. No direct free kicks or penalty kicks.
- c. Other normal playing conditions such as ball size, Coach/Manager on field, goal kicks, corner kicks and no offside will be as per normal Mini Competition Rules.

13.4 **PROTESTS**

Any protest arising from a match in the Six-a-Side competition must be submitted in writing to the Association, via your Club Secretary, within fifteen minutes of the completion of the match that gave rise to the protest. A fee of \$10 must accompany the written protest and this fee may be forfeited to the Association if the protest is dismissed.

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14. **KNOCK-OUT COMPETITION**

Each Club is responsible to ensure that the players and officials of such Club are aware of and complies with the rules of the Knock-out Competitions.

Knock-out matches will be played at the time and venue determined by the NSWCF A

If no official Referee is present to control a Knock-out match, the Coach or Manager of an under age team must agree on a person to control the match in time for the match to commence at the appointed time. If an agreement to a suitable Referee cannot be reached and the game is not played, both teams ~~may~~ will be eliminated from the competition.

Clubs entering more than one team in any Knock-out competition will grade such teams. The best team will be the "A" team and so on.

All players in a team will remain with that team for the duration of the Knock-out competition. No player may be entered in or may play in more than one team.

Any team which breaches the qualification and competition rules of the Knock-out competition will automatically be disqualified from that competition.

14.1 **RULES**

Except as specifically provided in the Knock-out Competition rules, the general rules of the competition of the NSWCF A Inc, will apply to all matches.

14.2 **PLAYING TIMES**

Playing times of Knock-out matches are:

Under 8 to Under 12	20 minutes each way
Under 13 and Under 14	25 minutes each way
Under 15 to Under 17	30 minutes each way

**** THESE TIMES DO NOT APPLY IF TEAMS ARE IN THE NIGHT KNOCKOUT COMPETITIONS WHERE SPECIFIC RULES APPLY .**

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14.5 **RESULTS**

Results must be to the Club Secretary by 6.00 pm that evening to enable results to be telephoned through to the Association.

15. **PRESIDENT'S CUP**

Each Club is responsible to ensure that the players and officials of such Club is aware of and complies with the rules for the President's Cup Competition.

President's Cup matches will be played at the time and venue determined by the NSWCF A

15.1 **PLAYERS**

All players in a participating team will remain with that team for the duration of the President's Cup competition. No player may be entered in or may play in more than one team.

15.2 **DISQUALIFICATION**

Any team which breaches the qualification and competition rules of the President's Cup competition will automatically be disqualified from that competition.

15.3 **PLAYING TIMES**

Under 8 to Under 12 20 minutes each half

Under 13 and Under 14 25 minutes each half

Under 15 to Under 17 30 minutes each half

* Half time intervals - 5 minutes

15.4 **SCORING**

During normal playing time GOALS ONLY WILL COUNT.

15.5 **EXTRA TIME**

In the event of a drawn game extra time will be played.

Under 8 5 minutes each half

Under 9 to Under 17 10 minutes each half

* No half time interval in extra time

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15.6 **SCORING IN EXTRA TIME**

In extra time: Goals, Corners and Behinds will count in that order.

- a. During the period of extra time the scorer of the first goal will be declared the winner and the game will conclude at such time.
- b. If no goals are scored then the team receiving the most corners during this extra time shall be declared the winner.
- c. If corners are equal or no corners are awarded then the team "scoring" the most goal kicks during this extra time shall be declared the winner.
- d. If corners and goal kicks are equal, a further and final five minutes only will be played.
- e. Play for this period will be started with a drop ball at the centre of the field. During the final period of extra time, the team scoring the first score of any kind being a goal, corner or goal kick shall be declared the winner and the game concluded at such time.

15.7 **PARTICIPATING TEAMS**

Participating teams will normally be as follows:

- a. Four Divisions - First team in each Division.
- b. Three Divisions - First team in each Division, the fourth team will be the second place from any Division with the highest number of points. Should highest number of points be equal then goals for and against will be calculated.
- c. Two Divisions - First and second teams from Division One and Division Two.
- d. One Division - First and second teams from each Age Group.

Note: First 4 teams when 10 teams or more in one Division.