



COMPETITION REGULATIONS

MINIROOS

2017

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3.1 INTRODUCTION

These regulations apply to Junior Mixed MiniRoos and Girl's MiniRoos football. NSFA has adopted the Football Federation Australia ALDI "MiniRoos" curriculum.

3.2 COMMITTEES

The following committees shall be empowered to deal with all MiniRoos matters pertaining to the relevant competitions (subject to the authority of the Board): -

- a) Junior Mixed Football Committee (JMFC)– all Mixed MiniRoos football from Under 6 to Under 11; **BOD 2/17**
- b) Girls/Women's Football Committee (GWFC) – all Girls' MiniRoos football from Under 6 to Under 12.

3.3 TEAM/SQUAD NOMINATION

- a) Each committee shall publish a closing date for the entry of teams into MiniRoos.
- b) Details of the number of teams/squads entered in each age group must be submitted by each club on the club registration system by the published date.
- c) In order that each team/squad can be placed in an appropriate zone clubs must rank each team/squad at the start of each season: -
 - i) In Junior Mixed each entry shall indicate a ranking from one (1) to four (4), with one (1) being the strongest;
 - ii) In Junior Girls' each entry shall be indicate a ranking from one (1) to two (2) with one (1) being the strongest.

Rankings from one season will not automatically carry through to the following season.

- d) Following the closing date for entries, each committee shall, as soon as practicable, place teams in appropriate zones.
- e) All teams/squads in Under 6 to Under 11 and Girls' Under 12 must be given non-hierarchical names (e.g. "Tigers" or "Lions"). Clubs are required to use different names for adjoining age groups.
- f) All clubs with a Junior Mixed Under 12 Division One team must ensure that they have at least one "graded" team in Junior Mixed Under 10 and Under 11, with a qualified coach as per Section 3.3.1 of these Regulations.
- g) Each team/squad entry must include the name and contact details of team/squad manager, coach and assistants.
- h) The minimum and maximum number of players to be registered in a team/squad is: -
 - i) Under 6 and Under 7 – minimum eight (8): maximum twelve (12);
 - ii) Under 8 and Under 9 – minimum seven (7): maximum ten (10);
 - iii) All Under 10, Under 11 and Girls' Under 12 – minimum nine (9): maximum thirteen (13); **BOD 2/17**
- i) MiniRoos draws will be published on the NSFA website – nsfa.asn.au
- j) Changes to the draw will only be permitted at the discretion of the relevant committee.

3.3.1 Minimum Coaching Requirement

- a) All Under 6 to Under 9 teams must be coached by a person holding a minimum of an FFA Grass Roots Certificate. **BOD 2/17**
- b) The highest graded teams in Junior Mixed Under 10 and Under 11 and all Girl's Under 11 and Under 12 Diamond League teams must be coached by a person holding at least a FFA Skill Training Certificate or an Advanced FFA C Licence (Youth) or higher.

3.3.2 Team Placement

Teams/squads are subject to placement in divisions by the relevant committee with the exception of Diamond League, where teams must nominate and fulfil the requirements set out by the GWFC. The procedure for placement is as follows: -

- a) Each age group will be divided into divisions of six (6) or eight (8) teams, depending on the number of teams.
- b) In Junior Mixed Under 6 and Under 7 divisions will be split between two zones – “North” and “South”.
- c) In Junior Mixed Under 8 and Under 9 divisions will initially be split between two zones – “North” and “South”. At the first re-grading the best-performed teams in both zones may be combined into a “Cross” zone’ if results to that time warrant.
- d) In Junior Mixed Under 10, Under 11 and Girls’ Under 6 to Under 11 there are no zones.
- e) In Junior Mixed Under 6 to Under 9 teams will be placed in a zone-appropriate division according to the ranking for that team as nominated by the club. Teams ranked as a one (1) will be placed into the highest ranked division, then the next highest division etc. until exhausted and then teams ranked as a two (2) will be placed, followed by rank three (3) and ranked four (4).
- f) In Junior Mixed Under 10, Under 11 and Girls’ Under 6 to Under 11 teams will be placed in appropriate divisions according to the ranking for that team as nominated by the club. Teams ranked as a one (1) will be placed into the highest ranked division, then the next highest division etc. until exhausted and then teams ranked as a two (2) will be placed. For Junior Mixed this is followed by rank three (3) and rank four (4).
- g) In non-Diamond League Girls’ Under 12 clubs shall nominate teams into a division. The GWFC will assess the nominations and place teams into an appropriate division, taking into account the total number of teams nominating. *BOD 2/17*
- h) Previous year’s positions, if relevant, will also be considered.

3.3.2.1 Re-grading

- a) Automatic re-grading will be carried out in each age group of Junior Mixed MiniRoos after five (5) rounds.
- b) Automatic re-grading is performed by a computer program and considers results, team/squad’s grading and relative grading of each opponent and calculates a “quotient” for each team/squad. Team/squads are then ranked in order from the lowest quotient to the highest and then divided into zones of six (6) or eight (8) teams/squads. A new 5-round draw is produced and the regrading process is repeated after every five (5) rounds until the end of the season.
- c) In the Girls’ MiniRoos age groups, re-grading may also be performed after every five (5) rounds. Re-grading is carried out by the NSFA Competitions Department. *BOD 2/17*
- d) The Diamond League draw is not regraded during the season unless it is absolutely necessary. In this case it will be at the discretion of the GWFC.
- e) Non-Diamond League Girls’ Under 12 may be subject to regrading after one complete round at the discretion of the GWFC. *BOD 2/17*

3.4 LATE TEAM ENTRY OR WITHDRAWAL

- a) Late entries may be accepted at the discretion of the relevant committee, and must be accompanied by a late entry fee as prescribed in Section 3.18.1 of these Regulations.
- b) Withdrawals must be made in writing and are subject to a withdrawal fee as prescribed in Section 3.18.1 of these Regulations.

3.5 AGE GROUP

The following age groups are available in MiniRoos: -

- a) Junior Mixed: -
 - i) Under 6 – squads; round robin format; played at MiniRoos centres,
 - ii) Under 7 – squads; round robin format; played at MiniRoos centres,
 - iii) Under 8 – teams; round robin format,
 - iv) Under 9 – teams; round robin format,
 - v) Under 10 – teams; round robin format,
 - vi) Under 11 – teams; round robin format.

- b) Girls': -
 - i) Under 6 - squads; round robin format; played at MiniRoos centres,
 - ii) Under 7 - squads; round robin format; played at MiniRoos centres,
 - iii) Under 8 - teams; round robin format,
 - iv) Under 9 - teams; round robin format,
 - v) Under 10 - teams; round robin format,
 - vi) Under 11 - teams; round robin format,
 - vii) Under 11 Diamond League - teams; round robin format; by nomination,
 - viii) Under 12 - teams: round robin format
 - ix) Under 12 Diamond League - teams; round robin format; by nomination.

3.6 PLAYER ELIGIBILITY

Subject to dispensation that may be granted by the relevant committee, the following criteria define player eligibility: -

- a) Players must be properly registered, in accordance with the provisions of NSFA Competition Regulations 1 – Participant Registration.
- b) Players must meet the age criteria of the age group in which they are playing.
- c) Players may only register in Mixed MiniRoos if they are four (4) years of age or older as at midnight on the 31st December of the previous year.
- d) It is recommended that no player shall play in an age group more than two (2) years higher than they are qualified for, unless they have been granted dispensation by the relevant committee.
- e) Players may fill in for any other team/squad in the same age group or in a higher age group (subject to clause 3.6 d) above and clauses 3.6 f), g), h) & i) below), provided it is a team/squad of commensurate ability. *BOD 2/17*
- f) In Girls' Under 12, where a club has more than one (1) team in a division, no player can play for more than one (1) team in that division. *BOD 2/17*
- g) In Girls' Under 12 players may play up to six (6) matches in a higher division than that in which they are registered and continue to play in their registered team. *BOD 2/17*
- h) In Girls' Under 12 no player may play in in a lower division than they are registered in. *BOD 2/17*
- i) Diamond League players cannot fill in for non-Diamond League teams in their own age group.
- j) Persons of any gender may play in Junior Mixed MiniRoos football. Only female players may play in Girl's MiniRoos football.

3.6.1 Dispensation

Applications for dispensation may be made to the relevant committee no later than seven (7) days before the intended match and must include: -

- a) The player's name and ID number;
- b) The playing history of the player;
- c) The reason for the application;

- d) Any information from third parties that the relevant committee may require in order to reach a decision.

3.7 MATCH CARDS/RESULTS CARDS BOD 2/17

- a) The use of Electronic Match cards (EMC) is required in Girls' Under 12 matches. Please refer to Appendix 3A of these Regulations for the match card procedure. BOD 2/17
- b) In all other MiniRoos age groups teams/squads are required to carry a season results card on which will be recorded the results of all matches played by that team/squad. The score of each match should be verified by the opposition manager. The manager shall retain the results card for the entire season and is not required to forward it to the NSFA office. BOD 2/17
- c) Results cards can be downloaded from the NSFA website – nsfa.asn.au. There is a results card for Under 6 and Under 7 and a separate results card for Under 8 to Under 11.

3.7.1 Matches in Dispute (Girls' Under 12 only)

Managers are encouraged to settle any dispute at the game. However, if this is not possible a manager may indicate a dispute in the EMC system or, if a paper match card is used, mark the match card "Match in Dispute" at the conclusion of any match if his/her club wishes to dispute the result due to an alleged breach of the competition rules. Please refer to Appendix 3B of these Regulations for the procedure for lodging a "Match in Dispute". BOD 2/17

3.8 DUTIES OF TEAM MANAGERS

For all MiniRoos age groups except Girls' Under 12 team managers shall perform the following duties on match days: - BOD 2/17

- d) Carry a full set of coloured bibs. If there is a clash of strips the "home" team shall wear bibs to distinguish them from the "away" team. NOTE: The "home" team is the team named first in the draw.
- e) Check playing field for safety; ensure no health hazards if no Ground Controller present.
- f) Check that gates permitting ambulance entry to field are unlocked. If they are locked make every reasonable effort to rectify the situation if no Ground Controller present.
- g) Ensure players are correctly attired.
- h) Provide an approved, properly inflated match ball prior to match start
- i) Negotiate with opposition manager to appoint a person to act as "Game Leader".
- j) Enter score on season result card and verify score with opposition manager.
- k) Notify result either by entering score onto the club website directly or sending to club recorder.
- l) The home team manager is responsible for the setting up of the field of play for Girls' Under 12 matches in accordance with Sections 3.12.1 to 3.12.3 of these Regulations. BOD 2/17

For Girls' Under 12 matches team managers shall perform the duties as described in Appendix 3C of these Regulations. BOD 2/17

3.9 FORFEITS

- a) Where a team forfeits a match a forfeit will be noted but no score will be recorded.
- b) Where both teams forfeit a match a "match cancelled" will be noted.

3.9.1 *Forfeit with Notice*

- a) All forfeits must be notified to the Association on the published Forfeit Form, found on the NSFA website – nsfa.asn.au at least forty eight (48) hours prior to the scheduled commencement of the fixture.
- b) Clubs forfeiting after 4:00pm of the last working day in any week must advise the opposition Club Secretary and the Association.

3.9.2 *Forfeits without Notice*

- a) Where a team/squad has not reported to the opposition by the scheduled kick-off the opposition shall allow ten (10) minutes grace. If after the ten (10) minutes grace period a team/squad has still not reported to the opposition, it shall automatically forfeit to its opponents.
- b) Where a team/squad has insufficient players a forfeit may be claimed and awarded but teams are encouraged to organise a “friendly” match by distributing available players between the two teams. The result of a “friendly” game will not count in calculations for regrading.
- c) Forfeiting teams/squads in a) above will be penalised as per Section 3.18.2 of these Regulations.

3.9.3 *Consecutive Forfeits*

Squads/teams forfeiting on successive occasions without good reason may be asked by the relevant committee to show cause as to why they should be allowed to continue to participate.

3.10 ABANDONED/CANCELLED MATCHES

- a) All matches must be played at the time and place advertised, except where abandoned or cancelled by either: -
 - i) The NSFA office;
 - ii) The relevant football committee;
 - iii) The dressing club or ground controller; or
 - iv) For Diamond League matches, the KDFRA appointed referee.
- b) Where a full round is cancelled due to weather or other circumstances such round will be rescheduled to immediately following the last published round before the next re-grading process.
- c) Individual matches that are cancelled will not be rescheduled.
- d) Managers may by consensus cancel matches if ground deemed unfit for play.

3.11 GAME LEADERS

- a) The KDFRA may appoint referees to Diamond League matches. In most cases, KDFRA do not usually appoint referees in Under 6 to Under 11 and non-Diamond League Girls' Under 11 and Under 12 matches. Where no referee is appointed managers are required to: -
 - i) Mutually appoint a responsible person to act as “game leader”.
 - ii) Only one person shall carry out this task for the entire match.
 - iii) The “game leader” can be a club-official, parent, older child/player or beginner referee and should always be enthusiastic and approachable.
 - iv) The “game leader” should be flexible and patient.
- b) The “game leader” must record the score on the result cards provided and return the cards to each squad’s manager.
- c) The “game leader’s” role is to instruct players in the correct way to play the game and help them to enjoy the game.
- d) The “game leader” must use common sense to ensure that the game flows as much as possible.
- e) The “game leader” must ensure that the game is restarted quickly by enforcing the three-second rule and calling “Ready, Set, Go” at every restart of play.

- f) The “game leader” should try to give advantage to the attacking team where possible.
- g) The “game leader” must discourage players from permanently over-guarding the goal.
- h) The “game leader” must discourage players from standing in an offside position:
BOD 2/17
 - i) For frequent periods of time and;
 - ii) Where their offside position is deliberate and against the spirit of the game.
- i) The “game leader” must be fair to both sides.

3.12 MINIROOS FOOTBALL RULES

Matches will be conducted under Football Federation of Australia (FFA) Aldi MiniRoos National Playing Formats and Rules. BOD 2/17

3.12.1 *The Field of Play*

- a) The field of play shall be rectangular. Variations in the length and width are allowed. The recommended sizes for field are: -
 - i) Under 6 and Under 7 – maximum: 30m x 20m. Two (2) fields of this size required.
 - ii) Under 8 and Under 9 – minimum: 40m x 30m. Maximum 50m x 40m.
 - iii) Under 10 and Under 11 and Girl’s Under 12 – minimum: 60m x 40m. Maximum 70m x 50m.
- b) In Girls’ Under 12 the field of play can be setup within full size fields with temporary markings and goals. The following formats are acceptable: -
 - i) Penalty Box to Penalty box - Portable goals on the edge of the penalty area with temporary markings for the sidelines and penalty area.
 - ii) Cross Field - Goals set up on the sideline lines of a full size field with temporary markings for the sidelines and penalty area. This would allow two games played simultaneously on each half of the field. BOD 2/17

3.12.2 *Field Markings*

The outside boundaries shall be marked. A halfway line shall be drawn parallel to the goal lines from one sideline to the other. The following markings are also required: -

- a) In Under 8 to Under 11 and Girl’s Under 12 a penalty area shall be drawn six (6) metres from the centre of the goal line on both sides and extending five (5) metres into the field of play.

NOTE: If any of the lines are not marked, cones or other safe methods may be used to mark out the field of play.

3.12.3 *Goals*

In Under 6 and Under 7 portable goals are used. In Under 8 to Under 11 and Girl’s Under 12 goals should be permanent but if this is not possible portable goals may be used. Portable goals must be properly anchored to the ground. The maximum sizes for each age group are: -

- a) Under 6 and Under 7 – maximum internal height – one (1) metre; width – two (2) metres;
- b) Under 8 and Under 9 – maximum internal height – two (2) metres; width –three (3) metres;
- c) Under 10 and Under 11 and Girl’s Under 12 – maximum internal height – two (2) metres; width – five (5) metres;

NOTE: Variations to size of goals are permitted provided they are not dangerous to players.

3.12.3.1 *Method of Scoring*

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are

used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

3.12.4 *The Ball*

An approved ball shall be used in all matches. The sizes of the balls used are: -

- a) Under 6 to Under 9 – Size three (3);
- b) Under 10, Under 11 and Girl's Under 12 – Size four (4).

3.12.5 *Duration of Games*

- a) Under 6 and Under 7 – two (2) periods of fifteen (15) minutes each;
- b) Under 8 and Under 9 – two (2) periods of twenty (20) minutes each;
- c) Under 10, Under 11 and Girl's Under 12 Division Two and below– two (2) periods of twenty-five (25) minutes each;
- d) Girls' Under 12 Diamond League – two (2) periods of twenty-five (25) minutes each; **BOD 2/17**
- e) A maximum of five (5) minutes will be allowed for half time in all matches.
- f) A maximum of five (5) minutes will be allowed between each game.
- g) In Under 6 and Under 7 the Ground Controller will signal the start, half time, restart and finish of all matches.
- h) In Under 8 to Under 11 the “game leader” of each game will signal the start, half time, restart and finish of the match.

3.12.6 *Number of Players*

- a) In Under 6 and Under 7 squads are divided into two (2) teams which play simultaneously on adjoining fields. A maximum of four (4) players shall be on the field for each team at any one time with a maximum of three (3) players nominated as substitutes. There are no goalkeepers. The match shall be forfeited if a squad has fewer than 6 players available.
- b) In Under 8 and Under 9 a maximum of seven (7) players shall be on the field for each team at any one time, one of whom must be a goalkeeper, with a maximum of four (4) players nominated as substitutes. The match shall be forfeited if a team has fewer than five (5) players available.
- c) In Under 10, Under 11 and Girls' Under 12 a maximum of nine (9) players shall be on the field for each team at any one time, one of whom must be a goalkeeper, with a maximum of four (4) players nominated as substitutes. The match shall be forfeited if a team has fewer than six (6) players available. **BOD 2/17**
- d) Substitutes may be interchanged at any time during the game. Substitutions may take place while the ball is in play however the substitute may not enter the field until the player being substituted has left the field.
- e) If a team/squad is short players may be borrowed from any other team/squad of equal or similar ability from the same club. (see Note below)
- f) Diamond League players may not be borrowed by non-Diamond League teams or teams in a lower age group.
- g) In Under 6 and Under 7 players cannot transfer from one team from his/her squad to the other team from his/her squad during a match unless a player from the other field is unable to continue due to injury and not transferring the player would result in a team having insufficient players.
- h) All players in attendance at a game must receive equal playing time.

NOTE: The majority of MiniRoos teams are not graded on ability. Borrowing a player who is too strong for the opposition is against the spirit of MiniRoos and is unfair for the players of both teams. In addition, teams may be re-graded incorrectly based on the result of the game.

3.12.7 *Playing Rules*

(a) Under 6 and Under 7

- i) Play should be as continuous as possible with no stoppages.

- ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
- iii) The game is started with a kick off at halfway. The ball must be passed forward to a team mate (no dribbling). All players must be within their own half of play. Opponents must be at least five (5) metres away from the ball until the ball is in play. The ball must touch a team mate before a goal can be scored.
- iv) The team kicking off will be determined by the “game leader” using the “which hand is the whistle, rock etc. in” method.
- v) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until the ball is played or the referee has finished his countdown and has called "Go".
- vi) There are no corners. Unless a goal has been scored, regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can only move once the ball is in play. The ball is in play once it is kicked and moves. The ball must touch a team mate before a goal can be scored.
- vii) There are no throw-ins. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least five (5) metres away from the ball until it is in play. The ball must touch a team mate before a goal is scored.
- viii) When a goal is scored play is restarted from the half way line as per Section 3.12.7 a) ii) of these Regulations.
- ix) All free kicks are indirect free kicks and must be kicked into play (no dribbling). Opponents must remain at least five (5) meters away from the ball until the ball is in play. The ball is in play once it is kicked and moves. A goal can only be scored if the ball subsequently touches any other player before it enters the goal.

NOTE: It is not in the spirit of the game to have a player permanently stationed in the goal area as an attacker or defender. The game leader, coaches and managers should continually discourage players from standing in front of the goal.

(b) Under 8 to Under 11 and Girls' Under 12

- i) Play should be as continuous as possible with no stoppages.
- ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
- iii) A player may only enter the opposition's penalty area when the ball is in the same half of the field.
- iv) The game is started with a kick off at halfway. The ball must be passed forward to a team mate (no dribbling). All players must be within their own half of play. Opponents must be at least five (5) metres away from the ball until the ball is in play. The ball must touch a team mate before a goal can be scored.
- v) The team kicking off will be determined by the “game leader” using the “which hand is the whistle, rock etc. in” method.
- vi) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until the ball is played or the “Game Leader” has finished his/her countdown and has called "Go".
- vii) When the ball crosses the goal line and is last played by a defending player a corner kick is awarded. A player from the attacking team places the ball in the corner nearest to the point where the ball crossed the line. Opponents must be at least five (5) metres away from the ball until it is play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.
- viii) When the ball crosses the goal line (and no goal has been scored) and is last played by an attacking player a goal kick is awarded. Goal kicks are taken from anywhere within the penalty area. Opponents must remain the correct distance away until the ball is in play and has been touched by a team mate of the player

- taking the kick. The ball is in play when it has left the penalty area. The correct distance for each age group is: -
- Under 8 and Under 9 – opponents must remain behind the halfway line;
 - Under 10, Under 11 and Girls' Under 12 - opponents must remain fifteen (15) meters from the penalty area.
- ix) When the ball goes over the sideline and out of play, play is restarted with a throw in. The player taking the throw in must face the field of play, have part of each foot either on or behind the side line, use both hands and deliver the ball from behind and over the head. Opposition players must be at least five (5) meters away from the ball until it is in play. The ball is in play when it enters the field of play. The thrower may not touch the ball a second time until another player has touched it.
- x) All free kicks are indirect free kicks, except in the circumstances outlined in Section 3.12.7 b) ix) of these Regulations. Indirect free kicks are taken from the point where the offence occurred and must be kicked into play (no dribbling). Opponents must remain at least five (5) metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal can only be scored if the ball subsequently touches any other player before it enters the goal.
- xi) A Penalty kick shall be awarded if a player deliberately commits any of the following offences in his own penalty area: -
- Kicks or attempts to kick an opponent;
 - Trips or attempts to trip an opponent;
 - Jumps at an opponent;
 - Charges an opponent;
 - Strikes or attempts to strike an opponent;
 - Pushes an opponent;
 - Tackles an opponent in a careless, reckless or dangerous manner;
 - Holds or otherwise impedes an opponent;
 - Spits at an opponent;
 - Handles the ball, except if he/she is the nominated goalkeeper.
- xii) The penalty kick is taken from the centre of the field, at a point eight (8) metres from the goal line, with a goalkeeper in position. All other players must be outside the penalty area and be at least five (5) metres behind the penalty mark.
- xiii) All players must take a penalty kick before any player can take a second penalty kick in a game.
- xiv) The ball must touch a team mate before a goal can be scored from any restart other than an indirect free kick, where the ball can touch any player (team mate or opposing) before a goal can be scored
- xv) Goalkeepers may only release the ball into play by throwing it or placing it on the ground and kicking it. Goalkeepers must throw or kick the ball within six (6) seconds of catching it. Punt kicks and drop kicks are not allowed. Opponents must be at least five (5) metres outside the penalty area and cannot move forward until the Goalkeeper has made a pass to a team mate and the teammate has touched the ball - at that time the opposition team can move forward.

NOTE: It is not in the spirit of the game to have a player permanently stationed in the goal area as an attacker or defender. The “game leader”, coaches and managers should continually discourage players from standing in front of the goal.

3.13 ON-FIELD COACHING

- a) On-field coaching is NOT PERMITTED.
- b) Standing near the goal line by coaches or spectators is NOT PERMITTED.
- c) One parent is permitted to stand behind the goal line at each end to retrieve the ball.

3.14 MATCH RESULTS

- a) Results and competition tables in Girl's Under 12 will be kept and displayed on the NSFA website. **BOD 2/17**
- b) In all other MiniRoos age groups results will be tabulated and teams ranked for the purposes of regrading only. Competition tables are not kept. **BOD 2/17**
- c) Results will not be published on the NSFA website, social media pages or newsletters, except for Girls' Under 12. **BOD 2/17**
- d) Clubs are not permitted to publish results on club websites, club social media pages or club newsletters, except for Girls' Under 12. **BOD 2/17**

3.15 PLAYER EQUIPMENT

- a) Only approved club strips, including shorts and socks, shall be worn in any match.
- b) If a "home" team's approved strip clashes with the "away" teams approved strip the home team shall wear coloured bibs over their playing strip.
- c) Shirts do not have to be numbered.
- d) Shin pads must be worn at all times.
- e) No jewellery of any kind is permitted except for medical alert bracelets and necklaces which must be taped securely to the wrist or chest.
- f) Plaster or similar rigid casts are not permitted.
- g) It is recommended that where spectacles are required, only safety glasses be worn.

3.16 GROUND DRESSING

Clubs will be assigned grounds which they are responsible for dressing. The football committees will determine which ground or grounds each club will be responsible for before the start of each season. Dressing clubs must: -

- a) Ensure that fixed goal posts are properly anchored in the ground. If posts are not permanently fixed clubs must anchor the posts with either metal spikes or pegs or sand bags. This does not apply to the fold-up type goals used in Under 6 and Under 7.
- b) Ensure that dressing rooms are open, if available, and are clean and tidy.
- c) Unlock the emergency gate to allow access by ambulance if required.
- d) Close dressing rooms and relock emergency gate at the end of the day.
- e) Nets and corner posts are desirable but not essential.
- f) Report any damage or rubbish to NSFA as soon as possible.

3.17 SPECIAL TIME REQUESTS – JUNIOR MIXED ONLY

BOD 2/17

Special Time Requests may be granted to clubs meeting the following criteria: -

- a) Playing time requests may be accepted for: -
 - i) Saturday 8:30am;
 - ii) Saturday 11:50am for Under 8/Under 9 or 11:30am for Under 10/Under 11.
- b) A minimum of three (3) players in any squad or team must be subject to an inability to otherwise participate in a squad or team before a Special Time Request application will be granted.
- c) Proof of need for request: -
 - i) Where the request is made necessary for school reasons or preferences a statement from the Principal of the school must be provided for each player involved.
 - ii) Where the request is based on religious requirements a statement from an official of the religious institution must be provided for each player involved.
- d) All Special Time Requests must be submitted on the approved NSFA form.

- e) Special Time Requests will be allocated to grounds as determined by the draw.
- f) Special Time Requests must be made to the Junior Football Committee prior to the draw being completed.
- g) If there is a conflict between two Special Time Requests, then the two teams must negotiate an agreeable time on the same day that fits in with available grounds. If agreement cannot be reached, then the fixture will be declared null and void.

3.18 SCHEDULE OF FEES, FINES & PENALTIES

3.18.1 Team Entry Fees

- a) Late entry fee – 10% of team entry fee. (after date determined by board for nominations)
- b) Withdrawal fee (no later than seven (7) days before first scheduled round of matches) – 10% of team entry fee.
- c) Late withdrawal fee (later than seven (7) days before first scheduled round of matches) – 50% of team fees.
- d) Late withdrawal fee (within fourteen (14) days of Gala Day) - \$300
- e) Late withdrawal fee (seven (7) days prior to Gala Day) – \$500
- f) Withdrawal fee (on the day – Gala Day) \$500

3.18.2 Forfeits

- a) Late forfeit fee (within forty-eight (48) hours of match) - \$50
- b) Late forfeit fee (without notifying opposition team) - \$50

3.18.3 Grounds

- a) Failure to open emergency access - \$100

3.19 ISSUING OF FINES AND PENALTIES

- a) Fines and penalties will be issued by NSFA office within twenty-one (21) days of the offence.
- b) Clubs who wish to dispute a fine or penalty must apply in writing to the relevant committee within seven (7) days of receiving the fine notice.
- c) Alleged uses of ineligible players will be referred by NSFA office directly to the relevant committee for determination.

APPENDIX 3A

Match Cards Girls' Under 12

- a) All matches must have a match card – including friendly matches. The primary method available for match cards in NSFA is Electronic Match Cards (EMC). Only where EMC is unavailable, can paper match cards be used as an alternative method.
- b) Electronic Match Cards
 - i) Each team is required to submit an EMC no later than ten (10) minutes prior to the published start time of the match. To include a player on the EMC, each player needs to have a unique number and be marked as “Yes”. All players listed but not taking part in the match should be marked “No”.
 - ii) In matches where substitutes are used (as opposed to interchange) only the eleven (11) players starting the match shall be marked as “Yes”. Any substitute shall be marked as “Sub”.
 - iii) Borrowed players must be selected from the “Choose Player” drop-down list and be marked as “Yes” or “Sub” and have a unique shirt number assigned.
 - iv) Should the Team Manager be unable to locate an eligible player in this list, the details of the player (Full name, FFA ID number & shirt number) can be entered into the Match Card comments box.
 - v) Team Managers must review and accept the opposition match card no later than five (5) minutes before the published start time of the match. A match cannot commence until both team managers have completed this step.
- c) Paper Match Cards
 - i) In the event that the EMC does not operate for one or both teams then a paper match card must be used by **both** teams.
 - ii) Each team is required to print a match card from the club registration system which shall include the names and ID numbers of all registered players in the team/squad. Match cards must clearly indicate which players are taking part, either by inserting shirt numbers only for those taking part, or by crossing out the pre-printed names of those not taking part.
 - iii) Any other amendments to the match card, including the listing of borrowed players, must be completed by hand in ink.
 - iv) In matches with substitutes (as opposed to interchange) the match card must clearly identify the substitutes to distinguish them from the starting eleven (11).
 - v) Managers must sign each match card confirming ID acceptance prior to commencement of any game. If the opposing manager does not produce the approved ID sheet upon request, then the manager should mark the match card “Match in Dispute” and follow the procedure set out in Section 2.7.1 of these Regulations.
 - vi) Winning managers (or home managers in the case of a draw) must return the match cards to the NSFA office no later than 5pm on the Wednesday following the match, using one of the following methods: -
 - Posting, hand delivering or faxing the original to the NSFA office; or,
 - Emailing to matchcards@nsfa.asn.au; or,
 - Posting in Dropbox©; or
 - If relevant committee requires, via the club recorder who will in turn forward the original or a legible copy to the office.
 - vii) All match cards sent by email or Dropbox© must be saved in a pdf file and must comply with the following protocol: -

- Match cards must be named as the following: Division Grade Date (2014MMDD) Home Team v Away Team (team you are submitting on behalf of in capitals). For example, "MAA4 Res 20130721 Northbridge v LANE COVE"
 - Each match card must be saved as an individual pdf file. Multiple match cards may not be saved within one pdf file.
 - If the manager elects to send match cards via Dropbox© he/she must send an email to <mailto:matchcards@nsfa.asn.au> advising that he/she has put match cards in Dropbox©.
- viii) In the event that an emailed or Dropbox© match card is received which does not comply with the protocol described in xii) above, it will be returned to the sender and a fine issued to the club as per the regulations. Failure to provide the NSFA office with a correctly named match card file by the deadline prescribed in xi), above, will result in the same penalties as failing to lodge a hard copy match card.
- d) General (applicable to either match card method).
- i) Managers may list players who are not present at the start of the match; however, the opposing manager must be given the opportunity to perform ID checks before players take the field.
 - ii) Alterations to the match card are not permitted after the match card has been submitted via EMC or handed to the referee if using paper.
 - iii) Only players listed on the match card prior to the commencement of the match may play in the match.
 - iv) Players indicated on the match card as taking part in the match shall be deemed to have taken part in the match, whether they took to the field or not.
 - v) Only eligible players may play, or appear on the match card as having played, in the match.
 - vi) If a player's ID number is missing from the match card and the player is deemed to have played in the match, a fine is applicable as per Section 2.21.3 g) of these Regulations.
 - vii) If a player's name is missing from the match card but is otherwise eligible to play in the match, and the player is deemed to have played in the match, a fine is applicable as per Section 2.21.3 h) of these Regulations.

APPENDIX 3B

Matches in Dispute – Girls' Under 12

The dispute procedure is as follows: -

- a) The disputing manager must, on the day of the match, notify the Age Group Coordinator or Division Liaison that the club will be disputing the match;
- b) The disputing manager must submit a report in writing, using the prescribed form to the relevant committee via their club secretary within seven (7) days of the match detailing the circumstances surrounding the dispute and citing the NSFA Regulations or FIFA Laws of the Game that have allegedly been breached;
- c) The parties will be notified of the dispute and the relevant committee shall consider the dispute and determine what action will be taken to resolve the matter.
- d) If the relevant committee determines to refer the matter to a hearing the parties will be notified of the time and place when the hearing will take place. The parties may make written submissions to the committee and/or make personal representations at the committee hearing.
- e) The relevant committee may seek further evidence from additional sources.
- f) Following the committee hearing, the parties will be notified of the result and of their right of protest.

Note: The relevant committee may also initiate proceedings without a “Match in Dispute” where a breach of the rules is evident.

APPENDIX 3C

Duties of Team Managers – Girls’ Under 12

- a) Home team manager to ensure that alternate strip is available in the event of a clash.
- b) Check playing field for safety – ensure no safety hazards.
- c) Check that gates permitting ambulance entry to field are unlocked. If they are locked make every reasonable effort to rectify the situation.
- d) Home team manager to ensure that the technical area is marked out as per FIFA Laws of the Game.
- e) Both managers to introduce themselves to the referee and assist the referee as requested.
- f) Provide officials in accordance with Section 2.12 of these Regulations, if no qualified referees are present.
- g) Provide an approved, legible printed copy of team photos in order to identify players if using paper match cards.
- h) Perform a photo ID check and approve your opposition in EMC or sign the match card of your opposition, if using paper, in the designated space prior to the commencement of the match.
- i) Ensure players are correctly attired.
- j) Provide an approved, licensed, properly inflated match ball prior to game start.
- k) Ensure cleanliness of venue.
- l) Ensure players sent from the field leave the vicinity of the field.
- m) Ensure alcohol is not present.
- n) If paper match cards are used the manager of the winning team, or in the case of a draw the home team must collect the match cards from the referee at the conclusion of the match. He/she must ensure that match cards are returned by the published deadline. Fines will be issued for cards received after the published deadline.
- o) Both team managers must notify results by entering the result in the EMC system or if paper match cards are used on his/her club’s website within twenty-four (24) hours of the match.



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