

# **FMNC Special Competition Regulations v1.02 2018**

These regulations are to be read in conjunction with the FFA Statutes, the FFA National Registration Regulations and the Football Mid North Coast Competition rules. Participants should have an understanding of the FFA Disciplinary Regulations, Grievance Resolution Process, and the National Code of Conduct. FMNC and its members are bound by these regulations and procedures.

Where an area is not specifically addressed, FIFA rules will apply.

**In all matters in regard to these Competition rules the Board of Football Mid North Coast reserves the right to change, amend and/or interpret them as they see fit to ensure the smooth running of any competitions under its control.**

## **Rationale**

FMNC as the Competition Administrator conducts multiple competitions over a wide geographic region. Many small communities cannot form or maintain an 11 a side team to participate in our traditional competitions. Likewise, there may not be sufficient age or gender based participants from an individual club to form an appropriate team.

The FMNC Special Competitions are intended to provide an extremely flexible option for groups of players, comprising existing club based players and those new to the sport, to come together to play in an organized winter season of modified football – small sided, 5, 6, 7, 9 a side football. The Special competitions are designed to supplement the 11 a side competitions.

All matches will be conducted at multiple venues across the FMNC Zone in accordance with the Laws of the Game.

FMNC reserves the right to deal with any persons or clubs in respect of any offences or complaints and other matters not specifically provided for in these Regulations.

## **1. Player Registration**

The registration of players participating in Special competitions is mandatory and must be undertaken prior to a player being considered eligible to participate. By the act of registration, a player agrees to abide by the club's and FMNC's Regulations, as well as FFA Statutes, and if applicable, FIFA Statutes and AFC Statutes.

As per FFA requirements, all players participating in a Special Competition must be registered to that competition online through Play Football at [www.playfootball.com.au/player/player-registration](http://www.playfootball.com.au/player/player-registration)

## **2. Team Registration**

Teams participating in a Special Competition are required to register a minimum number of players as determined by the competition administrator.

## **3. Registration Fees**

All players participating in a Special Competition are required to pay an upfront registration fee to FMNC, as per the packages set out below.

- Registered Junior\*
- Unregistered junior\*\*
- Registered Senior\*
- Unregistered Senior\*\*

*\* This fee includes the FFA National Registration Fee (NRF) FMNC component and GST.*

*\*\* This fee includes the FFA National Registration Fee (NRF), FMNC Component GST and Sports Accident Support.*

A Registered Junior/Senior is considered to be any player that has registered to play winter football in the same registration period in FMNC. An Unregistered Junior/Senior is considered to be any player that has not registered to play football in the same registration period in FMNC.

Players registered to play winter football in the same registration period from another Member Federation of FFA, eg. Football NSW will be considered an Unregistered Junior/Senior, unless written consent is received by NNSWF from the player's Member Federation, approving the interstate travel of the player.

A player's registration fee must be paid prior to the player being considered eligible to compete in a Special Competition.

A refund of a registration fee will only be issued for a player that has not taken the park in a Special Competition, with such request to be received prior to the conclusion of the Special Competition.

#### **4. Team Fees**

FMNC has the right to charge participating teams a weekly team fee. This fee is retained by the zone and used solely to contribute to the associated costs of running the competition.

The captain of each team is responsible for the collection and payment of any weekly team fees, to the Competition Administrator.

A team who forfeits any fixture during a competition will be subject to payment of match fees for that fixture.

#### **5. Team Bond**

FMNC reserves the right to charge participating teams a team bond, equivalent to two weeks match fees.

The team bond must be lodged prior to the commencement of the competition and maintained at all times throughout, with the Competition Administrator. The team bond will be returned to each team by way of payment of match fees for the last two competition rounds.

#### **6. Age Groups**

Each Special Competition will set out clearly the age and gender of the participants.

#### **7. Grades**

Wherever possible, FMNC will offer multiple grades of competitions, nominations permitting; Competitive and Social.

#### **8. The Field of Play**

The field of play shall be rectangular in shape and vary according to the age groups participating. Field sizes will be set by the Competition Administrator at the commencement of the competition.

## **9. Goals**

A goal consists of two upright posts equidistant from the corners and joined at the top by a horizontal cross bar. They must be rectangular, round or elliptical in shape and must not be dangerous to players.

For 6 a side, the distance between the posts is 3m and the distance from the lower edge of the crossbar to the ground (at the highest point) is 2m, for 8 a side and above, 5m x 2m is recommended. The goal size will be set by the Competition Administrator at the commencement of the competition.

The goals must be properly supported and must not interfere with the goalkeeper and must have a stabilising system that prevents them from overturning. Portable goals may only be used if they satisfy this requirement.

FMNC recommends goals by 'Bownet'.

## **10. The Ball**

The ball is a size 4 or 5, standard match ball – subject to the age groups involved. A ball may not be changed during a match without the authority of the referee.

## **11. The Number of Players**

A match is played by two teams, each consisting of not more than six, seven, eight or nine players – dependent on the competition, one of whom is the goalkeeper.

A match may not start if either team consists of fewer than (number of players allowed less 2). If one of the teams has fewer than (number of players allowed less 3) players on the field of play a forfeit is awarded to the opposing team.

A player interchange may only be made when the ball is out of play with the permission of the referee.

The interchange of a goalkeeper may only take place during the half time break, unless necessitated by injury, with the referee's permission.

Each team will have the opportunity for unlimited interchange during a match

## **12. Player Equipment/Uniform**

A player must not use any equipment or wear anything (including jewellery) that could be dangerous to him or herself or another player.

The wearing of shin guards that provide a reasonable degree of protection is compulsory.

Moulded football boots or 'runners' must be worn.

If undergarments are worn, the colour of the sleeve or leg must be the same main colour as the sleeve of the jersey or leg of the short.

Players in a team must wear the same coloured shirts. In the event of a colour clash, the team listed second on the fixtures draw, must wear an alternate shirt or bib.

## **13. The Referees**

Each match is controlled by a referee who has full authority to enforce the FIFA Laws of the Game in connection to the match to which they have been appointed.

The decision of the referee regarding facts connected with play, including whether or not a goal is scored and the result of a match, are final.

An appointed referee must be a registered referee of FMNC.

In the instance of the appointed referee not attending a match the host club shall appoint a substitute referee for the fixture.

## **14. Duration of the Match**

A match will last two equal periods of 20 minutes, with a brief half - time interval for teams to change ends – 5 minute maximum. Matches may be shortened as per the FMNC Playing Regulations.

A team not ready to start within 5 minutes of the designated match time, will forfeit the match and the fixture will be awarded to the opposing team, as a forfeit.

The appointed referee is the sole time keeper, in some cases assisted by pitchside timing equipment. There is no added time for injury.

### **15. Start and Restart of Play**

A kick - off is a way of starting or restarting play at the start of the match, the start of the second half of the match and after a goal has been scored. A goal may not be scored directly from the kick - off.

For a kick - off, all players must be in their own half of the field of play with the opponents of the team taking the kick off at least 5m from the ball until it is in play. The ball must be stationary on the centre mark of the halfway line and cannot be kicked until the referee gives a signal. The ball is in play when it is kicked

After a team scores a goal, provided that the period has not ended, the kick - off is taken by the other team.

### **16. Ball In and Out of Play**

The ball is considered out of play when it has wholly crossed the goal line or touch line, whether on the ground or in the air, or when the referee stops play. The ball is considered in play at all other times.

### **17. Method of Scoring**

A goal is scored when the whole of the ball passes over the goal line, between the goal posts and under the cross bar, provided that no infringement has been committed previously by the team scoring the goal.

Goals can be scored directly off free kicks, penalty kicks and corner kicks.

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

### **18. Offside**

There is no offside in Special Competitions.

### **19. Fouls and Misconduct**

Fouls and misconduct are infringements of the FIFA Laws of the Game. Fouls are penalised with a direct free kick or penalty kick. Misconduct is penalised with a caution or a sending off.

A yellow card is used to communicate that a player has been cautioned.

A player is sent off if he/she receives a second caution in the same match.

A red card is used to communicate that a player has been sent off.

A player who has been sent off must leave the vicinity of the field of play and the technical area immediately and receives an automatic one match suspension.

A player who has been sent off for serious foul play or violent conduct receives an automatic one match suspension and will be subject to further disciplinary action as deemed necessary by the FMNC Chairman of the Disciplinary.

All disciplinary matters must be dealt with in accordance with the FMNC Competition Rules - Disciplinary Rules and the National Disciplinary Regulations.

Slide tackles are not permitted at any time during a match.

### **20. Free Kick**

A free kick is awarded to the opposing team, if a player commits an offence as outlined in the FIFA Laws of the Game. All free kicks will be awarded as direct free kicks.

A goal may be scored directly from a free kick.

The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred.

When a free kick is being taken, the ball must be stationary and all opponents must be at least 5m from the ball until it is in play. The ball is in play when it is kicked and moves.

### **21. Penalty Kick**

A penalty kick is awarded against a team that commits an offence inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

The penalty kick is taken from the penalty mark at the top of the goal circle.

When a penalty kick is being taken, the ball must be stationary on the penalty mark. The defending goalkeeper must remain on his/her goal line facing the kicker, between the goalposts, until the ball has been kicked and all other players, discounting the kicker, must be located on the field of play, outside the penalty area and at least 5m behind the penalty mark.

The player taking the penalty kick must kick the ball forward and may not take more than two steps before kicking the ball. The ball is in play when it is kicked and moves forward.

## **22. Throw-In**

A throw-in is a method of restarting play and is awarded to the opponent's touch line, either on of the player who last touched the ball when the whole of the ball crosses the ground or in the air.

A goal cannot be scored directly from a throw-in.

A throw-in is taken from the point where it left the field of play.

When a throw-in is being taken, all opponents must be at least 5m from the point at which the throw-in is being taken.

At the moment of delivering the ball, the thrower must be facing the field of play with part of each foot either on the touch line or on the ground outside the touch line. The ball must be held with both hands and be delivered from behind and over his head.

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

The ball is in play when it enters the field of play.

## **23. Goal Clearance**

A goal clearance is a method of restarting play and is awarded to the defending team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Regulation 13.

A goal may not be scored directly from a goal clearance.



A goal clearance (throw) is taken by the goalkeeper of the defending team from any point inside the goal circle.

When a goal clearance is being taken, all opponents must be on the pitch and outside of the goal circle of the team taking the goal clearance, until the ball is in play.

The ball is in play when it is thrown directly out of the goal circle by the goalkeeper of the defending team.

After delivering the ball, the goalkeeper must not touch the ball again until it has touched another player.

#### **24. Corner Kick**

The corner kick is a method of restarting play and is awarded to the attacking team when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team and a goal is not scored in accordance with Regulation 13.

#### **25. Points Tables**

**Not all competitions will involve Points Tables. Various Development leagues or those involving younger players will not maintain a Points table – this will be established by the Competition Administrator at the commencement of the league.**

Where applicable, points will be awarded as follows:

Win 3 points;

Draw 1 point;

Loss 0 points;

Bye 3 points;

Forfeit 3 points (3 – 0 win, to the opposing team).

Positions on the points table will be determined in order of the following:

Number of points accumulated;

Goal difference;

Number of goals scored;

Toss of the coin.

#### **26. Finals**

The format of any final series will be determined by the Competition Administrator, based on the amount of team nominations.

## **27. Fixture Cancellations and Forfeits**

In the event of the cancellation of a fixture, due to inclement weather, all teams will be notified by the Competition Administrator.

In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the Competition Administrator at least 24 hours prior to the fixtures published time.

The Competition Administrator will then notify the other team. Failure to comply by a team will result in payment of match fees and forfeiture of the fixture.

If a team forfeits two fixtures during a Special competition, it may be removed from the competition at the discretion of the Competition Administrator, with no refund given.

## **28. Other Matters**

In all matters regarding to these Competition rules, the Board of Football Mid North Coast reserves the right to change, amend and/or interpret them as they see fit to ensure the smooth running of any competitions under its control.

The Competition Administrator has the authority to make decisions and act on any matter not catered for specifically in these regulations.