

WESTERN NSW
FOOTBALL

Regulations
2022

Western NSW Football
Youth League

Competition Contacts

Regional Development Manager

Andrew Fearnley

PO Box 1704

Bathurst. 2795

Phone: 0419 617 312 / 6332 5593

Email: andrew@footballnsw.com.au

Website: www.westernfootball.com.au

General Information

These rules are for the Western NSW Football Youth League for 2022

These competition rules are subject to alteration, if required, but only if such alterations are made in writing by Western NSW Football.

Matters not included in these competition rules must be referred to the Management Committee of Western Branch. The decision of Western NSW Football is final.

Competition Draws, Results and Tables will be available on the Western Branch website www.westernfootball.com.au

Host Venue Co-Ordinators are expected to email results by 9pm on Match Days, and send the match sheets via email by the Tuesday following games at a venue.

1. **Competition Format**

- a) The Western Youth League will be held as a round robin competition with all teams playing an equal number of games.
- b) Competition will be allocated as:
 - WIN - 3 Points
 - DRAW - 1 Point
 - WIN by FORFEIT - 3 Points (and a 3-0 result)
 - LOSS by FORFEIT - MINUS 3 Points (and 0-3 result)
- c) The positions of teams on the Points scores will be determined by, in order:-
 - Points
 - Goal Difference
 - Goals Scored

2. **Eligibility**

- a) It shall be the responsibility of the Association entering teams to ensure that players fulfil eligibility requirements.
- b) Players must be under the age or turn the age specified for the competition between January 1st and December 31st of the current year
- c) Players must play in their correct age group unless the Association has a suitable reason to play a player up an age group, and this rests with the Association to determine.
- d) Relative Age Effect (RAE) will apply but approval can only be given by Western NSW Football.
- e) Eligible players will be players who are registered with Football NSW and reside in the Association boundaries.
- f) Players **MUST trial** in their **respective Association/Zone by residence** in their respective association/zone in the first instance.
- g) If an association does not have a team in an age group, players in that age group in that association will be permitted to trial for an older age group or for another association (dependant on that association's rules) in their age group

3. **Registrations**

- a) Players must register via Play Football under a Representative Team for the Association, or the registration sheet as sent by Western NSW Football.
- b) Each team shall be eligible to register a maximum of 18 players.
- c) Only 16 players can participate in each match
- d) Registrations must be received by the Branch on the Friday at 12:00pm before the start of competition. This registration must have at least 11 players.
- e) Additional registrations can be submitted prior to each match weekend if submitted by 5:00pm on the Friday.
- f) Late registrations must be submitted to, received and accepted by Western NSW Football prior to the player(s) taking part in their first match.
- g) Teams will be able to draw upon players from a younger age group.

4. Player Identification Cards

- a) This competition will be played under the ID Card system
- b) It shall be the responsibility of the Manager of each team to inspect the opposition team ID Cards, at least 5 minutes prior to the commencement of play
- c) NO protests will be accepted regarding player eligibility if the ID cards are not checked.
- d) A team failing to produce their ID Cards upon request of opposition official prior to kick-off, a period of 10 minutes will be allowed. If still not produced the offending team will forfeit. Match card to be marked accordingly.
- e) Should an ID Card not be presented for an individual player, then the said player shall not be eligible to take part in any game except as in (f)
- f) Where a players ID card has been sent to the P&D, and has not been returned, the Chairman may give written authority for the player to play without the ID Card. Such player must sign the Match Card in the presence of the opposing Team Manager. The written authority from the Chairman must include the player's signature; also this authority must be produced when signing the Match Card.
- g) Player ID cards to be authorised by the town/association.
- h) ID Cards are not required for Under 10 and Under 11's

5. Match Card/Team Sheets

- a) Official Western NSW Football Match Sheets must be used
- b) Match Cards must be completed by both teams and given to the referee prior to the commencement of the game.
- c) It shall be the responsibility of the HOME team listed on the draw to collect the match card on Match Day
- d) Each player's name and ID number to be written on the Match corresponding with the number on their playing strip. All players names must be listed on the match card prior to the commencement of the match
- e) On completion of the game it will be the responsibility of both team managers to sign the match card to signify the correct result etc.
- f) It will be the responsibility of the Winning team to collect the card and give to the Host Association.
- g) The Host Association must send all Match Cards to Western NSW Football by the Tuesday following the games.

6. Teams

A team shall consist of a minimum of 7 players in a strip, of which one player must be the goalkeeper

- a) A team shall be allowed to play late players, but only to bring the team to full playing strength (11 players) provided also that registration requirements are met with the player being listed on the team sheet.
- b) A minimum of 7 players must be on the field at all times. If the number reduces to less than 7, then the game must be abandoned and will be dealt with as a forfeit loss without loss of points to the team whose numbers reduced less than 7

7. Playing Times

- a) Under 10's, 11's - 2 x 20 minutes
Under 12's, 13's, 14's - 2 x 25 minutes
Under 15's, 16's - 2 x 30 minutes
- b) Five (5) minute half time break applies to all games.
- c) Stoppage play is not to be played.

8. Under 10/11's

The Under 10 and 11's will follow Small Sided Football guidelines noting the below inclusions/additions:-

- a) Teams are 9v9 including a gk.
- b) Field Sizes - Max of 70m x 50m, Min of 60m x 40m.
** can use penalty box to penalty box with markers as sideline.
- c) Goal Size - Max of 5m (w) x 2m (h), Min of 4.5m (w) x 2m (h)
- d) Penalty area - 12m (w) and 10m (d)
- e) Goal kicks - Are to be taken inside the penalty area. Opposing players must retreat 5m from the penalty area.
- f) Corner kicks - Are to be taken from the corner arc from the side the ball crossed the goal-line.
- g) Penalty kicks - Are to be taken 8m from the goal. All players must be outside the penalty area and 5m from the penalty spot.
- h) Goalkeeper is not allowed to kick the ball from his hands
- Goalkeeper must play the ball from his hands or kicking the ball when it is on the ground. Opposing players must retreat beyond the exclusion zone.
- i) The exclusion zone for Under 10's and 11's will be 15 metres from the goal-line.
- j) Offside will be applied.

Other rules as per normal FIFA laws of the game

9. Match Balls

- a) Only licensed Football NSW are to be used in matches.
- b) Both teams must supply 1 match ball for each game played.
- c) Under 10's, 11's, 12's, 13's - Size 4
Under 14's + - Size 5

10. Send Offs

- a) A player sent off with a red card shall serve the minimum suspension as per FFA sendoff guidelines from all competitions sanctioned by Football NSW excluding byes, forfeits and deferred games.
- b) Western NSW Football has the right to call a hearing if the offence is deemed more serious.
- c) A notification of appeal must be received within 72 hours to Western NSW Football, with confirmation of appeals within 72 hours of receiving referee's report.
- d) Any player appealing a send off shall not be eligible to have the suspension reduced to less than one match or below the minimum sentencing guidelines.

11. Cautions

- a) Any player receiving Three (3) yellow cards in the Western Youth League shall receive a One (1) match suspension.
- b) A player who receives a further Two (2) yellow cards shall serve a further Two (2) matches.
- c) It shall be the responsibility of the manager of each team to record the number of yellows and apply any necessary suspension

12. Corner Kicks

- a) In U12's corner kicks will be taken 7.5 metres out from the edge of the penalty area along the goal line.
- b) From Under 13's and above corner kicks must be taken from the designated area and the post/flag must not be removed.

13. Playing Strips

- a) Where teams clash in colours in the opinion of the referee, the team listed as the AWAY team, must change
- b) All teams must wear a numbered strip, with NO duplication of numbers
- c) The goalkeeper must wear a clearly distinguished shirt different to his own team and not to clash with the opponent's strip.
- d) All players must have approved shin pads.
- e) A Strip consists of socks, shorts and shirt.
- f) All teams must have available an alternate strip.

14. Referee's

- a) The host association must liase with their local referee body to have suitable referee's appointed to games they host
- b) If appointed referee's fail to appear, the team listed as HOME shall appoint a referee, or a person shall referee on agreeance from both the Home and Away teams
- c) Referee's fees will be paid for by the host association

15. Protests

- a) Where a team wishes to protest any match, it must be done so in writing and received by Western NSW Football within 72 hours of the match in question.
- b) Every protest must be accompanied by a cheque/money order of \$200. If the protest is won, then \$150 will be refunded and if lost the whole amount will be forfeited.
- c) Failure of (a) and (b) will result in the protest being null and void

16. Fees

- Protests - \$200 (\$150 refunded if successful)
- Appeals - \$200 (\$150 refunded if successful)

17. Fines

Withdrawal after draw is completed	- \$500
Forfeits without notice	- \$250
Forfeits with prior notice	- \$100

Note 1 – Prior notice is 72 hours before matches

Note 2 – Any other breach of rules may result in a fine at the discretion of the Management Committee of Western Branch.

18. Medals

The Host Association shall present medals to the players of the winning team and runner-ups for each age group played in competition.

19. Interchange of Players

Unlimited interchanging of players is permissible at any time during the game.

20. Forfeits

- a) A period of 10 minutes will be given from the time of kick-off before a forfeit can be claimed in the event of no prior notice of a team failing to turn up.
- b) If the forfeiting team did not advise they were not turning up, the non-offending club may lodge a claim of expenses (with official receipts) incurred by the team. Such claims must be in writing within 72 hours of the match to Western NSW Football and will be adjudicated by the Management Committee of Western NSW Football and subject to appeal if necessary.

21. Wash-Outs

- a) All competition rounds washed out by rain shall be re-scheduled where possible and at the discretion of Western NSW Football.
- b) In the event of no re-scheduling, each team scheduled to play shall receive 1 point.
- c) The decision to declare a round a washout shall be made by the Host Association and should take into account any directive from local councils.
- d) In the event of wash-outs or the fields being unavailable to play, each association Co-Ordinator will be notified at the earliest possible time.

22. Deferments

- a) Deferments will be granted to teams that have a minimum of 3 players representing at a higher level or involved in FNSW competition. The team requesting the deferment must present a written request to Western NSW Football one (1) week prior to the scheduled game.
- b) The teams involved must discuss a possible time to play the match
- c) Failure to resolve the match will result in Western NSW Football scheduling the game.
- d) Teams that are unable to make it to the venue due to inclement weather, roads or other preventive event to be able to have affected games deferred.