



COMPETITION REGULATIONS

MINIROOS

2016

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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 AIA Vitality "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 Football Committee (JFC)– all Mixed MiniRoos football from Under 6 to Under 11;
- 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) Under 10, Under 11 and **Girls' Under 12 division Two and below** – minimum nine (9): maximum thirteen (13);
 - iv) **Girls' Under 12 Diamond League – minimum nine (9): maximum fifteen (15) for 2016 only.**
- 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 8 teams must be coached by a person holding a minimum of an FFA Grass Roots Certificate.**
- 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 regrading 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 12** 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 12** 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) 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’ age groups, re-grading may also be performed after every five (5) rounds. **Regrading is carried out by the NSFA Competitions Team.**
- 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.**

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 GROUPS

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 clause 3.6 f below**), provided it is a team/squad of commensurate ability.
- f) **Diamond League players cannot fill in for non-Diamond League teams in their own age group.**
- g) 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 RESULTS CARDS

Match cards are not required for individual matches in MiniRoos. Team/squads will be required to carry a season result 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 result card for the entire season and is not required to forward it to NSFA office.

Result cards can be downloaded from the "Football Information" section – nsfa.asn.au. There is a result card for Under 6 and Under 7 and a result card for Under 8 to Under 11 and **Girl's Under 12**.

3.8 DUTIES OF TEAM MANAGERS

Team managers shall perform the following duties on match days: -

- a) 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.
- b) Check playing field for safety; ensure no health hazards if no Ground Controller present.
- c) 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.
- d) Ensure players are correctly attired.
- e) Provide an approved, properly inflated match ball prior to match start.
- f) Negotiate with opposition manager to appoint a person to act as “Game Leader”.
- g) Enter score on season result card and verify score with opposition manager.
- h) Notify result either by entering score onto the club website directly or sending to club recorder.
- i) **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.**

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 being in an offside position:**
 - 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) AIA Vitality MiniRoos National Playing Formats and Rules.

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 on each half of the field.**

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) **Girl's Under 12 Diamond League – two (2) periods of thirty (30) minutes each (2016 only);**
- 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 and six (6) players nominated as substitutes for Diamond League in the 2016 season only**. The match shall be forfeited if a team has fewer than six (6) players available.
 - 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. 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 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 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:**
 - o Under 8 and Under 9 – opponents must remain behind the halfway line;
 - o 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: -
 - o Kicks or attempts to kick an opponent;
 - o Trips or attempts to trip an opponent;
 - o Jumps at an opponent;
 - o Charges an opponent;
 - o Strikes or attempts to strike an opponent;
 - o Pushes an opponent;
 - o Tackles an opponent in a careless, reckless or dangerous manner;
 - o 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 inside the penalty area until the ball is in play. The ball is in play once it moves outside the penalty area or when the goalkeeper places the ball on the ground.

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 will be tabulated and teams ranked for the purposes of regrading only **and determining Champion of Champions eligibility for the Girls’ Under 12.** Competition tables are not kept.
- b) Results will not be published on the NSFA website, social media pages or club newsletters.
- c) Clubs are not permitted to publish results on club websites, club social media pages and club newsletters.

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

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.