



OFFICIAL

TOURNAMENT

REGULATIONS



NORTHERN NSW
FOOTBALL



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OFFICIAL





1. TOURNAMENT MANAGEMENT

The management of the Tournament shall be under the jurisdiction of Northern NSW Football (NNSWF). NNSWF shall have the power to formulate the Official Tournament Regulations and alter or add to these Regulations at any time, where deemed necessary.

Participating Clubs shall be bound by the Official Tournament Regulations. NNSWF reserves the right to make determinations on any matter or circumstance which is not specifically detailed within this document. Such decisions are not subject to appeal.

2. NAMING RIGHTS

NNSWF reserves the right to determine naming rights of the Tournament. The 2020 Tournament shall be referred to as the Heritage Cup.

3. TOURNAMENT DATES

NNSWF reserves the right to determine Tournament dates. The 2020 Tournament shall be conducted between Friday 7th February through to Sunday 23rd February. Match days will be conducted on Friday's, Saturday's and Sunday's or on Tuesday's and Wednesday's. Any other days are an option if both teams agree.

4. VENUES

Club named first on Official Fixture Draw will be nominated as the Home club. Home Clubs are to accept to hold the fixture at their nominated ground by January 6th 2020. If the Home club is unable to provide a suitable venue the second named club will be able to nominate their ground to host.

In the event that neither club can provide a suitable venue for the nominated fixture, it is up to the discretion of NNSWF to provide a venue. Decisions made by NNSWF in this regard are not appealable.

NNSWF reserves the right to determine the venues for Final Series matches.

5. PARTICIPATING CLUB SELECTION CRITERIA

The Tournament is open to senior men's Clubs that have been established for a minimum of 100 years and:

- Being members of a NNSWF Premier Competition;
- Being members of a NNSWF Member Zone Competition;
- Clubs will be permitted to enter only 1 Team per Club and
- NNSWF reserves the right to include an Invitational Team if deemed necessary.

6. PARTICIPANT ELIGIBILITY

6.1. PLAYER ELIGIBILITY

All participating Players must be registered in PlayFootball to be considered eligible. Players must be turning a minimum of 15 years of age in 2020. Players are only permitted to be registered and participate for 1 Team during the Tournament.

6.2. TEAM OFFICIAL ELIGIBILITY

All participating Team Officials must be registered in PlayFootball to be considered eligible.

Team Officials may be registered to multiple teams however the match schedule will not be altered to accommodate this.

6.3. INELIGIBLE PARTICIPANTS

A Team fielding an Ineligible Player and/or Team Official in any Tournament Match shall be ineligible for any points associated with the Match and may be subject to further disciplinary action. The points associated with the Match shall be awarded to their opponents and the score recorded shall be 3 goals to 0 in the opponents favour or the actual goal difference of the Match whichever is the greater.



7. TOURNAMENT FORMAT

NNSWF reserves the right to adjust or alter the tournament format if deemed necessary at any time subject to participating team numbers and/or other circumstances.

The Tournament shall be conducted in Round Robin Pool format with 3 Pools containing a minimum of 3 Teams per Pool.

NNSWF reserves the right to determine the composition of each respective Pool. Teams shall be grouped based on the league they participate in for the current season. Each team will be drawn from a pot and allocated into Group A, B or C.

The 3 Pool winners shall progress to the Semi Finals. The highest ranked Runner Up will advance to the Semi Finals.

Round Robin Format in Group Stage with 1st placed team advancing to Semi Finals. The highest ranked Runner Up, with the result of matches involving the bottom placed Group A and B team removed, will advance to the Finals Series.

Semi Finals Format 1 will be used in the event the highest ranked Runner Up is from Pool A or B. Semi Finals Format 2 will only be used in the event the highest ranked Runner Up is from Pool C.

Semi Finals Format 1			Semi Finals Format 2		
Pool A	v	Pool B	Pool A	v	Highest Runner Up (Pool C)
Pool C	v	Highest Runner Up (Pool A or B)	Pool B	v	Pool C

The respective winners of each Semi Final shall advance to the Final with the Runners Up playing off for 3rd and 4th Place.

7.1. HERITAGE PLATE

Following the completion of the Group Round Robin Phase the 2 highest placed Community Teams shall progress to the Heritage Plate Final. In the event of a Community Team preceding to the Heritage Cup Final, the second and third placed team will play off for the Plate.

8. TOURNAMENT POINTSCORE METHOD

8.1. POOL MATCHES PHASE

Match Points shall be awarded on the basis of 3 points for a win, 1 point for a draw and 0 points for a loss. Match points will be awarded for all Pool Matches.

In the event a Team forfeits a Match:

- a. prior to kick off, the opposing Club will be deemed to have won the Match by a score of 3 goals to 0; or
- b. after the Match has commenced, the opposing Club will be deemed to have won the match by a score of 3 goals to 0, or the actual goal difference at the time of forfeit, whichever is the greater.

At the completion of the Pool Matches, rankings in each Pool will be determined by the following criteria:

- a) Greatest number of match points obtained in all Pool Matches



If two or more teams are equal on the basis of the above criteria, their ranking shall be determined as follows:

- b) The result of the Match played against each other in the Pool phase
- c) The Team with the highest goal difference
- d) The Team with the highest goals for
- e) Fair Play Points System in which the number of Yellow and Red Cards in Pool matches is considered according to the following deductions:
 - First Yellow Card → minus 1 point
 - Second Yellow Card / Indirect Red Card → minus 3 points
 - Direct Red Card → minus 4 points
 - Yellow Card and Direct Red Card → minus 5 points
- f) Drawing of lots by NNSWF Tournament Management

8.2. FINALS SERIES

In the event of a Match being drawn at the conclusion of normal time, the result of the Match shall be decided by Penalty Kicks as per FIFA Laws of the Game. No extra time shall be played.

9. MATCH RULES

9.1. MATCH DURATION

All matches shall be 2 equal periods of 35 minutes with a 10-minute half-time interval. No stoppage time is to be applied.

9.2. INTERCHANGE METHOD

Unlimited interchanges will be permitted throughout the Match subject to Match Official notification. The interchange Player must be listed on the Official Team Sheet prior to the commencement of the Match.

9.3. PARTICIPANT NUMBERS

Teams are permitted to select a maximum of 25 Players (inclusive of a minimum 2 Goal Keepers) to be used throughout the duration of the Tournament. 18 Players are permitted to be selected for each Team in a Match. A maximum of 6 Team Officials (per Team) are permitted on the bench for each Match.

9.3.1. INJURY REPLACEMENTS

In the event of a player within the squad being injured during the tournament a club may seek approval from NNSWF to replace a player with another registered player within their club. The club must provide evidence of the injury in the form of a medical/doctors certificate. The injured player will only be permitted to enter back into the squad to replace his original injury replacement player.

9.4. MATCH BALLS

NNSWF shall provide each Host Club 3 footballs of the same brand, colour and weight for each Match.

9.5. PLAYING STRIPS

All Teams must have 2 playing strips (outfield Player and Goalkeeper) available to be used throughout the duration of the Tournament.

In the event of a playing strip colour clash, the Away Team (listed second on the draw) must provide an alternate strip consisting of shirts, shorts and socks. All Clubs competing must have an alternate playing strip available for all Matches. The Referee shall be the arbiter on match day should there be a clash of colours.

10. MATCH RECORDS

10.1. OFFICIAL TEAM SHEET

NNSWF shall provide an Official Team Sheet for each Match. The Official Team Sheet must be completed in ink, in a legible manner by both Teams and must contain the names and strip numbers of the Players taking part in the Match, including the names of the nominated Interchange Players.



The completed Official Team Sheet must be supplied to the Referee at least 15 minutes prior to the scheduled kick off time. Changes to the Official Team Sheet post submission are permitted up to kick off of the match subject to Match Official notification.

Should a match be forfeited, the referee shall endorse the team sheet accordingly.

Any Team Manager, Team Coach or Club Official supplying false information shall be subject to disciplinary action as determined by NNSWF.

The nominated Home Team is required to submit via email a clear and legible copy of the Official Team Sheet to NNSWF on the first business day following the completion of the Match;
competitions@northernnswfootball.com.au

10.2. RESULTS ENTRY

The Team nominated first on the Official Fixture Draws is required to enter the result of the Match in the nominated Competition Management System (SportsTG) no later than 30 minutes following the completion of the Match. The result of the Match must also be sent via SMS to the nominated NNSWF Media Correspondent within the aforementioned timeframe; NNSWF shall supply these details to Clubs.

11. CLUB OFFICIALS AT MATCHES

At all Tournament Matches, the Home Team must have a minimum of 2 identifiable Duty Officers present at all times and the Away Team must have a minimum of 1 identifiable Duty Officers present at all times.

Duty Officers are required to:

- Actively patrol the playing arena;
- Escort Match Officials on and off the playing arena and
- Be the point of contact with spectators of the Ground Officials own Club.

12. DISCIPLINARY MATTERS

All disciplinary matters shall be dealt with by NNSWF with provision for the following:

12.1. YELLOW CARDS

A Player or Team Official who accumulates 3 Yellow Cards during the Tournament must serve an automatic 1 Match Suspension in the next Match.

Should a Player or Team Official's Club not progress to the next round of the Tournament they are not required to serve a Suspension for Accumulation.

12.2. RED CARDS

A Player or Team Official who receives a Red Card in a Match will be required to serve a Suspension in accordance with Appendix 1.

Should a Player / Team Official's Club not progress to the next round of the Tournament; the following will apply for Red Card infringements:

12.2.1. DIRECT RED CARD

NNSWF will review infringement and determine any further action deemed necessary.

12.2.2. INDIRECT RED CARD

Infringement will be expunged.



12.3. SUSPENSIONS OUTSIDE OF TOURNAMENT

Players or Team Officials who have received Match Suspensions outside of the Tournament are permitted to participate. Any Matches in which they do not participate in will not count towards serving their suspension.

For the avoidance of doubt, any participant serving a timed suspension will not be considered eligible to participate in the tournament.

13. WEATHER PROCEDURES

In the event of any weather which results in fixture(s) not being able to be completed, the result of the Match shall be recorded as a 0 – 0 draw. Where multiple Matches are not completed, NNSWF reserves the right to alter the format of the Tournament as deemed necessary.

Should the number of Matches which are affected by weather result in an inability to clearly and fairly identify winners in each pool, NNSWF reserves the right to postpone the remainder of the tournament.

[NNSWF Hot Weather Policy](#) will apply to all Matches. For the avoidance of doubt the Tournament shall be consider a 1st Grade Premier Competition.

14. MATCH OFFICIALS

Match Officials shall be appointed to all Matches by NNSWF. Match Official Fees for all fixtures are the responsibility of NNSWF.

15. TOURNAMENT AWARDS

The club crowned the 2020 Heritage Cup winner will be presented with the Heritage Cup at the conclusion of the Tournament Final.

The Cup will be presented to the winning team but will remain the property of NNSWF. NNSWF may ask for the Cup to be returned during this time for reasons such as photo shoots and award ceremonies. The Cup will need to be returned in the same condition as it was given.

The winner of the 2020 Heritage Plate will be presented with a commemorative plate at the conclusion of the Plate Final.

The NNSWF will appoint a panel or individual to judge the best performing player of the Heritage Cup Final. The individual will be presented with a commemorative medallion at the conclusion of the Tournament Final.

16. DISPUTE PROCEDURES

All queries relating to the interpretation of these Regulations, or any dispute / protest, shall be referred to NNSWF in writing by a Club Executive. NNSWF's decision shall be final and binding on parties concerned.



17. DEFINITIONS

The following definitions shall apply across these Regulations unless stated otherwise.

1. **Automatic/Auto** means with respect to disciplinary sanctions the automatic 1 match mandatory suspension applied as a minimum;
2. **Away Team** means the second listed Team on the Official Fixture Draw;
3. **Club** has the same meaning as in the NNSWF Constitution;
4. **Competition Management System** means the online system for all fixture and results currently contained within the SportsTG network;
5. **Doctors Medical Certificate** means a written statement from a physician which attests to the result of a medical examination of a patient;
6. **Duty Officer(s)** means the persons engaged by a Club to fulfil the role as outlined in Regulation 11;
7. **Field of Play** means:
 - a. At an enclosed pitch the entire area within the temporary or permanent perimeter fencing; or
 - b. At an open pitch the entire area within 3 meters of the boundary line of the football pitch/
8. **Final Series** means the series of Competition Fixtures contested with qualifying Teams as stipulated in the Competition rules;
9. **Goalkeeper** means the player designated by a Club as that Club's goalkeeper in a match;
10. **Home Team** means the Team whose name appears first in the Official Fixtures Draw;
11. **Host Club** means a club which hosts one or more Competition Fixtures or Finals at their nominated Venue, whether or not that Club participates in one of those Competition Fixtures or Finals or not
12. **Match(es)** means a match between two Clubs within the tournament;
13. **NNSWF** means the Member Federation governing body, Northern New South Wales Football;
14. **Official Fixtures Draw** means the competition draw for Northern NSW Football's premier competitions published on the Competition Management System;
15. **Official Points Table** means the recording of data including points, goal differences and matches played for each Competition where points are recorded housed within the Competition Management System;
16. **Player** means any person who is registered with a Club to participate in the Heritage Cup;
17. **Red Card** means a Player Red Card or Team Official Red Card, as the case be;
18. **Roster** means players listed who are eligible to participate for a specific team;
19. **Team means** Players and/or Team Officials representative a Club in a specific competition age group and/or grade;
20. **Team Official** mean any person employed or volunteering their services, including but not limited to, a Coach, team manager or physio/sports trainer;
21. **Official Team Sheet** means the official Match record with details pertaining to Players and/or Team Officials who participated in the Match as well as the result, goal scorers and any disciplinary actions;
22. **Technical Area** means the area marked and designated in accordance with the FIFA Laws of the Game within which the coach, the substitute Players and the Team Officials must remain during a Match;
23. **Venue** means the venue at which Competition Fixtures are staged;
24. **Yellow Card** means a Player Yellow Card or a Team Official Yellow Card as the case may be.



APPENDIX 1

Table 37.4 Minimum Mandatory Suspensions			
CODE	OFFENCE	GRADING GUIDELINES	PENALTY
R4	Denying goal scoring opportunity – Handling the ball		Auto
R5	Denying goal scoring opportunity – Foul		Auto
R1	Serious Foul Play (typically, but not limited to, serious foul play when the ball is in play)	1. Careless or reckless tackle	Auto
		2. Attempting to gain possession of the ball using excessive force	Auto
		3. Conduct that endangers the safety of an opponent in a contest for the ball or has the potential to cause serious injury	Auto +1
		4. Conduct causing serious injury	Auto +2
R3	Spitting	1. Spitting at an opponent or another Club Associate	Auto +4
		2. Spitting on an opponent or another Club Associate	Auto +8
R2	Violent Conduct (typically, but not limited to, serious foul play when the ball is not in play, and/or playing distance)	1. Minimal contact with an opponent or Club Associate	Auto +1
		2. Violent conduct and/or attempted violent conduct towards an opponent or Club Associate	Auto +1
		3. Serious and/or premeditated violent conduct towards an opponent or Club Associate	Auto +2
		4. Serious violent conduct that has caused bodily harm	Auto +3
		5. Violent conduct causing, or with the potential to cause, serious injury	Auto +4
R6	Offensive, insulting, abusive or intimidating language and/or gestures	1. Using language and/or gestures in frustration	Auto
		2. Using language and/or gestures directed at another player or Club Associate	Auto +1
		3. Incitement to violence, or repeated use of offensive language and/or gestures, to another Player or Club Associate	Auto +2
		4. Use of discriminatory, homophobic, racist, religious ethnic or sexist language and/or gestures	Auto +4



R7	Second caution (Yellow Card)	Auto
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R8	Offences against Match Officials	1. Unsporting conduct	Auto +1
		2. Using offensive language and/or gestures	Auto +1
		3. Repeated use of offensive language and/or gestures	Auto +2
		4. Unwarranted contact with and/or conduct with a Match Official	Auto + Code of Conduct
		5. Threatening or intimidating language and/or conduct towards a Match Official or conduct reasonably perceived as a threat of physical violence towards a Match Official or their family or property	Auto + Code of Conduct
		6. Spitting at or on a Match Official	Auto + Code of Conduct
		7. Violence towards a Match Official and/or their family or property	Auto + Code of Conduct
		8. Violence towards Junior Match Official and/or their family or property	Auto + Code of Conduct
R9	Team Official Specific Offences (not covered in R1-R8)	1. Delaying the restart of play for the opposition	Auto
		2. Deliberately throwing / kick an object onto the field of play	Auto
		3. Physical aggressive behaviour towards any person other than a Match Official	Auto +1
		4. Entering the field to confront a Match Official at half time or full time	Auto + 1
		5. Entering the opposing technical area in an aggressive or confrontational manner	Auto + 1
		6. Entering the field to interfere with play or an opposing player	Auto + 2
		7. Entering the field to confront a Match Official during a Match	Auto + Code of Conduct