



**NORTHERN NSW**  
**FOOTBALL**



**2021**  
**Premier Youth Cup**  
**Official Regulations**



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## 1. **Tournament Management**

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

Participating Clubs shall be bound by the Official Regulations. NNSWF reserves the right to make determinations on any matter which is not specifically detailed.

## 2. **Definitions**

All definitions are to be read in conjunction with the 2021 NNSWF Premier Competition Regulations.

## 3. **Dates**

Matches are to be completed from Wednesday 23<sup>rd</sup> June through to Wednesday 18<sup>th</sup> August.

NNSWF reserves the right to determine dates and adjust as required.

## 4. **Venue**

All matches will be conducted at Lake Macquarie Regional Football Facility, Speers Point.

## 5. **Participating Teams**

NNSWF reserves the right to determine participating teams in each age group.

Clubs participating in National Premier Leagues Youth and Northern League One (14 Years and 15 Years) are eligible to participate.

Due to travel constraints, Mid Coast FC, North Coast Football and Northern Inland Academy of Sport will not participate.

## 6. **Participant Eligibility**

Participants will be considered eligible to participate as either a Player or Team Official in accordance with the following.

### 6.1. **Player Eligibility**

All participating Players must be registered and active in PlayFootball to be considered eligible to participate. Age restrictions shall apply to each age group. Player's age is determined by their age at December 31<sup>st</sup>. Overage Players will not be permitted to play into a lower age group unless exemption is granted in accordance with 6.1.1.

#### 6.1.1. **Player Eligibility Exemption**

Clubs are permitted to apply to NNSWF in writing for exemption relating to Player participation.

All requests will be considered on an individual basis with the decision of NNSWF final and not subject to appeal.

### 6.2. **Team Official Eligibility**

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

### 6.3. **Ineligible Participants**

A Team found guilty of playing an Ineligible Player(s) in any match shall be ineligible for any points associated with that match. The points associated with the Match shall be awarded to their opponents.



and the score recorded shall be 3 goals to 0 in the opponent's favour or the actual goal difference of the Match whichever is greater.

## 7. Format

NNSWF reserves the right to determine the format of the Tournament.

All teams from will be split into 3 competitions based on their league position<sup>1 2</sup> at the halfway point of the season – The Premier Youth Cup, the Premier Youth Trophy and the Premier Youth Plate.

*The Premier Youth Cup* will comprise the top 6 teams in NPL, split evenly into two groups of 3. Each team will play the other teams in the group once, then a semi-final series will see the winner of Group A take on the runner up in Group B, and vice versa for a spot in the Cup final.

*The Premier Youth Trophy* will comprise the bottom 4 teams in NPL and the top 4 teams in Northern League One, split evenly into two groups of 4. Each team will play the other teams in the group once, then a semi-final series will see the winner of Group A take on the runner up in Group B, and vice versa for a spot in the Trophy Final.

*The Premier Youth Plate* will comprise the bottom 6 teams in Northern League One, split evenly into two groups of 3. Each team will play the other teams in the group once, then a semi-final series will see the winner of Group A take on the runner up in Group B, and vice versa for a spot in the Plate Final.

*<sup>1</sup>The league positions for the above will be decided on Monday 31<sup>st</sup> May. In the incident that not all teams have played an equal number of games by this date, positions will be ranked on a points per game basis, then on a goal difference per game, then goals scored per game if required.*

*<sup>2</sup>Final positions will take into account the removal of regionally based teams from the standings.*

## 8. Point Score Method

### 8.1. Match Points

Match points shall be awarded on the following basis:

	Result in Normal Time	Result in Penalties
<b>Win</b>	3 Points	2 Points
<b>Loss</b>	0 Points	1 Point

### 8.2. Penalty Shoot Outs

If a match is drawn at the conclusion of normal time no extra time shall apply. The result of the match shall be decided by 1-on-1 Style Penalty Kicks. For each penalty, the kicker will start at halfway, upon signal of the referee's whistle and have 10 seconds to attempt to beat the goalkeeper.

- The penalty kick is completed when either:
  - A goal is scored.
  - The ball goes out of play.
  - The Goalkeeper gains full possession of the ball.
  - The referee blows their whistle after 10 seconds.



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- Each team will have three 1-on-1 penalties taken in alternating order, in line with a traditional penalty shootout.
- Should the scored be level after 3 penalties each, sudden death will continue until a winner is determined.

### 8.3. Forfeits

In the event a Team forfeits a Match:

- Prior to kick off, the opposing Team will be deemed to have won the Match by a score of 3 goals to 0; or
- After the Match has commenced, the opposing Team 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 the forfeit, whichever is greater.

### 8.4. Rankings

At the completion of the Phase 1 Matches, rankings in each age group will be determined by the following criteria:

- Greatest number of match points obtained in all Phase 1 Matches

If 2 or more teams are equal on the basis of the above criteria, their ranking shall be determined as follows:

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



## 8.5. Phase 2 Matches (Finals Series)

### 8.5.1. Premier Youth Cup

Following the completion of Phase 1 the following finals series will take place.

	Home	v	Away
<b>Semi Final 1</b>	Group A 1 <sup>st</sup> Place	v	Group B 2 <sup>nd</sup> Place
<b>Semi Final 2</b>	Group B 1 <sup>st</sup> Place	v	Group A 2 <sup>nd</sup> Place
<b>Final*</b>	Semi Final 1 Winner	v	Semi Final 2 Winner

\*The highest ranked team progressing to the final will be allocated as the home team.

### 8.5.2. Premier Youth Trophy

Following the completion of Phase 1 the following finals series will take place.

	Home	v	Away
<b>Semi Final 1</b>	Group A 1 <sup>st</sup> Place	v	Group B 2 <sup>nd</sup> Place
<b>Semi Final 2</b>	Group B 1 <sup>st</sup> Place	v	Group A 2 <sup>nd</sup> Place
<b>Final*</b>	Semi Final 1 Winner	v	Semi Final 2 Winner

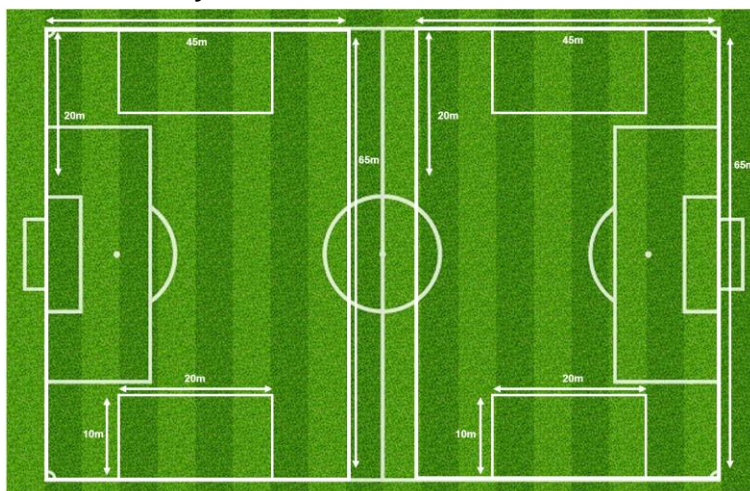
\*The highest ranked team progressing to the final will be allocated as the home team.

### 8.5.3. Premier Youth Plate (14 Years Only)

Following the completion of Phase 1 the following finals series will take place.

	Home	v	Away
<b>Semi Final</b>	2 <sup>nd</sup> Place	v	3 <sup>rd</sup> Place
<b>Final</b>	1 <sup>st</sup> Place	v	Semi Final Winner

## 9. Field of Play





## 9.1. Goal Size

5m x 2m

## 9.2. Penalty Area

20m x 10m

## 9.3. Penalty Mark

7.5m for each goal line.

## 10. Match Rules

The following Match Rules shall apply to all Matches in conjunction with FIFA Laws of the Game.

### 10.1. Match Duration

All age groups shall play 2 equal periods of 25 minutes with a maximum 5-minute half-time interval. No stoppage time shall apply.

### 10.2. Interchange Method

Each Team will be permitted to make unlimited interchanges during a match. Injured Players may be interchanged where applicable. Unlimited interchange is permitted during the half-time interval. All interchanges are subject to Match Official notification.

### 10.3. Participant Numbers

Teams are permitted to select a maximum of 16 Players (inclusive of a minimum 1 goalkeeper) for each Match.

A Match shall be played between 2 Teams consisting of no more than 9 Players, 1 of whom is the goalkeeper. A maximum of 7 interchange players are permitted to be selected for each team. Each Team must field a minimum of 7 Players.

A maximum of 6 Team Officials are permitted within the Technical Area for each team.

### 10.4. Match Balls

NNSWF shall supply official match balls to be used in all Matches. Size 5 match balls are to be used in both age groups.

### 10.5. Playing Strips

All Teams must always have 2 playing strips (main / alternate outfield Player and Goalkeeper) available at the venue. Both playing strips must have differing colours.

NNSWF shall provide all participating Teams with Kit Allocations for each Match which detail the strip is to be worn for both sides outfield Players and Goal Keepers. NNSWF shall consider the best contrast of colours (light and dark) in the first instance.

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. The Referee shall be the arbitrator for each Match should they consider a clash of colours.

### 10.6. Direct & Indirect Free Kicks

Direct and Indirect free kicks will be awarded and taken in accordance with the FIFA Laws of the Game.



## **10.7. Drop Kicks**

Goalkeepers are not permitted to drop kick the ball.

## **10.8. Offside**

Offside will not apply.

## **11. Match Records**

NNSWF Tournament Management shall be responsible for all records pertaining to each match in accordance with details provided by the appointed Referee.

### **11.1. Team Sheets**

A Team Sheet must be completed by each Team for each Match they participate. Players must be recorded as either a member of the starting team, an interchange player or ineligible, if suspended or injured, and therefore unable to take the field.

Team Sheets must be completed no later than 15 minutes prior to the scheduled kick off. Changes will be permitted up until kick subject to Match Official notification.





## Disciplinary Matters

### 11.2. Yellow Cards

A Player or Team Official who accumulates 3 yellow cards during Phase 1 Matches must serve a 1 Match suspension.

Suspensions incurred due to the accumulation of yellow cards during the Phase 1 will apply to the next Premier Youth Cup Match in which the suspended Player or Team Official's Club competes in.

Suspensions incurred due to the accumulation of yellow cards in a Player's Local Competition will apply to the next Local Competition match in which the suspended Player's Club competes in and the suspension cannot be served in the Premier Cup.

In the event a participant is registered as both a Player and a Team Official and they accumulate 3 yellow cards during the course of Phase 1, they must serve a 1 Match suspension.

### 11.3. Red Cards

For Phase 1, the minimum sanctions set out in the Table of Offences (as outlined in Schedule 1) must be applied by NNSWF to red card offences and to expulsion offences for Players and Team Officials.

Red card suspensions incurred in a Premier Youth Cup Match will apply to the next Match in which the suspended Player or Team Official's Club competes in.

Red card suspensions incurred in a Local Competition Match will apply to the next Match in which the suspended Player's Club competes in, which may include a Premier Youth Cup Match.

## 12. Match Officials

The appointment of Match Officials shall be the responsibility of NNSWF.

All Match Officials must have current season registration lodged in PlayFootball to be considered eligible to officiate Matches.

## 13. Players Equipment

A player must not use any equipment or wear anything that is dangerous to themselves or another player (including any kind of jewellery).

Shin guards must be worn at all times during any fixture and must provide maximum protection to the player.

As per the FIFA Laws of the Game, if undergarments (skins) are worn, they must be the same colour as the predominant colour of the leg of the shorts or sleeve of the shirt.

The match referee has the right to determine whether a player's equipment is considered satisfactory and compliant with the regulations. The match referee's decision is final.



**14. Non-Completion of a Match**

Should a match fail to be completed, for whatever reason, NNSWF in its sole discretion shall determine the outcome of the fixture in accordance with the following guidelines:

The result at the time of the abandonment will be recorded as the final score.



## Schedule 1

CODE	OFFENCE	GRADING GUIDELINES	PENALTY
R4	<b>Denying goal scoring opportunity – Handling the ball</b>		Auto
R5	<b>Denying goal scoring opportunity – Foul</b>		Auto
R1	<b>Serious Foul Play</b>  (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	<b>Spitting</b>	1. Spitting at an opponent or another Club Associate	Auto +4
		2. Spitting on an opponent or another Club Associate	Auto +8
R2	<b>Violent Conduct</b>  (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 or responsibility for a Melee (violent)	Auto +3
		5. Violent conduct causing serious injury	Auto +4
R6	<b>Offensive, insulting, abusive or intimidating language and/or gestures</b>	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	<b>Second caution (Yellow Card)</b>		Auto
R8	<b>Offences against match Officials</b>	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. Inappropriate contact with and/or conduct with a Match Official	Auto + Code of Conduct