



CENTRAL COAST FOOTBALL

2017 FINALS SERIES SUPPORT DOCUMENT FOR PARTICIPATING TEAMS



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1. PRE-MATCH PROCEDURES

i. iMatchsheets:

- iMatchsheets are to be completed by the coach or manager at least thirty (30) minutes prior to the scheduled kick off time.
- No Players are to be added to the Team Sheet after the match has commenced.
- A maximum of 5 players from eligible grades are permitted to be listed on the Team Sheet and participate in the match , with the exception of BPL, SWL, DIV1 & WDIV1, who may use unlimited players from the grades below.
- When signing on, Managers or team representatives must ensure all those playing in the match are selected on the iMatchsheet under the "playing" column, with the correct shirt number assigned to them, including goalkeepers. All those not playing must be deselected.
- A Team Official must be listed on the iMatchsheet in the space provided. More information on Team Officials is provided below.
- For BPL, DIV1 and SWL, all substitutes must be ticked in the 'Sub' column.
- The maximum numbers of players who may be listed on a team sheet for each division is as follows:

<i>DIVISION</i>	<i>MAXIMUM ON TEAM SHEET</i>
Juniors	Sixteen (16)
Seniors & Overage	Sixteen (16)

- After the match, the referee must return and complete the iMatchsheet, entering the score and all yellow/red cards correctly.
- All Managers must become familiar with the iMatchsheet system in iCompMan, and understand the process of signing teams on.
- Please be aware that due to the Finals Series being a different tournament in iCompMan, all shirt numbers previously assigned to a team will be wiped, and must be re - entered in the first week of finals.

ii. Player Photos:

- All players' photos must be checked on the iMatchsheet upon sign-on. At that time, all players must assemble at the official table in surname alphabetical order, with their appropriate playing strip on, to enable the checking of photos and shirt numbers by the Ground Official. Please ensure all teams have their playing strip only on to ensure an efficient process.
- The ground official will enlarge the photo to properly identify the player.
- Any player who does not have a photo in the iCompMan system will be unable to partake in that match that they are being identified for. **NO PHOTO NO PLAY.**
- Should (in unforeseen circumstances), the internet be unavailable, there will be laminated card sheets available to check whether or not the player has a photo registered on the system. This will be used as an emergency measure only.

iii. Playing Strips:

- As per rule 2.4.22 (g), in the event of a clash of colours, in a Final Series match, the **HOME** team shall change to their alternate strips. The referee shall be the judge as to whether a clash of colours occurs.

iv. Kick Off Times:

- To allow time to be caught up, the referee has the right to start any fixture as much as ten (10) minutes prior to its scheduled kick off time. Thus both teams must be ready to kick off at this earlier time.

- v. Match Balls:
 - As per rule, 2.4.22 (f), at least two (2) match balls are to be provided by each team.
- vi. General:
 - Where Finals matches are being played a Plum Park, ALL warm-ups are to be completed on the training field ONLY, adjacent to Field 1.

2. PLAYER ELIGIBILITY:

- i. General:
 - Players who have played the majority of their competition games in a lower grade will automatically be eligible to play in a higher division or grade in the Final Series.

3. YELLOW CARD COUNTS AND SUSPENSIONS:

- i. Yellow Card Count:
 - Every player's current yellow card count at the conclusion of the league matches will reset to ZERO.
 - Player's that obtain their 5th or 8th Yellow card in the last league match will still be required to stand down from the Final Series until they have served the term of their suspension.
 - During the Final Series, after an individual player has received two (2) official cautions, the player shall serve a one (1) match suspension. The suspension shall be served in the next competition round or final series match, whichever occurs first, following notification from CCF. The Player cannot play in any match, in any league, until their suspension is served. There shall be no appeal against a one (1) match suspension after receiving two (2) official cautions in the final series.
 - Players will be notified by CCF through their club should they be suspended for accumulating too many yellow cards as per the 2017 Disciplinary Policy and Process Manual. Players are not to sit out a match until their club has been notified by CCF.
- ii. Suspensions:
 - All suspensions continue to apply during the Final Series matches, unless specified differently in the suspension itself.
 - All suspensions received during the Final Series, if not fully served during that time, will carry over to the next season.
 - Should players receive a red card in the match, the player is to be removed from the field entirely and is not permitted to remain in the technical area.

4. FINAL SERIES MATCH FORMAT:

- i. General:
 - In Junior and Senior Finals Series matches, Normal Time shall be played as per a league match.
 - If the scores are level at the conclusion of Normal Time, then ten (10) minutes each way of Extra Time shall be played. There shall be a straight turn around between the two halves of Extra Time.
 - Extra Time will follow a maximum five (5) minute break after Normal Time. During such break, teams must remain in a group on the field and only the coach and/or manager may go to them.
 - For all Junior and Senior Leagues except for BPL, DIV1 and SWL the match will be determined by the Golden Goal rule. The first team who scores a goal during the period of extra time is determined the winner. The game finishes when a goal is scored.
 - BPL, SWL, DIV1 and WDIV1 will play Fifteen (15) minutes each way of extra time. No Golden Goal, There shall be a straight turn around between the two halves of Extra Time.
 - If the match is still drawn at the end of Extra Time the match shall be determined by a Penalty Shootout, as per FIFA's laws of the game. During the Penalty Shootout, only the players are allowed on the field of play. The Coach, Manager and Trainer must remain in the Technical Area.
 - For BPL, DIV1 and SWL the golden goal rule does not apply; instead, the full duration of extra time will be played, the match will be determined by a Penalty Shootout should the result still be drawn at the end of extra time, as per FIFA's laws of the game.

5. TECHNICAL AREAS:

i. General:

- Only the team Coach, Manager and Substitute players (on the iMatchSheet) are permitted in their team's Technical Area. All other persons are to be in the designated spectator area.
- Approved persons in the Technical Area are to remain in that area at all times during their match, unless directed otherwise by officials.
- Coaches and Managers must display their identification cards at all times.
- All teams are to leave the Technical Areas clean and tidy (including the removal of all rubbish and tape) for the next team.
- All Clubs hosting finals without field fencing need to line-mark a line for both sides of the field. This line must be at least one (1) metre back from the field of play. All spectators must remain behind this line at all times. Where two fields lay adjacent, Clubs should consider only allowing Officials in that area in the interest of safety.

6. TEAM OFFICIALS:

i. General:

- Each team is to provide two people, 18 years or older to be their Team Officials. Clubs must ensure they have an adequate number of vests available for Team Officials to use.
- Team Officials must wear an official vest for the duration of the match. One of these designated officials must have their name typed on the iMatchsheet in the space provided.
- Each Team Official needs to be clearly identifiable by the referees prior to kick off.
- Each Team Official is to realise their responsibility and understand the importance of their role. They are responsible to control the behaviour of their own team supporters, and to assist the Match Officials in any capacity requested. There may be times when they are required to escort personnel from the field of play and spectator area. The Ground Officials will be available to assist the Team Officials if so required. Each Team Official is expected to set the standard of behaviour during the match. Emotions are all part of a Finals Series match, but outbursts and abuse from any person is not to be tolerated.

7. GROUND OFFICIALS:

i. General:

- For Final Series matches being held at a club venue, the hosting club will be responsible to supply all necessary Ground and Table Officials for the day.
- These Ground Officials will be in addition to the team officials as per point 6.
- No alcohol is to be consumed while junior matches are taking place.

8. VACATING CHANGE ROOMS AND FIELD OF PLAY:

i. General:

- Please ensure you vacate the technical areas, field of play and change rooms in a timely manner.
- No teams are to leave any gear in the change rooms.
- All Change rooms are to be left in a clean and tidy state for the next team including swept out with the brooms provided.

9. POST-MATCH PRESENTATIONS:

i. General:

- For Grand Final matches, both teams are to assemble in the Presentation Area fifteen (15) minutes after the conclusion of their match to be presented with their awards.
- Both Premiers and Runners up will receive awards at the presentation – please check with the ground official on the day.

10. Under 11 Tournament

i. General:

- Teams have been split into pools of FOUR (4) as per the below (also available on the CCF Website)
- Each team will play a round robin against the other teams within their Pool over three weekends (Saturday the 5th, 12th and 19th August).
- Following the completion of the Three (3) rounds, the top Two (2) teams from each pool will play off in a Grand Final match at Plum Park on Saturday 26th August.
- All Results and Tables will be published on the CCF website.
- In the event of any washouts, there will be no results recorded and eligibility for the finals will be based upon the amount of points gained, divided by the amount of games played. Following this, the processes in the CCF rules and regulations '2.4.22 Finals Series (Premiers)' will be followed to decide the top 2 teams.

ii. Round Robin Matches (RD1, 2 & 3):

- Round Matches will be played at Local grounds, as per the CCF Online draw
- Extra time is not required in these matches; results will be recorded as:
WIN (3pts) / LOSS (0pts) / DRAW (1pt)
- All other normal MiniRoos rules and regulations apply

iii. Grand Final Matches (RD4):

- Round Matches will be played at Plum Park, Lisarow, as per the CCF 2017 Finals series Template, available on the CCF website.
- At the conclusion of Normal Time, if the scores are DRAWN, a one off period of 5 minutes extra time will be played, GOLDEN GOAL rule will apply.
- Following this, penalty shootouts will determine the winner, as per FIFA laws of the game.
- All other normal MiniRoos rules and regulations apply

UNDER 11 TOURNAMENT POOLS

1	East Gosford U11A Berkeley U11A Kincumber U11A Terrigal U11A	2	Ourimbah U11A IFS U11A 1 Woongarah U11A Avoca U11A	3	Kanwal U11A Kariong U11A Wyoming U11A IFS U11A 2
4	Budgewoi U11A The Entrance U11BN Woongarah U11BN-1 Berkeley U11BN 1	5	Killarney U11BN Doyalson U11BN Berkeley U11BN 2 Woongarah U11BN-2	6	Umina U11BS Southern S Avoca U11BS East Gosford U11BS
7	Terrigal U11BS-1 Kariong U11BS Terrigal U11BS-2 Ourimbah U11BS	8	Kanwal U11BN Killarney U11CN Gwandalan U11CN Budgewoi U11CN	9	IFS U11BS Wyoming U11BS Toukley U11CN Kanwal U11CN

10	Avoca U11CS
	Kincumber U11CS
	Terrigal U11CS
	Southern U11CS

11	Doyalson U11CN
	Kanwal U11DN 1
	Woongarra U11DN
	Toukley U11DN

12	The Entrance U11DN
	Terrigal U11DN
	Gosford U11CS
	** BYE **

13	Tuggerah U11DN
	Kanwal U11DN 2
	Berkeley U11DN
	Wyong U11DN

14	East Gosford U11CS
	Umina U11CS-1
	Kariong U11CS
	Mountains U11CS

15	Killarney U11DN
	Umina U11CS-2
	Kariong U11DS
	East Gosford U11DS

16	Woy Woy U11DS
	Terrigal U11DS-1
	Kincumber U11DS
	Terrigal U11DS-2

17	Avoca U11DS
	Umina U11DS
	Wyoming U11DS
	Ourimbah U11DS

GENERAL FAQ's:

Is it Golden Goal?

Yes – for all grades except BPL, DIV1, SWL & WDIV1

Who is allowed in the Technical Area?

Coach, Manager and Players ONLY.

All must be identifiable by wearing their CCF Photo Identification.

How long before the game do I have to sign on?

At LEAST 45 minutes before the game. This allows time for photo checks. The earlier – the better.

When do I line up to have our photos checked?

At least 30 minutes prior to kick off.