

1. TEAM STRUCTURE

1.1 A team consists of up to 12 nominated players. Team nomination fee is \$400.00 which is payable at time of team registration.

1.2 A team must have a minimum of 8 nominated players to start a match, 1 of which must be the goal keeper.

1.3 Teams should arrive at least 10 minutes prior to the scheduled kick off time. A dedicated warm up area is provided for each team on the training pitch.

2. ATTIRE

2.1 All teams must wear matching shirts as a minimum. Shin pads must be worn by all players. Boots with moulded soles/studs or joggers only to be worn on pitches. No screw in studs or blades. Jewellery is not to be worn.

2.2 In the event of a clash of colours the second team listed on the draw will change strips.

2.3 The goal keeper must wear a nominated goal keeper strip.

3. COMPETITION PLAYER ELIGIBILITY

3.1 A player must be a member of a club and a letter sanctioning his/her entry from their home association must be presented or they must pay for separate insurance of \$15.00 prior to taking part in the competition.

3.2 Teams outside the jurisdiction of CCF shall supply CCF with a letter from their home association sanctioning their participation in this competition, for the purpose of insurance coverage, by closing date for team nominations.

3.3 A player may only be entered in one team.

3.4 Players must be 16 years of age to participate in the competition.

3.5 All players who undertakes to participate in the Margin Cup Competition, acknowledges by their entry that they will abide by the Rules & Code of Conduct as set out below.

4. HOST CLUB RESPONSIBILITIES

4.1 Registration – registration of your team is through MyCompApp by the team manager. The team manager must then send CCF the full team list a week prior to the Competition. Please refer to Rule 3.1.

4.2 Fixtures will be made available through MyCompApp.

4.3 Fixtures not played as scheduled due to inclement weather, all teams will be notified by CCF. CCF will follow the FNSW policy in regard to Hot Weather & Lightning.

4.4 CCF will appoint a referee to each match

5. GAME RULES

- 5.1 The games will be played across the field with 2 pitches fitting on 1 full size field.
- 5.2 Matches consist of two 15 minute halves with a change over at half time, no half time break.
- 5.3 Unlimited interchange will be allowed for all matches, this must be done without delay and with the acknowledgement of the referee
- 5.4 Kick offs will be taken from half way
- 5.5 Goal scoring – A goal may be scored from any position on the field
- 5.6 Goal kicks – Corner kicks awarded as per normal FIFA rulings. A goal can be scored directly from a free kick.
- 5.7 Corner Kicks – There will be no corner kicks, in place of this there will be a throw in.
- 5.8 No offside rule applies.
- 5.9 Goalkeepers can pass the ball out with their feet or throw it out with their hands
- 5.10 Goalkeepers can come outside of their goal circle at anytime
- 5.11 Goalkeepers may not pick the ball up if it has been passed to them from a team mate or if they are outside the circle, any breach will result in the awarding of a penalty
- 5.12 Goalkeepers cannot kick or drop kick the ball out of their hands
- 5.13 Goalkeepers must release the ball within 6 seconds
- 5.14 Players can shoot direct from the kick off, without touching another player prior. A goal will be awarded if scored direct from the kickoff.
- 5.15 If a team kicks the ball out of the pitch, the match will be restarted with an opposition player taking a throw in.
- 5.16 All free kicks are indirect
- 5.17 If the last defending player commits a foul the team will be penalised with a penalty and the player who committed the foul will receive a yellow card.
- 5.18 Serious foul play will be punishable by yellow and red cards
- 5.19 If a player from a team is given a red card, the team will play the remainder of the match with 8 players.
- 5.20 Opposition players must be at least two meters from where any freekick is taken. If opposing players do not retreat the required two meters they may receive a yellow card.
- 5.21 Free Kicks less than 2 metres from the goal area of the opposition team will be moved back to the 2 metre mark to allow opposition defenders an opportunity to defend.
- 5.22 Central Coast Football reserves the right to make amendments to the match rules at any time

6. POINTS TABLE

6.1 Points will be awarded as follows:

- (a) Win – three (3) points
- (b) Scored draw – two (2) points
- (c) Scoreless draw – one (1) point
- (d) Bye – nil (0) points
- (e) Loss – nil (0) points
- (f) Forfeit – 3 points and 5 goals (Unless the knock out stage has been reached where the team receiving the forfeit will progress to the next round).

6.2 When all competition fixtures are concluded the above points will be allocated and results shown in MyCompApp. Where teams are equal on points at the conclusion of competition fixtures, their placing is determined by the following in this sequence:

- (a) Highest goal difference
- (b) Highest numbers of goals scored
- (c) If the above are the same, CCF will make a determination

6.3 Finals shall be the top 2 teams from each pool will progress to the final rounds & the finals will be as follows –

- i) Quarter finals – all games must have a result, if the score at the end of the game is a draw then there will be a penalty shoot out. The winner of the game will progress to the semi finals.
- ii) Semi finals – all games must have a result, if the score at the end of the game is a draw then there will be a penalty shoot out. The winner of the game will progress to the Final.
- iii) Final – if the score at the end of the game is a draw then there will be a penalty shoot out to determine the winner of The Margin Cup.

7. DISCIPLINARY PROCEDURES

CCF may –

7.1 Determine & impose mandatory disciplinary sanctions and or impose fines and/or suspensions as per these Competition Rules

7.2 Cite a player, team official to appear before its Disciplinary Committee

7.3 The Disciplinary Committee will consist of members of the Margin Cup organising committee.

Suspensions – any player issued with a red card will receive a minimum of at least a one match ban

7.4 Team Captains are responsible for the conduct of all players in their team.

7.5 Referees are not to be abused at any point.

7.6 Unacceptable Conduct includes the use of foul/abusive/offensive language, fighting, violent conduct, serious foul play, threatening behaviour, playing inebriated, entering the pitch when not involved in the game and being abusive to staff members.

7.7 Spectators must not abuse other players and referees.

7.8 Fighting can result in criminal charges.

7.9 CCF's management reserves the right to suspend any player or spectator from the facility at any time and for any period of time. This is not subject to appeal.

7.10 All players are bound by the CCF Code of Conduct when participating, serious indiscretions could impact upon your eligibility to play winter football.

8. PLUIM PARK RULES

8.1 No alcohol is to be brought into the facility.

8.2 No smoking is permitted anywhere within the facility.

8.3 No dogs or pets are allowed anywhere within the facility.

8.4 Only players and officials are permitted to enter the warm up areas and courts, except for players, no access to any of the playing fields is permitted at any time by any person.

8.5 Only players can use the change facilities, please leave them tidy, do not leave valuables unattended.