



2022 SCHOOLS CUP RULES & REGULATIONS

CURRENT AND CORRECT AS OF MONDAY 16 MAY 2022

1.0 GENERAL INFORMATION

- 1.1 All schools who fall in the Western Sydney Football Associations are eligible to enter a team or teams at any Schools Cup (Tournament) regional competition.
- 1.2 Each school who enters must have a registered or register a school ambassador for their school when entering.
- 1.3 Students must be enrolled in the school and fall inside the year group ranges. Year group divisions are based on the current year of competition:
 - a. Primary teams may enter students below Year 6;
 - b. Primary teams may also enter mixed or single gender teams, mixed teams will play in the boys competition;
 - c. In the circumstances where schools are K-12, students may play in the Year 7/8 competition if they are from the primary arm of the school.
- 1.4 Referees will be appointed by Western Sydney Wanderers FC (WSW), some may be volunteers. Any parents/coaches and officials in breach of respecting officials might be asked to leave the venue. Violence or verbal abuse towards any official will not be tolerated and may result in expulsion of the school in the competition, loss of points and the school's Principal notified of the incident.
- 1.5 Match balls will be supplied by WSW and must be returned to the match official at the conclusion of each fixture.
- 1.6 A completed and signed Team Registration Sheet is required prior to the commencement of the Tournament. It will not be necessary to complete a new team sheet for each

match. Players must retain the same shirt numbers advised on the team sheet, unless the school is unable to supply numbered playing kits.

- 1.7** These rules shall cover the Tournament conducted by WSW and shall be directly overseen by the Tournament Director.
- 1.8** WSW reserves the right to alter the competition Rules & Regulations as required. Such amendments can be made prior to commencement of, or during, the Tournament and can relate to but aren't limited to the duration of the matches, discipline matters, etc.
- 1.9** Matters not included in these Rules & Regulations must be referred to the Tournament Director for his/her sole determination. There is no right of appeal against the determination of the Tournament Director.
- 1.10** An entry fee will apply to this Tournament to cover running costs.

2.0 ELIGIBILITY

- 2.1** Players must be enrolled in the school that is competing in the Tournament and should be enrolled in that year group for the school calendar year.
- 2.2** The Tournament Director will have the final decision regarding a player's eligibility and status in all situations.
- 2.3** Any team that is found guilty of fielding an ineligible player for whatever reason shall forfeit the match. Victory and the resultant three points (or progress to the following round) will be awarded to the opposing team as well as a score of 3-0.
- 2.4** The school's Principal will be notified should there be a breach in the rules and to confirm any disputes with player eligibility.
- 2.5** WSW will hold no responsibility for any inconvenience, loss of revenue or other matters related to teams fielding an ineligible player. This is the school's responsibility to ensure that the competition guidelines are upheld.

3.0 TEAM STRUCTURE/FIELD DIMENSIONS

3.1 HIGH SCHOOL

- a.** A team shall consist of 11 players, one of whom must be the goalkeeper — a minimum of seven players must be on the field, one of whom must be the goalkeeper, at any one time;
- b.** Each team may list a maximum of 16 players on the team sheet, all of whom must be enrolled in the eligible year groups for the school year — years 5/6/7/8;
- c.** 11v11 (1-4-3-3) recommended (to align to the FFA national curriculum — found here).

3.2 PRIMARY

- a.** A team shall consist of nine players, one of whom must be a goalkeeper — a minimum of seven players must be on the field, one of whom must be the goalkeeper, at any one time;

- b. SAP Field Set Up/Match Format/Rules & Regulations – Click here and go to page 8 of the document;
- c. 9v9 (1-3-2-3) recommended.
- d. Primary teams please refer to 1c for clarification on younger students.

3.3 FIELD DIMENSIONS

CATEGORY	PRIMARY	SECONDARY
Field Size	Length 60-70m Width 40-50m	Length 100-110m Width 64-75m
Field Markings	Lines/Cones or combination	Marked Lines/Cones if required
Penalty Area	Depth 5m Width 12m	Depth 16.5m Width 40.32m
Goal Size	Height 2m Width 5m	Height 2.44m Width 7.32m
Goal Type	Portable Goals	Fixed/Full size

4.0 MATCH BALLS

- 4.1 Only Kappa match balls are to be used in this competition.
- 4.2 Size 4 and 5 balls will be supplied by WSW courtesy of Kappa.

5.0 FORMAT

- 5.1 The participating teams will be in a group selected at random and will play a minimum of three games during the day.
- 5.2 All games will be a minimum of eight minutes with a maximum of a 2-minute half-time breaks applied. The advised duration is 12 minutes a half, 25-minute duration, with a straight swap at half-time.
- 5.3 Match time will be at the sole discretion of the referee.
- 5.4 Timings might be changed by the Tournament Director to ensure the event finish time is 3pm at the latest – ensure your team is ready to kick-off by the assigned kick-off time
- 5.5 A grace period of a maximum of 10 minutes will be allowed from the advised kick-off, before a forfeit can be claimed.
- 5.6 The Tournament Director can show leniency if a team is late due to playing in another game, distance to move from one field to the next game or any other factors which may occur at the event causing that team to be delayed at the start time.
- 5.7 Teams should always refer to the draw provided on the day for any last-minute updates or changes to the schedule which may occur. The most recent copy will be provided at check-in at the event. All teams should check-in at the centralised tournament area for updates.

5.8 Competition points will be awarded as follows:

WIN	3 points
DRAW	1 point

LOSS	0 points
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The top team(s) will progress to the Finals. In the event of two or more teams having equal points in the group stage, their respective positions on the points table will be determined as follows:

- a. Goal difference (For/Against);
 - b. The result of the group match between the two teams concerned;
 - c. The number of goals scored (who has highest total goals scored);
 - d. If, after applying the above criteria any two or more teams are still equal, the team to progress will be determined by a coin toss between the two teachers in attendance.
- 5.9** Should the scores be level at the end of normal time in the Final, penalty kicks will be taken. The best of five kicks will apply in the penalty shoot-out, if a winner is still unable to be determined it will be one-for-one sudden death kicks with the remaining players. Should no result be determined, the rotation will continue with the first kicker, and so on, in a sudden death format.

6.0 STRIP/UNIFORM/EQUIPMENT

- 6.1** All teams are encouraged to supply a goalkeeper, home and away playing kit (consisting of a shirt, shorts, and socks in each colour) gloves are optional for a Goalkeeper.
- 6.2** Players will not be permitted to participate unless they are wearing approved shin pads.
- 6.3** All teams can have, if available, an alternate strip, if schools are unable to provide an alternate kit WSW can supply some bibs which are available at the Tournament competition area.
- 6.4** In the event of a colour clash, the away (second named in the draw) team must change strip or wear WSW issued bibs.
- 6.5** Bibs can be collected from the Tournament competition tent and must be returned immediately after the conclusion of the game to the Referee along with the match ball(s).

7.0 TEAM SHEETS

- 7.1** A Tournament team sheet must be completed by all teams and handed to the Tournament Director prior to the commencement of the Tournament. No other team sheet will be required for the duration of the Regional Tournament.
- 7.2** Players names on the team sheet confirm that all players adhere to the Rules & Regulations of the Tournament.
- 7.3** Each player's name will be printed on the team sheet corresponding with the number on their playing strip where applicable. If issued a playing number, all players must retain that number for the duration of the Tournament.

8.0 CODE OF CONDUCT FOR THE BENCH & TECHNICAL AREA

- 8.1** The Team Manager is responsible to ensure proper conduct of all persons occupying the bench and technical area.
- 8.2** The Team manager is also responsible to ensure the grounds are left clean and tidy before the departure of the venue.
- 8.3** Coaching and encouragement in suitable and supportive language is permitted from the team bench and technical area but no comments are to be directed to or about referees, opposing players or officials.
- 8.4** Abusive or derogatory comments will not be tolerated. Offenders may be ordered from the enclosure by the Match Officials or Tournament Director — also refer to Section 1.0 General Information.
- 8.5** With the prior approval of the Tournament Director or Fourth Official on duty, a coach may leave the enclosure during a match, however any coaching comments from outside the enclosure must still comply to clause 8.4 above.
- 8.6** Only the nominated reserves on the team sheet and four team officials shall be permitted within the confines of the bench and technical area. This includes parents and spectators who must keep clear of this area.
- 8.7** Only one team official is permitted to stand within the confines of the bench and technical area. Any other team officials in the confines of the bench and technical area must remain seated and back from the field-of-play.
- 8.8** Only registered team officials will be permitted in the technical area.

9.0 DISCIPLINARY MATTERS

- 9.1** The Tournament Director may convene a Disciplinary Committee, if required, for matters that are not addressed in the Caution and Send Off Codes below and this committee shall be authorised to suspend, fine, reprimand, caution or otherwise penalise any players, officials, or teams, who they consider have breached the rules of the game or the Tournament, or have by their action brought the game into disrepute.
- 9.2** All teams, staff and spectators are responsible for safety of themselves, their teams and also ensure that the venue does not incur any damage due to negligence or anti-social behaviour.
- 9.3** In all cases where the Disciplinary Committee is required to convene it shall consist of no less than three persons.
- 9.4** Where a player has been sent from the field, the said player shall be automatically suspended from that player's next game.
- 9.5** The Tournament Director may, on receipt of the send-off report, request the player to appear before the Disciplinary Committee prior to being able to resume playing.
- 9.6** If a player receives three yellow cards during the Tournament the player shall be suspended from that player's next game.
- 9.7** There is no right of appeal against the determination of the ruling Disciplinary Committee.

9.8 Players will be cautioned for the following offenses as in the Laws of the Game:

CAUTION CODES

Y1 Is guilty of unsporting behaviour.

Y2 Shows dissent by word or mouth.

Y3 Persistently infringes the Laws of the Game.

Y4 Delays the restart of play.

Y5 Fails to respect the required distance when play is restarted with a corner-kick, free-kick or throw-in.

Y6 Enters or re-enters the field of play without the referee's permission.

Y7 Deliberately leaves the field of play without the referee's permission.

SEND OFF CODES

R1 Is guilty of serious foul play — Two game suspension

R2 Is guilty of violent conduct — Three game suspension

R3 Spits at an opponent or any other person — Suspension for the rest of the Tournament

R4 Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her penalty area) — One game suspension

R5 Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick — One game suspension

R6 Uses offensive or insulting language and/or gestures — Two game suspension

R7 Receives a second caution in the same match — One game suspension

A player shall be deemed to be free of any penalty on leaving the Tournament. Any suspensions incurred during the Tournament shall be served in the Tournament.

10.0 PROTESTS

10.1 There is no right to protest against the result of any match. Referee reports and manager signatures will deem the result final. The Tournament Director will make the final call on all disputes.

11.0 RESULTS

11.1 The results of each day's play will be collated and published, both adjacent to the Tournament Office and via WSW social media.

12.0 GROUNDS

- 12.1** Matches will be played at the venue specified on the Competition Forms. Matches may be played on grass or synthetic pitches, which are approved venues for community or representative football.
- 12.2** Grounds will endeavor to have a canteen (local club host canteen) and toilet facilities, should these not be available we will advise teams prior to the event.
- 12.3** Metal studs are not to be worn on the synthetic pitch. Moulded studs and blades are permitted. Indoor boots are not appropriate as they may lead to injuries.
- 12.4** It shall be the responsibility of each School to discipline their own students, players, and spectators, also aligned to their individual school sport policy and behaviour management plans.

13.0 SUBSTITUTION/INTERCHANGE

- 13.1** The Interchange Rule will be used for this Tournament.
- 13.2** Interchange may occur at any stoppage during the game, permission must be sought from the Match Official and politely advise the linesman (where applicable) that you would like to make a substitution. Team Officials are requested to assist the appointed match officials in ensuring a smooth substitution process takes place at the halfway.
- 13.3** All players entering the playing area via Interchanges must take place at the half-way line. If an injured player is being assisted off the field they must be removed by the quickest and safest route possible, the player entering must still enter from the half-way line.

14.0 FORFEITS

- 14.1** If a team is not available to take the field-of-play after the elapsed time, they shall be deemed to have forfeited.