



# Rules of Competition

## **3v3 Griffith Tournament**

**12<sup>th</sup> – 13<sup>th</sup> March 2022**

**Solar Mad Stadium, 2245 Coolah St**

**Griffith 2680**

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# 1. STRUCTURE OF COMPETITION



## 1.1 COMPETITION FORMAT

The tournament will be played as show on table 1

Table 1 - Tournament Structure

	<b>3v3 Tournament</b>	
	<b>U5-U10</b>	<b>U11-U15</b>
<b>Player Numbers</b>	3v3	
<b>Playing Time</b>	1x10min	
<b>Maximum players on the bench</b>	2	
<b>Format</b>	Round robin. No ladders/ playoffs	Group games and play offs

Some important rules to note for all games are:

- Home Team Kicks off
- All fouls will lead to a free kick
- All free kicks are indirect
- Kick ins will be used to restart play whenever the ball leaves the field, players may pass or dribble the ball back into play. Once the ball is dead the referee will issue a 3 second countdown to restart play
- Goals can be scored from anywhere on the field
- Once a goal is scored, play restarts with the team who conceded, with player who retrieves the ball from the goal. Play will restart from the goal line
- Once a goal is scored, the goalscoring team players must touch their own crossbar before being allowed back into play, this is to allow the team that conceded the opportunity to progress the ball up field

Beragoo Sports reserves the right to modify the playing conditions above to facilitate a suitable competition for a particular age group, for example, two age groups can be combined (U10 & U11)



## 1.2 FINAL PLACING

Final placing of teams after pool games is decided by applying the following:

1. Team with the most points
2. Best Goal Difference
3. Most Goals For
4. Least Goals Against
5. Points (Head to Head)

If all of the above is equal, then the following will occur:

1. If the teams still cannot be separated, a penalty shoot-out in accordance with FIFA regulations will be used to decide the placings.

## 1.3 GROUP PLAY-OFFS AND GRAND FINALS

In the event of the Play Offs and/or Grand Final being drawn at full time, golden goal will be used for a period of 5 minutes. If there is no winner after 5 minutes, a penalty shoot out will commence.

## 2 MATCH POINTS

Match Points are awarded as follows:

- Win 3 points
- Draw 1 point
- Loss 0 points
- Forfeit 3 points and 3-0 to Opposing Side

## 3 PLAYER REGISTRATION

### 3.1 TEAM SHEETS

All players need to be registered via the Cup Manager online system which can be accessed under the Team Login menu on the 3v3 Tournament website [3v3griffithtournament.cups.nu](http://3v3griffithtournament.cups.nu)

All team sheets must be completed online before your first game. Please ensure all players have with them proof of identification that includes a photo and date of birth.

Please ensure your team has also completed the consent form section of the team sheet. Hard copy team sheets, can be printed by logging into the website. These need to be presented at the Information Desk upon check in at least 30 mins before your game. If there are changes to the team sheet, they need to be made at least 30 minutes prior to a game.

Each player is required to have a number on their playing shirt that matches up with the team sheet.

If you are asked to provide proof of a players age you must do so with appropriate documentation that can be in the form of FFA ID card, school ID, passport, birth certificate, learners permit or drivers license where applicable.



If the opposing team requests for one of your players to prove their age and you cannot produce reasonable proof, the player in question will not be allowed to participate in that game. The required proof will be at the discretion of Beragoo Sports.

Players who are overage and provide written authorisation to Beragoo Sports can be offered dispensation to play in a younger age group. The player needs to be registered online and completed the overage application for the player flagged as overage. Any documentation required, such as a Football NSW dispensation letter or medical information, are to be emailed to [harry@beragoo.com.au](mailto:harry@beragoo.com.au).

For all the divisions each squad can only have a maximum of 2 players on the bench and only players listed on the team sheet will be allowed to play.

### 3.2 AGE CATEGORIES

The age categories and requirements for the tournament are:

- Under 5 Born in 2017
- Under 6 Born in 2016
- Under 7 Born in 2015
- Under 8 Born in 2014
- Under 9 Born in 2013
- Under 10 Born in 2012
- Under 11 Born in 2011
- Under 12 Born in 2010
- Under 13 Born in 2009
- Under 14 Born in 2008
- Under 15 Born in 2007

Players who provide written authorisation from their local federation can be offered dispensation to play in a younger age group. Should the local federation not be able to provide written confirmation, a letter from the club president can be considered.

Any teams that are found to be providing incorrect documentation or purposely playing older players to gain an unfair advantage will receive a 0-3 loss for any games the older players participated in. The ineligible players will also be disqualified from the tournament

Repeated offending teams will be disqualified and affect the participation of their other club's teams at future events at the discretion of Beragoo Sports

Any age dispensation requests need to be submitted to Beragoo Sports at least 5 days before the tournament. These will all be treated on a case-by-case basis. Beragoo Sports reserves the right to use their discretion to provide dispensation to older players to play in younger age groups and apply any conditions it deems reasonable.

A player can only participate in one team per age group. Players are allowed to participate in more than one team, as long as they are not in the same age group and they meet the necessary age requirements. i.e. a U12 player can play in the U13s comp and the U12 comp.



### 3.3 ELIGIBILITY

To be eligible to participate in the tournament players must:

- Comply with the age eligibility as per section 3.2
- Be registered on an allocated team sheet for a participating team
- Ensure that the team has arranged payment with Beragoo Sports
- Failure to comply with the eligibility criteria may result in the whole team being disqualified and expelled from competition.

### 3.4 INCOMPLETE SQUAD COMPLIMENTS

Squads with incomplete compliments are still required to participate in their scheduled matches. The opposition team does not have to reduce their numbers accordingly however can choose to do so.

Players from younger age groups can play up an age group in order to lessen this problem.

Players from another team that participates in the same age group cannot be used

### 3.5 INSURANCE COVER

#### 3.5.1 PUBLIC LIABILITY

Beragoo Sports has a \$20,000,000 Public Liability Insurance and has ensured the venue that stages match have adequate Public Liability Insurance.

#### 3.5.2 PERSONAL INJURY

Beragoo Sports **does not offer** player accident insurance cover to any participant; players, parents and coaches choose to participate in Beragoo Sports' programs at their own risk and will be liable for the costs that arise from suffering injury whilst participating in an Beragoo Sports event.

## 4 TOURNAMENT RULES

### 4.1 PLAYER UNIFORMS

Each player is required to have a number on their playing shirt that matches up with the team sheet.

Should uniform colours clash, it is the responsibility of the away team to wear an alternate colour

All first named teams in the fixture will be deemed the "Home" team and therefore will play in their colours.

It is the responsibility of the away team to change into their strip, if there is still a clash, bibs will need to be used by the away team. Teams can use their own bibs or see the ground marshal in your area to obtain tournament bibs.

## 4.2 MATCH BALLS

Beragoo Sports will provide one Match Ball to each field to use for the tournament. The ball must be approved by the referee at the commencement of the match.



## 4.3 REFEREES

Referees will be provided and appointed by Beragoo Sports & the host club.

All the decisions of the match referee are final and binding as far as the result of a match is concerned, and no protest can be lodged.

Under no circumstances are supporters allowed to approach, question, or criticise referees during the tournament.

Any misconduct towards referees will not be tolerated and may result in teams losing points or being disqualified from the tournament and may affect future participation of teams from the same club. Any serious incidents will also be reported to FNSW for extra action to be taken.

## 4.4 BERAGOO SPORTS OFFICIALS

There will be Beragoo Sports Officials wearing Beragoo Sports branded apparel located on all fields to enable easy identification in case information needs to be relayed or clarification needs to be provided to coaches, parents or referees.

Any higher-level issues can be directed towards the Tournament Manager – Harry Hall

We ask all players, coaches, supporters and parents to respect and work with Beragoo Sports officials to ensure a better experience for all involved in the tournament. Players, officials and supporters found to be displaying aggressive or abusive behaviour towards Beragoo Sports Officials may be subject to disciplinary action.

## 4.5 MATCH AREAS

All fields will have an area designated for the substitutes and coaches/managers to stand.

Spectators are not permitted to enter playing surface at any time and will have full view of the games from behind the fences.

When permitted players or officials enter the match areas, they may only do so via the clearly designated gates.

These rules are to ensure the game is able to proceed without obstruction and in a safe environment for players, team officials and referee. Please ask your supporters to respect the Match Areas and all officials.

## 4.6 SCORE SIGNOFF

Immediately at the conclusion for each game the Beragoo Sports official will obtain the official score from the referee.

The Beragoo Sports official will require the coach or team manager from each team to sign off the game card before the score of the game is submitted.

Coaches are reminded not to leave the field without signing off the game card to make the score official.

## 5 GAMES FORMAT



### 5.1 FORFEIT

If a team is not on their allocated pitch ready to start, five minutes after their scheduled kick off time, they will forfeit the game, and a 3-0 loss will be listed as the official result for that particular game.

### 5.2 INJURY TIME

Generally, injury time will not apply however the referee and Beragoo Sports reserve sole rights to add on injury stoppage time at their discretion.

### 5.3 INTERCHANGE OF PLAYERS

Interchanges may happen at any time, without the referee approval. The player coming off must have left the field before the new player can enter the field. All substitutions must take place on the half way line.

Each team can make an unlimited amount of interchanges in any given fixture provided they only have a maximum of 2 players on the bench.

### 5.4 ROUND GAMES

Teams will be placed in groups where they will play a round robin format and accumulate points as stated in section 2.

### 5.5 PLAY-OFFS FORMAT

Please refer to the fixtures for further information on the progression from the group phase to the knock-out stages. To be confirmed once all groups are finalized. Play offs are only applicable from u11+ age groups

## 6 EXTREME WEATHER CONDITIONS

In extreme weather conditions, Beragoo Sports or the appointed match official reserves the right to shorten, postpone, delay or abandon any fixture that in his/her opinion compromises player safety.

In extreme heat conditions, the Beragoo or the appointed match official reserves the right to include drink breaks at any time during a fixture. Matches may be, shortened, postponed or cancelled as a last resort.



## 7 OTHER IMPORTANT INFORMATION



### 7.1 RED AND YELLOW CARD OFFENCES

Red and yellow cards can be issued during a match at the discretion of the referee to players and team officials.

Red card serves an automatic 1-match suspension of the subsequent game. If a match official is assaulted or extreme violent or abusive behaviour is demonstrated the player/official or coach may be suspended from the tournament.

If the whole team demonstrates repeated abusive behaviour, they will be expelled from the competition and may be banned from future Beragoo Sports tournaments at the discretion of Beragoo Sports Management.

Yellow cards in different games will not be accumulated for suspension throughout the tournament. However repeat offenders may be suspended at the discretion of Beragoo Sports Management.

### 7.2 CROWD BEHAVIOUR

Beragoo Sports takes crowd behaviour seriously therefore inappropriate behaviour from spectators will not be tolerated.

Teams and Clubs will be held responsible for their supporter's behaviour. Matches may be forfeited at the referee and/or Beragoo Sports officials' discretion. Teams may also be deducted points or disqualified from the tournament. Where multiple teams from a particular club are found to be displaying poor behaviour, Beragoo Sports Management reserves the right to suspend whole clubs from future Beragoo Sports tournaments.

Under **NO** circumstances are supporters allowed to approach, question or criticise referees during the tournament.

### 7.3 BLOOD RULE

In the event a player from either team suffers an injury or wound which results in the loss of blood, the appointed match official will request that the injured player receive attention outside the field of play.

Only when the appointed match official is satisfied that the injury or wound has been safely covered and contained, will the player be permitted to rejoin the game.

In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change their attire before being permitted to rejoin the game.

Should the injured player be required to change their uniform, then the appointed match official will show discretion in allowing the player to wear an alternative numbered shirt if another shirt of the same number is unavailable.

### 7.4 JEWELLERY

In accordance with FIFA 'Laws of the Game', a player is forbidden to wear jewellery of any kind. Players wearing jewellery will be required to leave the pitch until such time as the offending jewellery is removed and the player has gained the Match Official's permission to re enter the playing area.

## 7.5 FIRST AID



First Aid staff will be on hand for the duration of the tournament. Taping and strapping will not be part of the duties of the First Aid Staff. If your team requires assistance from first aid staff please approach the nearest Beragoo Sports Official.

Ambulances may be called by First Aid staff in case of emergency. It is the responsibility of the player or official to ensure they have adequate ambulance cover.

## 7.6 ALCOHOL AND SMOKING

The consumption of ALCOHOL is not permitted in the venue. Anyone found consuming alcohol will be instructed to move from the venue.

Smoking will not permitted around the pitches and should be kept to area designated for this purpose. In the case where there is no designated area; smoking is to be 20 metres away from any pitch when a game is in play and away from other tournament attendees.

## 8 CODES OF CONDUCT



The below Codes of Conduct shall apply to all players, team officials and supporters at the tournament. By entering or attending this tournament, you agree to abide by the relevant Code of Conduct below.

Any breach of the relevant Code of Conduct shall be subject to disciplinary action by Beragoo Sports. This may include the offending individuals, teams and/or clubs being suspended and/or expelled from the premises and not be allowed into future Beragoo Sports events or programs.

### 8.1 PLAYERS' CODE OF CONDUCT

#### **"For the good of the game"**

- Winning at all costs isn't everything; at this age learning is more important than winning.
- I will only listen to my coaches' instructions during training and games. No one else.
- I will not engage in the use of crude, foul or abusive language that may be deemed offensive or engage in any conduct detrimental to the image of the game when on or off the field.
- I will never argue with the referee and/or assistant referees regarding decisions they make.
- I will treat participants, officials and spectators with respect.
- I will play by the laws of the game.
- I will cooperate with my coach, teammates, and referees and officials at all times.
- I will not use any banned substance or drugs of dependence throughout my involvement in the tournament.
- I will display good sportsmanship at all times.
- I will play for the fun of it and not just to please parents and coaches.

### 8.2 PARENT AND SUPPORTERS' CODE OF CONDUCT

#### **"For the good of the game"**

- Do not coach your child during training sessions and games. That's what the coaches are there for; it sends mixed messages to the players creating confusion.
- Do not interfere with training sessions, stay clear of training areas.
- Cheer on and encourage the players at all times, including the opposition. Applaud good football all-round.
- Winning isn't everything. Players need to develop and at this age learning is more important than winning.
- Remember that children play sport for their enjoyment, not yours.
- Encourage children to participate, do not force them.
- Focus on the child's efforts and performance rather than winning or losing.
- Encourage children to always participate according to the rules.
- Never ridicule or yell at a child for making a mistake or losing a game.
- Remember that children learn best by example, applaud good play by all teams.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation of coaches, officials and administrators. Without them, your child could not participate.
- Respect the facilities that are being used.
- Keep clear from technical areas, benches and change rooms during games and tournament. This is the ideal time for coaches to teach players without any interference
- Always follow the instructions of the referee and/or tournament staff

### 8.3 TEAM OFFICIALS' CODE OF CONDUCT



#### "For the good of the game"

- Remember that players participate for fun and winning is only part of the fun
- Never ridicule or yell at players for making mistakes or for not winning games
- Be reasonable in your demands on a player's time, energy and enthusiasm
- Always operate within the rules and spirit of the game and teach your players to do the same
- Ensure that the time players spend with you is a positive experience. All players are deserving of equal attention and opportunities
- Avoid overplaying talented players. Less developed players need and deserve equal playing time
- Ensure that the equipment and facilities meet safety standards and are appropriate to the age and ability of all players
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same
- Show concern and caution towards sick and injured players. Follow the advice of a doctor or tournament first aid staff when determining whether an injured player is ready to recommence training or competition games
- Coaches: Obtain appropriate coaching qualifications and keep up to date with the latest coaching practices and the principles of growth development and conditioning of junior players
- Any physical contact with a player should be appropriate to the situation and necessary for the player's skill development.
- Respect the rights, dignity and worth of every player regardless of their gender, sexual orientation, playing ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes
- Set the example. Players look up to coaches as role models. Display behaviours that you want your players to follow.
- Always follow the instructions of the referee and/or tournament staff