Central Coast International Cup 2026
5th - 9th July 2026

Competition Rules and Regulations

VISION
To create an exciting and competitive traditional Mid Season event that offers teams valuable game time against diverse opponents—helping with team building and bonding towards the final part of the season. This annual event brings together coaches, managers, parents, and officials from across the world, fostering connection, collaboration, and community. It's a celebration of passion, potential, and love for the game, grounded in the values of **Respect, Camaraderie, and Fair Play**. *Let's play!*

PREAMBULE
By participating in the Central Coast International Cup, all the teams undertake to respect the values of the event (Respect - Discipline - Camaraderie and Fair Play), throughout the competition.

TOURNAMENT DETAILS
Date: 5th July 2026: Opening Ceremony at Central Coast Polytec Stadium. Attendance Compulsory.
July 6th-7th: U8 category. All teams will play a total of 6 games
July 6th-7th: U9 category. All teams will play a total of 6 games.
July 6th-8th: U10 category. All teams will play a minimum of 6 and maximum of 7 games
July 6th-8th: U11 category. All teams will play a total of 6 games
July 6th-8th: U12 category. All teams will play a total of 6 games
July 7th-9th: U13 category. All teams will play a total of 6 games
July 7th-9th: U14 category. All teams will play a total of 6 games
July 7th-9th: U16 category. All teams will play a total of 6 games
Location: Central Coast Regional Sports Complex, 20 Lake Rd, Tuggerah, NSW, 2259

1. THE GENERIC LAWS

ARTICLE 1:
The Central Coast International Cup (CCIC) 2026 is organised & managed by Next Generation Football partnership with Central Coast Council.

ARTICLE 2:
Rules and Regulations for the The CCIC 2026 may be updated at any time without notice. The most recent set of rules will be uploaded to the www.centralcoastinternationalcup.com website and competition app, Any previous versions of the Rules and Regulations will be null and void.

ARTICLE 3:
Clubs and academies are eligible to participate in the CCIC 2026.

ARTICLE 4:
All players must be registered to Cupmanager and have their Proof of Age sent to info@centralcoastinternationalcup.com. Team Managers are to provide a team sheet to the CCIC Organisers within the required timelines prior to the tournament.

ARTICLE 5:
Registered players will be given one wristband at the beginning of the tournament. The wristband is to be worn for the duration of the tournament. In case the wristband is lost or broken the Team Manager and Player will need to present themselves to the CCIC Official Desk to be re-registered and purchase a new wristband at least 60 minutes prior to their next game.

ARTICLE 6:
There is no allowance for overage players. Only players with a valid FNSW RAE will be given dispensation.
Players are allowed to play up to 2 years up at the discretion of the team's coach and club in respect to the player's ability and physical development.

ARTICLE 7:
A player is allowed to play in more than 1 team during the tournament. A team is allowed to borrow a player form the same category. Borrowing is limited to a maximum of 3 players within the same category or below. Players cannot play down. The team manager will have to ensure there is no duplicate with the borrowed player’s shirt number.
Teams who field players who are not registered to their team/age category will lose all points for that game.
A unique shirt number will be attributed to each player, who will keep it during the whole competition. The shirt number will be allocated to the player in the registration system by the team manager.

ARTICLE 8:
Games will be officiated by Official Referees.

ARTICLE 9:
Each team will wear its home uniform. In the case of two teams wearing the same colour jersey or colours likely to cause confusion, the team first identified on the sheet retains its colours and the second team wears its second strip (each team should bring a second strip). Player numbers must be visible and the same on both strips. In the case that the away team does not have an alternative strip, bibs may be worn so long as player shirt numbers are visible through the bib.

ARTICLE 10:
The Teams Competition Structure:

Round Robin Phase - Teams will be drawn into appropriate groups. Each team will play in a round robin format, the number of round robin games will depend on the number of teams drawn in the group.

After these matches:

July 6th-7th: U8 category. All teams will play 6 games
2 pool of 4, followed by 1/4 finals, semi & final. The losers will play for ranking
July 6th-7th: U9 category. All teams will play a total of 6 games.
4 pool of 4. 1st & 2nd will progress to the 1/4 final, semi & final. 3rd & 4th will progress to ranking till the 6th game.
July 6th-8th: U10 category. All teams will play a minimum of 6 and maximum of 7 games
2 pool of 7. The first in each pool will meet for the final and 7th game.
July 6th-8th: U11 category. All teams will play a total number of 6 games
4 pool of 4. 1st & 2nd will progress to the 1/4 final, semi & final. 3rd & 4th will progress to ranking till the 6th game.
July 6th-8th: U12 category. All teams will play a total number of 6 games
2 pool of 6. Round Robin, followed by final and ranking (1v1,2v2, 3v3, 4v4, v5, 6v6).
July 7th-9th: U13 category. All teams will play a total of 6 games
1 pool of 6. 5 Round robin games followed by final 1v2, 3v4, 5v6.
July 7th-9th: U14 category. All teams will play a total of 6 games
1 pool of 6. 5 Round robin games followed by final and ranking (1v2, 3v4, 5v6)
July 7th-9th: U16 category. All teams will play a total of 6 games
1 pool of 6. 5 Round robin games followed by final 1v2, 3v4, 5v6.

ARTICLE 11:
A team consists of up to;
- 7-a-side football - 12 players
- 9-a-side football - 14 players
- 11-a-side football - 16 players

Included int the Team Registration Fee, Teams may register additional players to their team at an additional registration fee.

ARTICLE 12:
The game duration is

7-a-side football - 25 minutes
9-a-side football - 25 minutes
11-a-side football - 30 minutes

The game duration has no break and no change of ends.

ARTICLE13:
For matches in the round robin phase, teams are classified by earning points:

Match won: 3 points
Match tied: 1 point
Match lost: 0 point
Match lost by forfeit: 0 points

Rankings and tiebreakers after round robin phase.
Position on the table is determined by the following order:

1. Greatest number of points obtained in all of the group matches
2. Goal difference in all of the group matches
3. Greatest number of goals scored in all group matches

If after the above steps, two or more teams are still tied, the tiebreaker steps below are used. The steps below are considered head to head tiebreakers.

1. Points obtained in the group matches between teams concerned
2. Goal Difference from group matches between teams concerned
3. Greatest number of goals scored in all group matches between teams concerned
4. The total points have deductions based on red cards as follows:

Red Card: -4 points

The knockout format allows winning teams to progress towards the final and losing teams to proceed to ranking games. In the case of a tie during the knockout, the declared winner will be the team that won the penalty shootout session according to its rules.

ARTICLE 14
Before each match and during the warm up, the referee will draw lots, and the winning captain (wearing an armband) will choose either the right to kick off or the side of the pitch on which his team will be located.

ARTICLE 15:
For any red-card violation, the player will automatically be suspended for the following match.
A second yellow card received by the same player during a game will automatically lead to a red card with no automatic suspension for the following game.

ARTICLE 16:
Whatever the situation is, the CCIC Competition Organisation Committee reserves the right to increase the penalty.

ARTICLE 17:
To begin a match, a team must have a minimum of;

5 players for 7-a-side football,
7 players for 9-a-side football
9 players for 11-a-side football

If expulsions occur during a match, the above number of players per team is required to continue the game for the match to continue. If a team does not have enough players to finish the game, it will lose the match by forfeit.

ARTICLE 18:
All disputes will be analysed by a commission designated by the CCIC Competition Organising Committee. The CCIC Competition Organising Committee reserves the right to punish teams during and outside the competition. Any, and all protests must be made in writing by the team manager. Protests must be delivered to the CCIC Official Competition Desk no later than 90 minutes after the match is finished. A protest fee of $100 will be paid at the time. This fee will be returned if the protest is approved. The decisions of the referee regarding facts connected with the play are final. No measures will be taken on protests on decisions made by referees.

ARTICLE 19: IMPORTANT INFORMATION:
Teams are required to be next to the Field Number Flag ten minutes before kick off. The referees will lead the teams onto the field five minutes before kick off.
The games will kick off and end on the sound of a centralised buzzer.

2. THE LAWS OF THE GAME
Please note the following rules with respect to small sided football:
LAW 1 – The Playing Pitch
All Categories:
The dimensions of the pitch will be:

7-a-side football- Length: 40 - Width: 30
Goal dimensions: Width: 3 x 2
Ball Size: 3
Game Duration: 25mins (No halftime break)
No Offside rule applies. Deliberate Offside to be called by referee
Penalty area: 5m deep x 12m wide

9-a-side football- Length: 60 - Width: 40
Goal dimensions: Width: 5 x 2
Ball Size: 4
Game Duration: 25mins (No half time break)
Offside Laws apply as the the FIFA Laws of the game
Penalty area: 10m deep x 20m wide

11-a-side football- As per Fifa Rules & Laws of the game

LAW 2 – The Ball
U8, U9 & U9G,10G Matches will be played with a size 3 ball.
U10, U11, U12 & U11, u12G, u13, u13G Matches will be played with a size 4 ball.
U14-u16, u14G-u16G Matches will be played using a size 5 ball.

LAW 3 – Number of Players
A team will consist of 7, 9 or 11 players on the pitch, including a goalkeeper.
A team can bring an additional up to 6 players as substitutes; during each match, substitutes may enter and leave the game at any time, provided that they wait for the replaced player to come to the bench. These changes are unlimited.

LAW 4 – Kick-Off and Resumption of Play
The players on the opposing team during a kick-off will maintain a 10m distance from the ball until the kick-off has occurred. Players cannot score directly from kick off. The ball has to be played to at least 1 team mate. The ball is live once it is in play.

LAW 5 – Fouls and Misconduct
Identical to those for 11-a-side football, except for the following modifications:
All the faults punishable in the 5m goal box will incur a penalty kick. If the referee considers that the fault occurred outside the penalty box this will be punishable by a direct free kick,
No kicking from the hands by the keeper (including drop-kicks into play or drop-shots on goal) after putting the ball down. If this rule is not respected, it will be punished by a direct free kick outside the penalty area.
If the goalkeeper catches the ball in his hands from a voluntary pass from the foot of one of his team-mates, the fault will be punished by a direct free kick outside the penalty area.
All free kicks are direct and the distance to be maintained by players on the opposing team, when the kick is made, is 6 meters.

LAW 7 – Penalty Kicks
Penalty kicks will be made at a distance of 7 meters.

LAW 8 – Goal Kick
The ball will be placed in front of the goal at a distance of 5 meters from the goal line.

LAW 9 – Corner Kick
Players on the opposing team must maintain a distance of 6 meters when the kick occurs.

LAW 10 - Penalty Kicks
10.1 The session will take place at the specific goal kick area.

10.2 The referee tosses for the team which is designated to execute the first kick.

10.3
10.3.1 Each team will shoot three times, respecting the rules stated in paragraphs 10.3.3 and 10.3.4.
10.3.2 Teams will shoot alternatively.
10.3.3 If a winner can be declared before both teams have taken their 3 shots, the session ends.

10.3.4 If, after both teams have shot 3 times, both have the same number of goals or misses, the session will continue until one team has scored one more goal than the other, with both teams having shot the same number of times (not necessarily three more shots will occur).

10.4

10.4.1 Except as mentioned in paragraph 10.5. hereafter, only the players on the pitch at the end of the match are permitted to participate in the goal shooting session. This also applies to any player who may have left the pitch temporarily, with- out being replaced, and who is not on the pitch at the end of the match.

10.4.2 If a goalkeeper is injured during the goal shooting session and can no longer continue as goalkeeper due to the injury, he can be replaced by a registered replacement.

10.5 Each shot will be taken by a different player, and no player on the same team may shoot a second time until all players on each team who are permitted to shoot, including the goalkeeper—or the registered replacement who has replaced him according to paragraph 10.4—have kicked once at the goal.

Note: If, during a match, a team has had one (or several) player(s) sent off or injured and therefore cannot field 7 players, and if it is necessary to take more shots than the number of players available to the team, the player(s) who will shoot at the goal in place of the absent player(s) will be the one who shot first and any others following in sequence.

10.6 Subject to the provisions of paragraph 10.5, any authorised player can switch with his goalkeeper at any time during the goal shooting session.

10.7

10.7.1 Other than the player kicking from the penalty mark and the 2 goalkeepers, all players must remain outside the kicking area during the goal shooting session under the referee's control.

10.7.2 The goalkeeper who is a team-mate of the kicking player must be on the pitch beyond the point from which the kicks are being made, behind the goal line and at least 9 meters from the penalty mark.

3. TROPHIES and MEDALS

A Championship Trophy and medals will be presented to the champions. Runner's Up will receive a Plate & Medals. (Only Champions & Runner's up will receive medals).

The CCIC Organisers will take no responsibility for awards that teams do not collect during the ceremony. Awards will not be given to participants outside of the scheduled Awards Ceremony run sheet, and will not be posted to teams/participants after the event. Players must be in attendance at the Awards Ceremony to receive their award.

TECHNICAL AREA & WARM UP ZONE

This is the space where:

- the players will warm up - Warm Up Zone
- the interchange players and team officials will sit while their team plays.

On the benches we will have :

- the 3 or more registered substitute players
- the Coach and Manager only - Official Accreditations to be worn

At the Match tables we will have:

- the Match Official

The area separating the pitches is reserved for the exclusive use of the CCIC Competition Organising Committee.

The Coach and Manager commit to have gained knowledge of the CCIC 2026 Competition Rules and commit themselves to respecting and applying them throughout the whole event.