



Rules of Competition

Casey Cup

27th – 29th March 2020

Casey Fields, South East Melbourne



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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

	BOYS				GIRLS				
	U7	U8 & U9	U10-12	U13-U16	U9	U11	U12	U13-U14	U16
Player Numbers	4v4 (No Keeper)	7v7	9v9	11v11	7v7	9v9	9v9	11v11	11v11
Field size	30m x 20m	Quarter Pitch	Half Pitch	Full Pitch	Quarter Pitch	Half Pitch	Half Pitch	Full Pitch	Full Pitch
Goal size	2mX1m	3mX2m	5mX2m	7mX2m	3mX2m	5mX2m	5mX2m	7mX2m	7mX2m
Ball Size	3	3	4	4	3	4	4	4	5
Playing Time	2X 15 min			2X20 min	2X 15 min		2X 20 min		
Maximum players on the bench	5	5	5	5	5	5	5	8	8
Offside	No	No	No: U10-11 Yes: U12	Yes	No	No	Yes	Yes	Yes
Format	Round robin. No ladders/ playoffs	Group games and play-offs			Group games and play-offs				

ALL ABILITIES

Categories	Joeys	Wallabies	Kangaroos
Player Numbers	7v7	7v7	7v7
Field size	60m x 40m		
Goal size	5mX2m		
Ball Size	5		
Playing Time	2X 15 min		
Maximum players on the bench	3		
Offside	No		
Game restart from sidelines	Kick in		
Format	Round robin. No ladders/ playoffs All players get participation medals		



Some important rules to note for all games 7v7 and 9v9 games are:

- All free kicks are indirect, except for penalty kicks
- Throw ins will be used to restart play when the ball goes out on the sidelines
- Goalkeepers are not allowed to kick the ball directly out of their hands after they have gained possession, they must throw it or place it on the ground to kick it. Once the ball is on the ground, it is “live” and GKs can be tackled.

All other rules as noted under the Miniros FFA rules apply for the U7, U8, U9, U10 and U11 age groups. All other rules as noted under the FIFA Laws of the Game for the U12 – U16 age groups. Miniros rules can be found at <https://www.playfootball.com.au/miniros/club-resources> and FIFA Laws of the game at <https://www.ffa.com.au/get-involved/refereeing/resources>.

AFS reserves the right to modify the playing conditions above to facilitate a suitable competition for a particular age group.

1.2 FINAL PLACINGS



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. Team with the most wins

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

1. The result of the game between the two equal teams
2. 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, a penalty shoot out will be conducted in accordance with FIFA regulations.

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 Casey Cup website www.caseycupcom.au

Please ensure your team has also completed the consent form section of the team sheet. If there are changes to the team sheet, they need to be made at least 60 minutes prior to a game.

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.

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 AFS.



Players who are overage and provide written authorisation to AFS can be offered dispensation to play in a younger age group. All dispensation requests are to be emailed to registrations@footballscool.com.au. If dispensation has been provided by the local competition during the winter season please also submit the written authorisation with your application.

For all the divisions that play 11v11, each squad can only have a maximum of 8 players on the bench and only players listed on the team sheet will be allowed to play.

For all the divisions that play 4v4, 7v7 or 9v9, each squad can only have a maximum of 5 players registered 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 7 Born in 2013
- Under 8 Born in 2012
- Under 9 Born in 2011
- Under 10 Born in 2010
- Under 11 Born in 2009
- Under 12 Born in 2008
- Under 13 Born in 2007
- Under 14 Born in 2006
- Under 15 Born in 2005
- Under 16 Born in 2004

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 AFS

Any age dispensation requests need to be submitted to AFS at least 10 days before the tournament. These will all be treated on a case-by-case basis. AFS 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.

Girls are eligible to play in younger boys' age group at the discretion of AFS. For example U14 girls can play in the U13 boys' age groups.



For teams, if the next available age group in the boys' competition is not offered, the girls will be eligible to play in the next available younger age group. For example above if the U13 age group is not offered, girls teams will be eligible to play in the U12 boys' competition. A girl's team can be placed in an age group where the boys will be 2 years younger than the girls; this will be done at the discretion of the AFS in order to provide the most appropriate level of competition to the teams involved.

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 AFS
- 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

AFS 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

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

3.5.3 CONSENT FORMS

Consent forms are required to be signed by each player's parent or guardian. These will be submitted by the team manager via email to registrations@footballscool.com.au prior to the 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.

Goalkeepers shall wear any colour provided it does not clash with either team's outfield players.

4.2 MATCH BALLS

AFS will provide one Deploy Match Ball to each team to use for the tournament and to keep as a souvenir. The ball must be approved by the referee at the commencement of the match or at the re-start of every play if the ball is changed at any time during the game.

- Size 3 balls will be used for U7, U8 and U9s competition
- Size 4 balls will be used for U10, U11s, U12s Boys as well as U13s and U14 Girls competition.
- Size 5 balls will be used for all other age groups

Each team must bring their provided Deploy Match Ball to every game they participate in. Only Deploy Match Balls will be used for official tournament games. Additional match balls can be purchased from the Deploy Marquee.

It is the team's responsibility to ensure the ball is provided to the referee before their matches and collected from the referee at the end of their matches. If a team loses their match ball they will be required to purchase another from the Deploy Football kiosk located at the tournament.

Match balls cannot be changed during that match without the permission of the referee.

4.3 REFEREES

Referees will be provided and appointed by Football Victoria.

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 FFV for extra action to be taken.

4.4 ASSISTANT REFEREES



Each team will need to provide an assistant referee for each of their games to assist the referee with running the line. This applies to 11 v 11 games only.

The referee has the right to approve or decline anyone to carry out these duties at his/her discretion.

Football Victoria referees may be appointed as Assistant Referees in Grand Final matches if available

4.5 AFS OFFICIALS

There will be AFS Officials wearing AFS 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 Information Desk, located in the main pavilion.

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

4.6 TECHNICAL AREAS

All fields will have clearly designated technical areas. These areas will be clearly identifiable by permanent or temporary fencing and/or ropes as well as signs.

Each team will be provided 3 ID lanyards for a coach, assistant coach and team manager to enter the Technical Areas for their respective game. AFS officials will only grant access into the Technical Areas to those who are clearly displaying an official lanyard.

Team Officials (coaches and managers), with official event lanyards, are allowed within the technical areas however cannot enter the field of play unless approval is given by the referee (such as to attend an injured player).

Spectators are not permitted to enter the technical area at any time and will have full view of the games from behind the ropes or fences. Spectators will be required to stand clear of clearly marked out technical areas and must comply with any requests by the referee or AFS staff in regards to this. If unsure of where the technical area is located below approach the closest AFS staff member.

When permitted players or officials enter the technical 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 Technical Areas and all officials.

4.7 SCORE SIGNOFF

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

The AFS 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 AFS reserve sole rights to add on injury stoppage time at their discretion.

5.3 INTERCHANGE OF PLAYERS

Interchanges may only take place during a stoppage in play and with the referee's permission.

Each team can make an unlimited amount of interchanges in any given fixture provided they only have a maximum of 8 players on the bench for the 11v11 games and 5 players on the bench for the 4V4, 7v7 and 9v9 games.

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 2 weeks before the tournament begins. All teams will play at least one match on the Sunday.

5.5.1 COPA AND LIGA

Some of the age groups have been classified into Copa and Liga competitions. These have been set up in order to place teams in their appropriate level and make the games more competitive across the board.

Normally the Copa is for NPL, Kangaroo and A level teams and the Liga is for Wallabies, Joeys and B level teams. We have tried our best to place teams in the correct competitions, but it is not always possible to get this 100% correct due to uneven number of teams in each of the levels.

5.5.2 CUP AND PLATE



After the round robin games, for some of the age groups the teams are split in to the Cup and the Plate, which are 2 different competitions and will enter the knock-out phase of the tournament.

The winning team of the Cup will receive a trophy and the players will receive medals, the runners up will receive medals.

The winning team of the Plate will receive a trophy and the players will receive medals, the runners up will receive medals.

Depending on the number of teams, additional finals divisions may be created.

6 EXTREME WEATHER CONDITIONS

In extreme weather conditions, the AFS 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 AFS 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 AFS tournaments at the discretion of AFS 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 AFS Management.

7.2 CROWD BEHAVIOUR

AFS takes crowd behaviour seriously therefore inappropriate behaviour from spectators will not be tolerated. Each team will be required to supply a Team Marshall who will be responsible to liaise with their respective team supporters in order to ensure the opposition, referees, tournament staff and other spectators are respected. Team Marshalls must stay outside the technical areas and located near their team supporters.

Teams and Clubs will be held responsible for their supporter's behaviour. Matches may be forfeited at the referee and/or AFS 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, AFS Management reserves the right to suspend whole clubs from future AFS 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 AFS 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 Australian Football Skool. This may include the offending individuals, teams and/or clubs being suspended and/or expelled from the premises and not be allowed into future AFS 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