



Rules of Competition

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1. STRUCTURE

1.1 COMPETITION FORMAT

The tournament will be played as shown below:

U12 Boys and U12 Girls	
Player Numbers	9 v 9
Field size	Half Pitch
Goal size	5m x 2m
Ball Size	4
Playing Time	2 x 20 minutes
Maximum players on bench per game	6
Offside	No

All other rules as noted under the 2019 FFV Rules of Competition and Junior Regulations apply.

https://www.footballvictoria.com.au/sites/ffv/files/2019-03/2019%20Rules%20of%20Competition_Final%20Updated%20270319.pdf.

1.2 FINALS PLACING

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

- Team with the most points
- Head to head
- Team with the most wins
- Best goal difference
- Most goals for
- Least goals against

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

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

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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 SHEET AND CONSENT FORM

Team Managers will be required to enter all player details via the online portal, which can be accessed at <https://reg.cupmanager.net/16535118/profile>. This includes entering compulsory player information including Date of Birth, FFA ID Number and parent/guardian contact details. Players without all of the required information entered will not be permitted to play in the tournament. All player information must be entered by **Friday 21st June 2019**.

A consent form must also be signed by the parent/guardian of each player. Team Managers will be required to hand in all completed consent forms at least 60 minutes prior to the teams first game. Players who are not listed on the team sheet **AND** have not returned a signed consent form will not be allowed to play in the tournament.

Consent Forms will only be collected from the Team Manager and must be handed in all together when checking in. A copy of the consent form can be found at <https://static.cupmanager.net/uploads/t/G/nH1/melbourne-city-fc-participation-consent-form.pdf>.

Each squad can only have a maximum of 15 players in the squad and only players listed on the team sheet will be allowed to play. There is no need to hand in a printed copy of the team sheet at the tournament unless there are any last-minute changes. Any changes must be made a minimum of 1 hour before your team's first match.

Any team that is found guilty of fielding an ineligible player for whatever reason shall forfeit the match. The result of the game will be awarded 3-0 in favour of the opposing team along with the resultant three points.

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3.2 AGE CATEGORIES

The age categories and requirements for the tournament are:

- Under 12 - Born in 2007 or younger

Players who are overage and provide written authorisation from FFV can be offered dispensation to play in a younger age group as approved by Melbourne City FC.

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 club teams at future events at the discretion of Melbourne City FC.

If you are asked to provide proof of a player's 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 licence where applicable.

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

A player can only participate in one team during the entire tournament. Only one overage player who has received dispensation can be on the pitch at any given time.

Any age dispensation requested need to be advised to the Melbourne City FC at least 10 days before the tournament. These all be treated on a case-by-case basis. Melbourne City FC reserves the right to use their discretion to provide dispensation to older players to play in the tournament.

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
- Have arranged payment with Melbourne City FC
- Failure to comply with the eligibility criteria may result in the whole team being disqualified and expelled from competition.

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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.

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 QUALIFYING ROUND FINALS

If your team progresses to the Finals (including Grand Final), only the same group of players who participated in the Qualifying tournament are permitted to play in the Finals. In the event a player(s) who participated in the Qualifying round is unable to play in the Finals due to injury, holidays etc, written approval is required from Melbourne City FC to allow a new player to participate in the Finals. This player must meet all other conditions of participation including being registered as a player of that Club.

3.6 INSURANCE COVER

3.6.1 PUBLIC LIABILITY

Melbourne City FC has Public Liability Insurance and has ensured the venue that stages matches have adequate Public Liability Insurance.

3.6.2 PERSONAL INJURY

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

In the event of a player accident, participants are advised to seek the insurance cover provided as per their FFA ID registration insurance terms. Participants should also, at their own expense, seek private cover which is advised to be organised prior to the tournament, shall they feel extra cover is needed.

3.6.3 CONSENT FORMS

Consent forms are required to be signed by each player's parent or guardian before they can participate in the tournament.

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

4.2 MATCH BALLS

Melbourne City FC will provide match balls for every game. 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 4 balls will be used for the competition.

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

4.3 OFFSIDE

There is no offside for any of the games

4.4 START OF PLAY AND RESTART AFTER GOAL

Play is restarted from the middle of the halfway line with all players in their own half of the field of play. Opponents must be at least 5m away from the ball. The ball is in play once it moves.

4.5 CORNER KICKS

Corner kicks will be awarded when the ball crosses the goal line and is last touched by the defending team. Opponents must be at least 5m away from the ball. The ball is in play once it moves.

4.6 THE GOAL KEEPER

The goalkeeper is not allowed to kick or drop kick the ball directly from their hands to restart play after a save or gathering the ball with their hands. The ball must be thrown or rolled from their hands or played from the ground with their feet. If the ball crosses the goal line without entering the goals and is last touched by the attacking team, a goal kick will apply from within the penalty box.

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4.7 FREE KICKS

All free kicks are indirect unless otherwise indicated by the referee. Opponents must be at least 5m away from the ball when the free kick is taken. The penalty kick shall be taken from the penalty spot (approximately 8m from goal).

4.8 THROW-INS

Opponents must be at least 5m away from the ball when the throw-in is taken. A goal cannot be scored directly from a throw-in.

4.9 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 Football Victoria for extra action to be taken.

4.10 ASSISTANT REFEREES

Assistant referees will not be required for this tournament.

4.11 MACCA'S CITY CUP OFFICIALS

There will be Melbourne City FC Officials wearing a Macca's City Cup lanyard, this is to enable easy identification in case information needs to be relayed or clarification needs to be provided to coaches, parents or referees.

There will also be Ground Marshalls at each of the games and the tournament directors will be at the main information desk.

We ask all players, coaches, supporters and parents to respect and work with the officials to ensure a better experience for all involved in the tournament.

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4.12 TECHNICAL AREAS

Each ground will have allocated Technical Areas, only players and officials will be permitted access to these areas. They will be clearly labeled.

Each team will be allocated two Team Official accreditations permitting access to these areas.

Please ask all supports to stay clear of these areas at all times.

4.13 SCORE SIGN-OFF

Immediately at the conclusion for each game the Melbourne City FC official will obtain the official score from the referee.

The Melbourne City FC 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 GROUPS

Teams will be placed into groups of 4, a series of round robin games will be played; the top team in each group will qualify for the State Finals to be held at CFA in October 2018.

This may change should the number of teams be less than 12.

If a team withdraws prior to the competition commencing and a replacement team cannot be found, a bye round will be introduced.

5.2 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.

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5.3 INJURY TIME

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

5.4 INTERCHANGE OF PLAYERS

Interchanges may take place at any stage of the game without the referee's permission, however players may only leave and enter the field from the halfway line adjacent to the technical areas. A player may only enter the field once the player being replaced has exited the field of play.

Each team can make an unlimited amount of interchanges in any given fixture provided they only have a maximum of 6 players on the bench.

6. EXTREME WEATHER CONDITIONS

In extreme weather conditions, Melbourne City FC 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 Melbourne City FC or the appointed match official reserves the right to include drink breaks at any time during a fixture.

7. PHOTO CONSENT

Melbourne City FC photographers will be present at the event and identifiable by their bibs. Unless you tell us otherwise, you consent to be photographed or filmed (and/or your child to be photographed or filmed) while attending or participating in the Macca's City Cup. You grant Melbourne City FC, McDonald's and/o or Australian Football Skool a non-exclusive, royalty free, world-wide, irrevocable license to use your name and/or image in any form or media format for the purpose of reporting, marketing and promotional activities. If you do not want to be photographed, filmed or your (or your child's) individual image to be identifiable in publications, please let an event official know.

8. OTHER IMPORTANT INFORMATION

8.1 RED AND YELLOW CARD OFFENCES

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

Red card serves an automatic 1-match suspension of the subsequent game. If a match official is assaulted or extreme abusive behavior 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.

Yellow cards in different games will not be accumulated for suspension throughout the tournament. However repeated offenders can be suspended at the discretion of Melbourne City FC.

8.2 CROWD BEHAVIOUR

Inappropriate behaviour from spectators will not be tolerated. Team managers will be responsible to liaise with their respective team supporters in order to ensure the opposition, referees, tournament staff and other spectators are respected.

Teams may be deducted points or disqualified from the tournament due to unacceptable supporter behaviour.

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

8.3 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.

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8.4 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.

8.5 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.

Ambulances will be called in case of emergency. It is the responsibility of the player or official to ensure they have adequate ambulance cover.

8.6 TECHNICAL AREAS

Only players, officials, referees and first aid staff are permitted to enter the playing area. All other spectators are not permitted to enter the playing area and will have full view of the games from behind the playing arenas.

When permitted players or officials enter the playing arena they may only do so via the clearly designated area.

Spectators will be asked to stand clear of clearly marked out technical areas.

8.7 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 be permitted around the pitches and should be kept to an 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.

9. CODES OF CONDUCT

9.1 PLAYERS' CODE OF CONDUCT

“For the good of the game”

This code of conduct shall apply to all participants involved in the tournament. Any breach thereof shall be subject to disciplinary action by Melbourne City FC with possible expulsion from the premises and not be allowed in future events or programs.

- 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.

9. CODES OF CONDUCT

9.2 PARENTS' CODE OF CONDUCT

“For the good of the game”

This code of conduct shall apply to parents and guardians. Any breach thereof shall be subject to disciplinary action by Melbourne City FC, may be expelled from the premises and not be allowed into future events or programs.

- 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, even the opposition, applaud good football all-round.
- Winning at all costs isn't everything, we're here to develop the players, 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 in partnership with Melbourne City FC.
- 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

9. CODES OF CONDUCT

9.3 COACHES' CODE OF CONDUCT

“For the good of the game”

This code of conduct shall apply to all coaches. Any breach thereof shall be subject to disciplinary action by Melbourne City FC, be expelled from the premises and not be allowed to any future events or programs

- 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 the talented player the less developed player need and deserve equal 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 when determining whether an injured player is ready to recommence training or competition games
- 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 by the coach 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, ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes