

**Rules of Competition
Manningham United FC Junior Cup Tournament 2024**

**April 13th – 14th April 2024
Petty’s Reserve Templestowe**

**Rieschieck Reserve Doncaster**

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# COMPETITION FORMAT

## Division Structure, Pools, and Finals

The tournament will be played as shown on table 1

|  |  |  |  |
| --- | --- | --- | --- |
|   | **U7** | **U8 & U9** | **U10-U13** |
| **Player Numbers** | **4v4** | 7v7 | 9v9 |
| **Field size** | 30x20 | 40x30m | 60x40m |
| **Goal size** | 2x1 | 3mX2m | 5mX2m |
| **Ball Size** | 3 | 3 | 4 |
| **Playing Time** | **U7** 2x13min | **U8-9:** 2x13min   | **U7-13:** 2x15min   |
| **Maximum players on the bench** | **3 (max 8 in team)** | 5 (max 12 per team) | 5 (max 14 per team) |
| **Offside** | No | No | **U10-11:** No**U12-13:** Yes**Ref Managed no lines man** |
| **Format** | Group games and play-offs   | Group games and play-offs   |  Group games and play-offs |

## 4 team competition

Each team plays 3 games, top 2 go to Final.

## 6 team competition

Each team plays 3games, top 4 go into quarter finals, 1st playing 4th, 2nd playing 3rd, winners go to Final

Top 4 go to finals

5th place play off

## 8 team competition

The teams are divided into 2 pools. Each team will play 3 games, the top 2 in each pool go into quarter finals, 1st of pool A playing 2nd of pool B and 1st of pool B playing 2nd of pool A, winners go to Final

## 12 team competition

The teams are divided into 3 pools. Each team will play 3 games, Top position of each pool goes through to the final AND the best second place go to semi finals. winners go to Final

# Final Placings

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

Team with the most points

Best Goal Difference

Team with the most wins

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

The result of the game between the two equal teams

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

## Group Play-Offs and Finals

In the event of the Play Offs and/or Grand Final being drawn at full time, a penalty shootout will be conducted in accordance with FIFA regulations.

## 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

# Player Registration

## Team Sheets

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 need to be presented at the Information Desk upon check in at least 60 mins before your game.

FFA Player ID cards are required for all players in under 12 and under 13 division.

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

All under 12 and below. 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.

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 MUFC.

Players who are overage and provide written authorisation to MUFC 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 Victoria dispensation letter or medical information, are to be emailed tournaments@MUFC.com

For all the divisions each squad can only have a maximum of 5 players on the bench and only players listed on the team sheet will be allowed to play.

#  Age Categories

 The age categories and requirements for the tournament are:

* Under 7 Born in 2017
* Under 8 Born in 2016
* Under 9 Born in 2015
* Under 10 Born in 2014
* Under 11 Born in 2013
* Under 12 Born in 2012
* Under 13 Born in 2011

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 MUFC.

Any age dispensation requests need to be submitted to MUFC at least 5 days before the tournament. These will all be treated on a case-by-case basis. MUFC 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 MUFC. For example, U13 girls can play in the U12 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 girls’ team can be placed in an age group where the boys will be 2 years younger than the boys; this will be done at the discretion of the MUFC in order to provide the most appropriate level of competition to the teams involved.

# 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 MUFC

Failure to comply with the eligibility criteria may result in the whole team being disqualified and expelled from competition.

# Incomplete Squads

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. (And do not need to be registered in the team)

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

# Game rules

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’s “live” and GKs can be tackled.

All other rules as noted under the Miniroos FFA rules apply for the U7-U11. Football Victoria Rules for U12 and U13 age groups.

Miniroos rules can be found at https://www.playfootball.com.au/miniroos/club-resources Football Victoria Rules of Competition https://www.footballvictoria.com.au/sites/ffv/files/2021- 03/2021\_ROC\_2.pdf and FIFA Laws of the game at https://www.ffa.com.au/get-involved/refereeing/resources.

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

# Insurance Cover

# PUBLIC LIABILITY

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

# PERSONAL INJURY

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

# Player Uniform

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 **(Ensure BIBS are available, due to MUFC CANNOT provide bibs)**

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.

# Match Balls

MUFC will provide the match ball to the referee of each game

Size 3 balls will be used for U8 and U9s competition

Size 4 balls will be used for U10, U11s, U12s and U13s.

# Referees

## Main referee

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.

Referee will be calling off sides NOT lines mans.

# MUFC officials

There will be MUFC Officials wearing MUFC 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 Soccer pavilion located near Field 2.

We ask all players, coaches, supporters and parents to respect and work with MUFC 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 MUFC Officials may be subject to disciplinary action.

# 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. MUFC 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 MUFC staff in regards to this. If unsure of where the technical area is located below approach the closest MUFC 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.

# Score Sign off

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

The Referee 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.

# Game format

## Start time

If a team is not on their allocated pitch ready to start, all games will be started on time at t.

Referee will commence the game timer exactly at the scheduled time of kick off.

Games will officially commence when the whistle is blown

If an opposing team is late or has not arrived:

In between 0sec-120 sec, the referee may delay the game by 120 seconds MAXIMUM, however the game will not be extended.

In between 2min-2min59 seconds of delay 1 goal will be rewarded to the opposing team

In between 3mins -3mins 59seconds of delay 2 goals will be rewarded to the opposing team

At 5 mins following the scheduled kick off the game will be forfeited. 3 goals awarded to the opposing team.

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

Note: FV qualified referees are used though out the tournament.

# 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 5 players on the bench.

# Extreme Weather Conditions

In extreme weather conditions, the MUFC 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 MUFC 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.

# Red and Yellow cards

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

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 MUFC tournaments at the discretion of MUFC 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 MUFC Management.

# Crowd behaviour

MUFC 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 MUFC 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, MUFC Management reserves the right to suspend whole clubs from future MUFC tournaments.

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

# 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 re-join 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 re-join 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.

# 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.

# 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 MUFC 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.

# Alcohol and Smoking

ALCOHOL cannot be brought to games as BYO is not permitted by the clubs Liquer licence

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.

# Code 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 MUFC events or programs.

#  Player’s 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 referee’s ad 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.

# Parents 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.

# Teams 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.

