

Rules of Competition

Legends Cup



23 – 24 November 2024

Bill Norris Oval, Beenleigh

1.	<u>STRUCTURE OF COMPETITION</u>	<u>3</u>
1.1	COMPETITION FORMAT	3
1.2	FINAL PLACINGS.....	3
1.3	GROUP PLAY-OFFS AND GRAND FINALS.....	3
2	<u>MATCH POINTS</u>	<u>4</u>
3	<u>PLAYER REGISTRATION.....</u>	<u>4</u>
3.1	TEAM SHEETS	4
3.2	AGE CATEGORIES	4
3.3	ELIGIBILITY	6
3.4	INCOMPLETE SQUAD COMPLIMENTS.....	6
3.5	INSURANCE COVER	6
3.5.1	PUBLIC LIABILITY.....	6
3.5.2	PERSONAL INJURY.....	6
4	<u>TOURNAMENT RULES</u>	<u>7</u>
4.1	PLAYER UNIFORMS	7
4.2	MATCH BALLS	7
4.3	REFEREES.....	7
4.4	ASSISTANT REFEREES.....	7
4.5	TOURNAMENT OFFICIALS	7
4.6	TECHNICAL AREAS.....	ERROR! BOOKMARK NOT DEFINED.
4.7	SCORE SIGNOFF.....	7
5	<u>GAMES FORMAT</u>	<u>8</u>
5.1	FORFEIT	8
5.2	INJURY TIME	8
5.3	INTERCHANGE OF PLAYERS.....	8
5.4	ROUND GAMES AND FINALS FORMATS	8
6	<u>EXTREME WEATHER CONDITIONS</u>	<u>8</u>
7	<u>OTHER IMPORTANT INFORMATION</u>	<u>8</u>
7.1	RED AND YELLOW CARD OFFENCES.....	8
7.2	SPECTATOR AND TEAM OFFICIAL BEAHVIOUR POLICY.....	9
7.3	BLOOD RULE	9
7.4	JEWELLERY	9
7.5	FIRST AID.....	10
7.6	ALCOHOL AND SMOKING	10
8	<u>CODES OF CONDUCT</u>	<u>11</u>
8.1	PLAYERS' CODE OF CONDUCT	11
8.2	SUPPORTERS' CODE OF CONDUCT	11
8.3	TEAM OFFICIALS' CODE OF CONDUCT	11

1. STRUCTURE OF COMPETITION

1.1 COMPETITION FORMAT

The tournament will be played as show on table 1

Table 1 - Tournament Structure

	Mens			Womens
	Over 35's	Over 45's	Over 55's	Over 35's
Player Numbers	7v7			
Field size	70m x 60m			
Goal size	5m x 2m			
Ball Size	5			
Playing Time (Rounds and Finals)	2 x 20 min			
Max players on bench	7			
Offside	Yes - On field referee to determine			
Format	Group games and play offs			

All other rules as per the FIFA Laws of the Game - [FIFA Laws of the Game](#).

Tournament Management 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. No extra time will be played.

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 Legends Cup Logan website www.legendscuplogan.com.au

Registrations must be completed by the players themselves and not by the team manager. Team Managers are responsible to ensure that each player has registered.

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.

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, passport or drivers licence where applicable.

Digital or printed copies of the required documents will be accepted provided they are in colour, clear and legible. Please ensure ID's for all players are available at each match if requested by tournament staff.

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 tournament management.

Underage players will not be allowed at this tournament. All players are required to be of age to play in their respective division.

Each squad can only have a maximum of 7 players on the bench. 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:

- Mens Over 35's - Born in or after 1989
- Mens Over 45's - Born in or after 1979
- Mens Over 55's - Born in or after 1969
- Women's Over 35's - Born in or after 1989

Any teams that are found to have played underage players or providing incorrect documentation will receive a 0-3 loss for any games the 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/teams at future events at the discretion of tournament management.

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 46 year old player can play an Over 35's and Over 45's team but not in two Over 35's teams.

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 and offending teams may be disqualified from the tournament and other affiliated events. These actions may also jeopardise the participation of other teams from the same club at future affiliated events at the discretion of Tournament Management.

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 all players are registered and have arranged full payment.
- 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 can play across multiple teams in different age groups but not in the same age group and must be registered in both teams and be eligible for both age groups. Eg a 46 year old player can play Over 35's and Over 45's.

3.5 INSURANCE COVER

3.5.1 PUBLIC LIABILITY

The tournament 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

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

If playing in the tournament for a registered club with your state body, you may be covered under their insurance policy. Please contact your local federation for any enquiries.

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

Match balls will be provided. 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. Size 5 balls will be used for all age groups

4.3 REFEREES

Referees will be provided and will be qualified. 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

No lines people will be used for this tournament.

4.5 TOURNAMENT OFFICIALS

There will be Tournament Officials wearing 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.

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

4.6 SCORE SIGNOFF

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

The 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 tournament officials 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 7 players on the bench.

5.4 ROUND GAMES AND FINALS FORMATS

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

Please refer to the fixtures for further information on the progression from the group phase to the knock-out stages. This will be confirmed once all groups are finalized. Most teams will play at least one finals match.

All tied finals matches at the end of regulation time will proceed straight to a penalty shootout with best of 5 shots.

6 EXTREME WEATHER CONDITIONS

In extreme weather conditions, tournament management 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, tournament management 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 tournaments run by the Australian Football Skool.

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

7.2 SPECTATOR AND TEAM OFFICIAL BEHAVIOUR POLICY

In recent tournaments we have seen a significant increase in poor behaviour by spectators and team officials towards referees as well as other supporters. We have even seen incidents of violence towards other spectators and abusive and discriminatory behaviour. These incidents have resulted in individuals and teams being suspended from the competition and future competitions run by the Australian Football Skool and Sports Group Melbourne and referred to Football Queensland for further disciplinary action. There are also a small number of clubs who are no longer able to register into our competitions due to previous incidents.

The event takes crowd behaviour seriously therefore inappropriate behaviour from spectators will not be tolerated. Treat others how you would like to be treated at all times.

Teams and Clubs will be held responsible for their supporter's behaviour. Matches may be forfeited at the referee and/or tournament 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, tournament management reserves the right to suspend whole clubs from future Australian Football Skool tournaments.

Should spectators enter the field during a match the referees have the right to end the match immediately and the offending team will forfeit the match.

Under **NO** circumstances are supporters allowed to approach, question or criticise referees during the tournament. Referees make mistakes just like players do and should not be subject to abuse when they give up their time to ensure games can go ahead.

If you would like to report any behavioural issues during the tournament, please approach the nearest Ground Marshall immediately. Do not wait until after the match. You can also report incidents in writing via this link: [Incident/Complaint Form](#)

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 re-join the game.

In the event the player's uniform or attire contains 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.

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 Tournament 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

Alcohol will be available at the venue however please ensure that any consumption takes place after your final match for the day. Players found to be intoxicated will not be allowed to take the field.

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 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 events or programs operated by the Australian Football Skool.

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 SUPPORTERS' CODE OF CONDUCT

"For the good of the game"

- Cheer on and encourage the players at all times, including the opposition. Applaud good football all-round.
- Winning isn't everything.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach others to do likewise.
- Show appreciation of coaches, officials and administrators. Without them, you cannot 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