



SUMMER FOOTBALL COMPETITION REGULATIONS

North West Sydney Football

CONTENTS PAGE

PART 1 – ADMINISTRATION.....	4
1 SCOPE AND APPLICATION.....	4
2 CONTROL OF COMPETITIONS	4
3 ALTERATION.....	4
4 DISCIPLINARY SANCTIONS AND PROCEEDINGS	4
5 CONSEQUENCES FOR BREACH	4
6 CONFIRMATION OF AGE GRADES	4
7 SPECIAL CONSIDERATION	5
8 UNFORESEEABLE CIRCUMSTANCE	5
PART 2 – TECHNICAL REGULATIONS.....	6
1 MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME	6
2 COMPETITION PERIOD	6
3 COMPETITION FORMAT	6
4 PREMIERSHIP SERIES	6
5 CHAMPIONSHIP SERIES (FINALS)	6
6 MATCH SCHEDULE	6
7 VENUES.....	7
8 DURATION OF MATCHES	7
9 ADDED TIME	7
10 EXTRA TIME	7
11 NUMBER OF PLAYERS.....	7
12 MATCH BALLS.....	8
13 START AND RESTART OF PLAY	8
14 FOULS AND MISCONDUCT.....	9
15 OFFSIDE	9
16 COMPETITION POINTS	10
17 LEAGUE POSITIONS	10
18 RESULTS.....	11
19 QUALIFYING TO THE CHAMPIONSHIP SERIES.....	11
20 DETERMINING THE WINNER BY PENALTY KICKS	11

21	FORFEITS	11
22	ABANDONED MATCHES	12
23	TECHNICAL AREA AND CODE OF CONDUCT FOR THE TECHNICAL AREA	12
24	RETURN SUBSTITUTION (interchange)	12
25	PROTESTS	13
PART 3 – ELIGIBILITY AND REGISTRATION		14
1	PARTICIPANT ELIGIBILITY	14
2	AGE ELIGIBILITY	14
3	REGISTRATIONS	15
4	REGISTRATION PERIODS	15
PART 4 – TEAM SHEETS AND RESULTS		16
1	TEAM SHEETS	16
2	RECORDING OF STAND DOWNS	16
3	ONLINE RESULTS	16
PART 5 – MATCH OFFICIALS		17
1	MATCH OFFICIALS	17
2	MATCH OFFICIAL APPOINTMENTS	17
3	MATCH OFFICIAL PAYMENTS	17
PART 6 – AWARDS		18
1	MEDALS AND TROPHIES	18
PART 7 – EQUIPMENT REGULATIONS		19
1	AUTHORITY AND SCOPE	19
2	PLAYERS BASIC EQUIPMENT	19
3	SHORTS AND SOCKS	19
4	ITEMS WORN UNDER THE PLAYING KIT	19
5	JEWELLERY AND GLASSES	19
6	MISCELLANEOUS HEAD WEAR	20
7	MISCELLANEOUS PROTECTIVE EQUIPMENT	20
8	OTHER EQUIPMENT	20
9	CAPTAINS ARM BAND	20
10	MATCH OFFICIALS KIT	20
11	NUMBERING	20

PART 1 – ADMINISTRATION

1 SCOPE AND APPLICATION

- (a) Football NSW (FNSW) has granted North West Sydney Football (NWSF) a mandate to be responsible for the organisation, promotion, and regulation of football in the North West Sydney region.
- (b) Where the Summer Football Competition Regulations are silent on any particular aspect, then all teams shall first have regard to the North West Sydney Football Constitution, By-Laws, and where applicable rules and regulations of FNSW.
- (c) If any part of these Regulations is void that part shall be severable and will not affect the enforceability of the remaining sections of these Regulations.
- (d) NWSF will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties.
- (e) These Regulations apply to Participants in the following competition (the Competition) unless stated otherwise:
 - (i) North West Sydney Football Summer Football
 - (ii) North West Sydney Football x Macquarie Dragons FC Summer Football.

2 CONTROL OF COMPETITIONS

The administrative control and conduct of the Competitions are vested with NWSF.

3 ALTERATION

NWSF will have the power from time to time to make, alter, or rescind the Regulations.

4 DISCIPLINARY SANCTIONS AND PROCEEDINGS

All Teams, Players, Team Officials, Match Officials, spectators, or any person participating in any manner at the Competition will submit exclusively to the jurisdiction of the Disciplinary Regulations.

5 CONSEQUENCES FOR BREACH

Any breach of these Regulations or failure to comply with any direction by NWSF may result in a fine or other sanction pursuant to the Disciplinary Regulations.

6 CONFIRMATION OF AGE GRADES

- (a) The Competition will be offered in the following Age grades:

Girls and Womens	Boys and Mens
U6 Girls	U6 Mixed
U8 Girls	U8 Mixed
U10 Girls	U10 Mixed
U12 Girls	U12 Boys
U14 Girls	U14 Boys
U16 Girls	U16 Boys
All Age Women	All Age Men
Over 30 years Women	Over 35 years Men
All Age Mixed	

- (b) Where required to facilitate optimal competition and match opportunities, age grades may be combined. Should this occur, separate Finals may be conducted for the individual age grades.

7 SPECIAL CONSIDERATION

- (a) NWSF will have the power to consider individual circumstances outside the prescribed limits of the Regulations should it be clear those special considerations are in the interests of the game.
- (b) The decision by NWSF to review and consider individual circumstances under this section is not subject to appeal or review.

8 UNFORESEEABLE CIRCUMSTANCE

Nothing in the Regulations shall prevent NWSF from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

PART 2 – TECHNICAL REGULATIONS

1 MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME

All Matches will be played in compliance with the Regulations in force at the time and in accordance with Football Australia and FNSW rule, regulations, codes, and directives, and under the FIFA Laws of the Game.

2 COMPETITION PERIOD

- (a) The competition period is 10 weeks.
- (b) The competition period commences the week starting Monday 12 October 2026.
- (c) The competition period concludes the week starting: Monday 14 December 2025.

3 COMPETITION FORMAT

- (a) For the U6-U12 age grades, the competition is a 4-a-side format, with no goalkeeper and four (4) field players per team.
- (b) For all other age grades, the Competition is a 6-a-side format, with one (1) goalkeeper and five (5) field players per team.
- (c) For the U6 to U8 age grades, only a Premiership Series will be conducted (i.e., there isn't a Championships series).
- (d) For U10 age grades and above, the Competition will be played with a Premiership Series followed by a Championship Series.

4 PREMIERSHIP SERIES

- (a) For the U6 and U8 age grades, the Premiership Series will be scheduled across the full ten (10) weeks of the competition period.
- (b) For the U10 age grades and above, the premiership series will be determined by the number of teams in the competition.
- (c) The championship series will be determined by the number of teams in the competition and availability of fields.
- (d) The Premiership Series will comprise of teams playing other teams in their competitions.
- (e) Division placement will be determined by NWSF.

5 CHAMPIONSHIP SERIES (FINALS)

- (a) The Championship Series will follow the Premiership Series in the U10 age grades and above.
- (b) The Championship Series will be scheduled across the last week of the competition period.
- (c) U12 – U16 competitions will play a positional play off final game in the 10th week of the competition.
- (d) Where possible senior competition will have a semi-final and a grand-final scheduled on the 10th week of the competition
- (e) .

6 MATCH SCHEDULE

- (a) The official Match Schedule will be uploaded to the Competition Website prior to the competition.
- (b) The team listed first in the match schedule will be considered the home team, the team listed second will be considered the away team
- (c) Teams withdrawing from the Competition after the match schedule is communicated will be replaced with a bye if another team cannot be found before the commencement of the season.

7 VENUES

The Venues being used for the Summer football competitions are;

- (a) Christie Park
- (b) Waterloo Oval

8 DURATION OF MATCHES

- (a) Duration of Matches will be as follows for all matches:

Age Groups	Duration of Match	Duration of Half Time
U6 - 12	Two Periods of 15 Minutes	No Longer than 1 minutes
All other age grades	Two Periods of 20 Minutes	No Longer than 1 minutes

- (b) Five (5) minutes grace only will be allowed from the advised kick-off. If a team does not field the required players on the field within the five (5) minute grace period, they will be determined to have forfeited the match.
- (c) The minutes lost during the grace period will not be added to the match, they will be deducted equally from both halves.

9 ADDED TIME

- (a) There will be no added time played in any Premiership Series or Championship Series match.
- (b) Should scores be equal at the conclusion of a Championship Series Match, extra time shall be played as defined in these regulations.

10 EXTRA TIME

- (a) There will be no extra time played in any Premiership Series Matches in the event of a draw at the conclusion of normal time.
- (b) Should scores be equal at the conclusion of a Championship Series Match, extra time will not be played. The winner of the final will be decided through a penalty shootout. be played as follows:

Age Group	Duration of Extra Time	Half Time Interval
U10 and older	Two periods of 5 minutes	No Half Time Interval – Teams swap direction and play resumes

11 NUMBER OF PLAYERS

(a) U6 – U8 Age Grades

- i. The team is not limited to the number of players it can register.
- ii. A maximum of eight (8) registered players can be on a team sheet.
- iii. A maximum of four (4) field players per team are permitted on the field at any one time. There is no goalkeeper in the U6 – U10 age grade.
- iv. Should a team have less than three (3) registered players, either at the commencement of the match or at any point during the match, that team will have been deemed to have forfeited the match.
- v. A player whose name is not on the match sheet cannot take the field.

(b) All other Age Grades

- i. There is no maximum number of players that can be registered to a team.
- ii. A maximum of ten (10) players can be named on the team sheet for each fixture.
- iii. A maximum of six (6) players, one of whom must be the goalkeeper, per team are permitted on the field at any one time.
- iv. Should a team have less than four (4) registered players, one of whom must

be the goalkeeper, either at the commencement of the match or at any point during the match, that team will have been deemed to have forfeited the match.

- v. A player whose name is not on the on-line match sheet cannot take the field.

12 MATCH BALLS

(a) NWSF will provide all match balls for the Competition.

(b) The following sizes are applicable to the different age grades:

Age Grades	Size
U6 and U8	3
U10 – U12	4
All other age grades	4.5 (mid bounce ball)

13 START AND RESTART OF PLAY

(a) Kick-offs and Drop Balls

- i. The procedure for the start and re-start of play (kick-offs and drop-balls) is as per the FIFA Laws of the game.

(b) Goalkeeper

- ii. The goalkeeper is allowed to handle the ball anywhere in the penalty area except when the ball is deliberately passed back to the goalkeeper by a player on the same team.
- iii. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds.
- iv. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands.
- v. Opponents must not obstruct the goal keeper from releasing the ball from their hands.
- vi. The ball is in play once it is dropped, thrown or rolled by the goalkeeper.
- vii. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

(c) Goal kicks: U6 – U12

- i. A Goal kick will be used for the restart when the ball crosses the goal line by the attacking team.

- ii. The goal kick can be taken anywhere along the goal line.
- iii. The opposition team must retreat to halfway and cannot approach the ball until the ball has been kicked and moved.

(d) Goal Clearance: U14 and higher age grades

- i. For U14 and higher age grades, a goal clearance will be used for the restart when the ball goes over the goal line.
- ii. The ball can be thrown, dropped or rolled out of the hands. The ball cannot be kicked until there has been a touch of the ball by another player.
- iii. Goal clearance's can be taken from anywhere within the penalty area.
- iv. Opponents remain at least 10 meters outside the penalty area until the ball is in play.
- v. The ball is in play once it has been thrown, dropped or rolled and leaves the penalty area.
- vi. A goal cannot be scored directly from a goal clearance.

(e) Corner Kicks

- i. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.
- ii. Opponents must be at least 5 meters away from the ball until it is in play.
- iii. The ball is in play when it is kicked and moves.
- iv. A goal may be scored directly from a corner kick.
- v. If the ball enters the kicker's own goal direct from a corner kick, a corner kick is awarded for the opposition.

(f) Side Kick-ins

- i. The procedure for balls returning to play once they cross the sideline will be kick-ins instead of throw-ins.
- ii. A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the ground or in the air.
- iii. A goal cannot be scored directly from a kick-in
- iv. If the ball enters the opponents' goal direct from a kick-in, a goal kick is awarded.
- v. If the ball enters the kicker's own goal direct from a kick-in, a corner kick is awarded.
- vi. The ball must be stationary on the touchline at the point where it left the pitch.
- vii. All opponents must stand at least 5m from the point on the touchline where the kick-in is to be taken.
- viii. The ball is in play when it is kicked and clearly moves.

- ix. If the kick-in is taken but does not enter the field of play. The kick-in is retaken.
- x. If the ball is touched by the player taking the kick in directly after taking the kick in the kick will be re-taken by the opposition from the same spot as the original kick in.

14 FOULS AND MISCONDUCT

- (a) Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 meters away from the ball when the indirect free kick is taken. An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal.
- (b) For U14 and above deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8 meter penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5 meters behind the penalty mark.
- (c) For U6-U12 If a defending player handballs or fouls an attacking player inside the exclusion zone a "free shot" is taken by the opposing team from the center of the half way line. If the free shot enters the goal, a goal is awarded. If the shot misses the goal or stops moving, a goal kick is awarded to the opposing team.

15 OFFSIDE

- (c) The official offside rule does not apply to any age grade of the Summer Football competitions. Goals can be scored from the offside position.

16 COMPETITION POINTS

Points will be allocated as follows for all Matches:

Result	Points
Win	Three (3) points
Draw	One (1) point each Team
Bye	No points
Loss	No points
Forfeit	Three (3) points to the Team receiving the forfeit <i>(For Forfeited matches the team winning on forfeit will receive three (3) goals for and zero (0) goals against as well as the three (3) competition points).</i>

17 LEAGUE POSITIONS

- (a) Where all teams within a League have played the same number of matches the following procedure will be used to determine league table positions within the Premiership Series;
 - i. Team with the greater number of points
 - ii. If teams are equal on points the following procedure will be used to determine team positions, in descending order;
 - 1. Team with the greater Goal difference.
 - 2. Team with the most Goals for.
 - 3. Team with the least Goals against.
 - 4. Greater points difference resulting from the competition match/s between the teams concerned.
 - 5. Greater goal difference resulting from the Competition match/s between the teams concerned.
 - 6. If at the end of the Premiership Series Teams remain on equal standing, their league table position will be determined by the drawing of lots by NWSF.
- (b) Where an unequal number of matches has been played within a division, a points per match ratio will be applied to replace Part 2 Article 17 (a) i – *Team with the greater number of points*.
- (c) To determine the points per match ratio, the teams' total points will be divided by the number of matches played.
- (d) The remaining process to determine league table positions will then be applied if the points per match ration is equal.

18 RESULTS

- (a) Referees are responsible for informing the NWSF Venue Coordinator of the score at the completion of each match.
- (b) Results will be uploaded to the Competition Management System at the conclusion of each match by the NWSF Venue Coordinator.

19 QUALIFYING TO THE CHAMPIONSHIP SERIES

- (a) NWSF will determine how the finals series will proceed based on the number of teams and available weeks of the season.
- (b) The championship series format will be determined by the competition manager.

20 DETERMINING THE WINNER BY PENALTY KICKS 6V6

- (a) If at the end of extra time, scores are still drawn, alternate kicks from the penalty mark shall be taken to determine the winner.
- (b) The penalty mark is 8 meters from the center of the goal line.
- (c) If after both teams have taken 3 (three) kicks, both teams have scored the same amount of goals, kicks will continue until one team has scored more goals than the other after taking the same amount of penalty kicks.

21 DETERMINING THE WINNER BY FREE SHOTS 4V4

- (a) U6 – U12 competitions will take “free shots” from the center of the half way line.
- (b) For clarity if, after both teams have taken three (3) kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

22 FORFEITS

- (a) Teams will be deemed to have forfeited a Match when;
 - i. They fail to fulfill an engagement to play a Match on the appointed date, time, or venue; or
 - ii. They refuse or fail to begin a Match within five (5) minutes of the stipulated kick-off time; or
 - iii. They field less than the minimum number of their registered Players at the start of any Match, (for U12 and above, the minimum number of players is four (4) players, with one being a Goalkeeper. For U6-U8 competitions the minimum number of players is three (3) players); or
 - iv. At any point during the Match, they cannot field the minimum number of players, or
 - v. They field or list on a team sheet an ineligible Player; or
 - vi. Any other scenario within these Regulations or the Disciplinary Regulations that stipulates a forfeit of the Match.

- (b) In the event of any Team forfeiting its Match, the following procedure will be applied;
- i. Full points allocated for the Match will be forfeited to the opponent Team and the goals recorded according to three (3) goals scored by the Team getting the points and nil (0) by the Team who has infringed the regulation, unless the goal difference for the Team receiving the forfeit is greater than three (3), in which case the result on the field is upheld.

23 ABANDONED MATCHES

- (a) In cases where a Match has been abandoned by the Referee, the North West Sydney competitions coordinator or Disciplinary Committee, as determined by the NWSF competitions coordinator at their discretion, may investigate the circumstances of the abandonment and impose such penalties as it deems fit on the Team, Team Officials, Players and/or spectators adjudged to be associated with the abandonment.
- (b) Abandoned matches will not be replayed.
- (c) Should a Team, its Players, Officials, or spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Team to the opposition, and the Club, Player, Official or Spectator may be sanctioned pursuant to the Disciplinary Regulations.
 - (d) Should a match be abandoned for a reason other than a fault of either or both teams, their officials or spectators, the score at the time of the abandonment will stand.
 - (e) Where both teams are held responsible by NWSF the abandoned match will be voided, no points will be awarded, and the match will not be replayed.

24 TECHNICAL AREA AND CODE OF CONDUCT FOR THE TECHNICAL AREA

- (a) Only registered and eligible Players, Coaches, and Team Officials are allowed in the technical area during Matches.
- (b) The Team Manager is responsible to ensure proper conduct of all persons occupying the technical area. In the absence of a Team Manager, a Team Official will be responsible.
- (c) Coaching and encouragement in suitable language is permitted

from the technical area but no comments are to be directed to or about referees, opposing players or officials.

- (d) Abusive or derogatory comments will not be tolerated. Offenders may be ordered from the venue by the Match Officials or NWSF representative.

25 INTERCHANGE

- (a) Unlimited interchange of all players listed on the team sheet is permissible during the game.
- (b) Interchange Procedures;
 - i. "Interchange zone" will be an area one meter either side of the halfway line
 - ii. An interchange is one, which is made when the ball is out of play, and for which the following conditions shall be observed:
 - 1. the player leaving the field shall do so from the sideline, crossing over at the sector called the interchange zone;
 - 2. the player entering the field shall also do so from the interchange zone, but not until the player leaving the field has passed completely over the sideline;
 - 3. A player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not;
 - 4. The interchange is completed when the player who was off the field, enters the field. From this moment they become a player and the player whom they replaced ceases to be a player.
- (c) The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
- (d) At the completion of extra time (where extra time is applicable) the interchanging of players will cease.
- (e) If after the conclusion of extra time penalty kicks are required to determine the winner of the match, only the players on the field when extra time concludes are eligible to participate in the taking of penalty kicks. The only exception to this rule is the goalkeeper, who may be substituted if they are unable to continue during the taking of penalties. For clarity, once replaced by an eligible substitute, the goalkeeper cannot return to participate in the taking of penalties.

- (f) Substitution players cannot be used to replace any player who has been dismissed from the Match by the Referee.
- (g) The referee may decline individual substitutions in the final 2 minutes of the match if the referee believes a team is making excessive substitutions for the purpose of wasting time. The referee must not apply this discretion if there is an injured player being substituted.

26 PROTESTS

- (a) Should a Team wish to protest the result of any match, they must lodge the protest in writing to NWSF using the disputes function in the competitions management system within 48 hours of the match being played.

27 Exclusion areas

- (a) U6 – U12, 4v4 competitions will have a 2 meter exclusion zone around each goal.
- (b) Players can not touch the ball inside this zone. However, players may enter this area without touching the ball.
- (c) If an attacking player touches the ball inside the exclusion zone, a free kick is awarded to the opposing team for their goal line.
- (d) If a defending player touches the ball inside the exclusion zone a “free shot” is taken by the opposing team from the center of the half way line. If the free shot enters the goal, a goal is awarded. If the shot misses the goal or stops moving, a goal kick is awarded to the opposing team.

PART 3 – ELIGIBILITY AND REGISTRATION

1 PARTICIPANT ELIGIBILITY

- (a) Players, Coaches, and Team Officials must have a current and active Registration on Dribl.
- (b) Players, Coaches, and Team Officials must be registered into their appropriate team for the Competition.
- (c) Players can only participate in one team per division (i.e., players cannot play for two teams in the same competition).
- (d) Players, Coaches, and Team Officials must be listed on the online Team Sheets on the Competition Administration system used by NWSF.
- (e) Players must meet the age requirements for their particular age category.
- (f) Players, Coaches, and Team Officials agree to be bound by the Football Australia Code of Conduct and competition Disciplinary Regulations.

2 AGE ELIGIBILITY

- (a) Age Eligibility is determined by a player's age as of 31 December 2026 for all competitions other than over age Competitions.
- (b) Age Eligibility for over age competitions is determined by the players age at 30 June 2026.
- (c) The following table details the birth dates applicable to the age grades:

Age Grade	Birth Date
Walking Football	A player is eligible to register for walking football if they have turned 40 years of age on or before 30 June 2026
Over 45	A player is eligible to register for Over 45 if they have turned 45 years of age on or before 30 June 2026
Over 35	A player is eligible to register for Over 35 if they have turned 35 years of age on or before 30 June 2026
Over 30	A player is eligible to register for Over 30 if they have turned 30 years of age on or before 30 June 2026
All Age	Players must have turned at least 16 years of age before playing in a fixture in all Age Competitions.

Under 16	For players born on or after 1 January 2010
Under 14	For players born on or after 1 January 2012
Under 12	For players born on or after 1 January 2014
Under 10	For players born on or after 1 January 2016
Under 8	For players born on or after 1 January 2018
Under 6	For players born on or after 1 January 2020

(d) Players cannot be more than 2 years younger than the age grade in which they are registered (i.e., to play in the U12 competition a players must have already turned 10 years of age).

(e) Players must have turned 16 years of age to play in All Age Competitions.

3 REGISTRATIONS

(a) All Players, Coaches and Team Officials must Self-Register through Dribl prior to the Registration deadline as advertised on the NWSF Website.

(b) Any Player, Coach, or Team Official who has not registered or does not have a suitable head and shoulders photo uploaded into PlayFootball prior to the registration deadline may not be able to participate in the Summer Football Competitions.

(c) There is no restriction on the maximum number of players that can be registered to a team.

(d) A maximum of 7 players can be showing as available on a team sheet in U6 - U12 competitions.

(e) A maximum of 10 players can be showing as playing on a team sheet for U14 and older age grades.

(f) There is no restriction on the number of Coaches or Team Officials that can be registered to each team.

4 REGISTRATION PERIODS

Registration periods for the 2025 Summer Football competitions will be as follows:

Registration Open / Close	Team / individuals	Closing Date
Registration opening	Teams	Monday 10 August 2026
	Individuals	

Registration Close	Teams	7 October
	Individuals	To be eligible for the first match week Monday 12 October 2026 Final Registration close date Thursday 17 December 2026

5 Borrowing

- (a) Players may be borrowed into another team as an upgraded player.
- Borrowed players must be registered in a lower age group or division.
 - Players cannot be borrowed between the same competition.
 - Upgraded players must meet the age eligibility requirements set by Football NSW.
 - No borrowing can occur during the championship series.

PART 4 – TEAM SHEETS AND RESULTS

1 TEAM SHEETS

- (a) Match details and results are to be recorded on the online match sheets software (DRIBL).
- (b) The digital match sheet will be an online version only and players' names and ID number will be imported from the database.
- (c) Players are to retain one shirt number for the duration of the Competition.
- (d) Teams are not required to select starting or substitute players for Summer Football Competitions.
- (e) It is the responsibility of each team to ensure that the players they field are available and eligible (i.e., are registered and are not suspended).
- (f) It is the responsibility of the NWSF Venue Coordinator to upload the match data at the conclusion of each match following consultation with the Referee.

2 RECORDING OF SUSPENSIONS

- (a) Suspensions will be entered by the Competition Coordinator to the DRIBL software.
- (b) It is the responsibility of the Team Manager to ensure suspended players do not play.
- (c) Any team that fields a suspended player will be deemed to have forfeited the match.

3 ONLINE RESULTS

NWSF will be responsible for recording the results online for each match at the competition.

PART 5 – MATCH OFFICIALS

1 MATCH OFFICIALS

- (a) Match Officials will be supplied by the North West Sydney Football Referees Association.
- (b) Match Officials must abide by the Football Australia Code of Conduct.

2 MATCH OFFICIAL APPOINTMENTS

- (a) The appointment of all Match Officials will be made by the North West Sydney Football Referees Association.
- (b) One (1) Match Officials will be appointed to each Match of the Competition.

3 MATCH OFFICIAL PAYMENTS

- (a) North West Sydney Football will pay the Match Officials by electronic funds transfer on a fortnightly basis following matches being played.

PART 6 – AWARDS

1 MEDALS AND TROPHIES

NWSF will present the following;

- (a) Participation award for U6–U12
 - i. 9 medals per team
- (b) Champions in each age grade from U10 and above;
 - i. 11 medals per team.
 - ii. One Champions Trophy.
- (c) Runners Up in each age grade from U10 and above;
 - i. 11 medals per team.
- (d) Match Officials of the Finals;
 - i. 1 medal per age grade.

PART 7 – EQUIPMENT REGULATIONS

1 AUTHORITY AND SCOPE

- (a) The wearing of any clothing or apparel onto the field is subject to the approval of the Match Officials regardless of any article contained in these Regulations stating otherwise.
- (b) Match Officials may request that any item breaching these Regulations be removed.
- (c) All equipment and clothing used for any Competition Match must comply with the FIFA Equipment Regulations and as elaborated in these Regulations.

2 PLAYERS' BASIC EQUIPMENT

- (a) Player's basic equipment includes shirts, shorts, socks, shin guards and suitable footwear.
- (b) Players are required to wear all items of basic equipment for each Match.
- (c) Goalkeepers can wear either shorts or tracksuit pants. They may also wear knee or elbow pads, goal keeping gloves, and a cap.
- (d) Studded boots may be worn on synthetic fields.
- (e) Traditional studded boots cannot be worn on grass fields.
 - i. Enclosed non-slip on footwear must be worn. i.e. thongs and crocks are not permitted.
 - ii. Rubber Soles are allowed on the grass fields

3 SHORTS AND SOCKS

- (a) Teams are required to provide their own numbered shirts, shorts and socks.
- (b) All field players in a team must wear the same colour shorts, and same colour socks.

4 ITEMS WORN UNDER THE PLAYING KIT

- (a) Players may wear an under shirt or under shorts / tights as long as the under shirt or shorts / tights are the same tonal colour as the predominant colour of the shirt sleeve for short that they are worn under or are black or white.
- (b) All under shirts worn by field players must be the same colour.
- (c) All under shorts / tights worn by field players must be the same colour.

5 JEWELLERY AND GLASSES

- (a) The only jewelry that is permitted to be worn by players is a medical alert bracelet or necklace. The bracelet or necklace must be taped or bandaged to the body, covered by a wrist band, or otherwise appropriately padded.
- (b) Players are permitted to wear sports goggles, sports glasses, and sports sunglasses as long as, in the Match Official's opinion, the glasses pose no danger to the player wearing the glasses or to any other player on the field.

6 MISCELLANEOUS HEAD WEAR

- (a) Where headcovers are worn they must;
 - i. Be black or the same main colour as the jersey (provided that the players of the same team wear the same colour head cover).
 - ii. Be in keeping with the professional appearance of the player's equipment.
 - iii. Not being attached to the jersey.
 - iv. Not posing a danger to the Player or any other Player on the court (e.g., opening / closing mechanism around the neck).
 - v. Not have any part(s) extending out from the surface (protruding elements).
- (b) For religious reasons, Match Officials shall not check the affixing of the head covers of a Player and under no circumstances touch the garment.

7 MISCELLANEOUS PROTECTIVE EQUIPMENT

- (a) Modern protective equipment such as headgear, face masks and knee and arm protectors made of soft, lightweight padded material are not considered dangerous and are therefore permitted.
- (b) Plaster casts or rigid protection, even when covered with padding, are considered dangerous and are not permitted.

8 OTHER EQUIPMENT

- (a) Cloth head bands and wrist bands are permitted.
- (b) Material and elastic hair ties are permitted.
- (c) Tape of any colour to assist hold up socks or keep shin guards in place is permitted. (i.e., it does not have to be the same colour as the socks).

9 CAPTAINS ARM BAND

- (a) The captain of each team may wear a distinguishing arm band to indicate their status.
- (b) The arm band cannot contain any commercial advertising.

10 MATCH OFFICIALS KIT

- (a) The Match Official's first choice kit colour is Black.
- (b) Match Official's may carry with them other colours as agreed with NWSF.

11 NUMBERING

- (a) All players must wear unduplicated numbered shirts that coincide with the numbers listed on the team sheet.