

WESTERN NSW  
FOOTBALL

Regulations  
2024

Western NSW Football  
Youth League

## **Competition Contacts**

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## **General Information**

These rules are for the Western NSW Football Youth League for 2024

These competition rules are subject to alteration, if required, but only if such alterations are made in writing by Western NSW Football via the Competition Manager & Western NSW Football Chair.

Matters not included in these competition rules must be referred to the Competition Manager & Western NSW Football Chair. The decision of the Competition Manager & Western NSW Football Chair is final.

**Competition Draws, Results and Tables will be available on the Dribl competition management system.**

## 1. **Competition Format**

- a) The Western Youth League will be held as a round robin competition with all teams playing an equal number of games in the competitive age groups.
- b) Competition will be allocated as:
  - WIN - 3 Points
  - DRAW - 1 Point
  - WIN by FORFEIT - 3 Points (and a 3-0 result)
  - LOSS by FORFEIT - MINUS 3 Points (and 0-3 result)
- c) The positions of teams on the Points scores will be determined by, in order:-
  - Points
  - Goal Difference
  - Goals Scored

## 2. **Eligibility**

- a) It shall be the responsibility of the Association entering teams to ensure that players fulfil eligibility requirements.
- b) Players must be under the age or turn the age specified for the competition between January 1<sup>st</sup> and December 31<sup>st</sup> of the current year.
- c) Players must play in their correct age group unless the Association has a suitable reason to play a player up an age group, and this rests with the Association to determine.
- d) Relative Age Effect (RAE) will apply but approval can only be given by the Competition Manager & Western NSW Football Chair via email to [westernpremierleague@outlook.com](mailto:westernpremierleague@outlook.com). This will only be allowed in very special circumstances.
- e) Eligible players will be players who are registered with Football NSW and reside in the Western Branch boundaries.
- f) Players **MUST trial** in their **Association/Zone by Club Registration** in their respective association/zone in the first instance. In the event of a player registered with Western NSW Football SAP/AYL then this reverts to where the players reside to fall into an Association Boundary.
- g) If an association does not have a team in an age group, players in that age group in that association will be permitted to trial for an older age group or for another association (dependant on that association's rules) in their age group.

## 3. **Registrations**

- a) Players must register via Play Football under a Representative Team for the Association.
- b) Each team shall be eligible to register a maximum of 18 players.
- c) Only 16 players can participate in each match.
- d) Registrations must be received by the Competition Manager & Western NSW Football Chair on the Friday at 12:00pm before the start of competition. This registration must have at least 13 players.
- e) Additional registrations can be submitted prior to each match weekend if submitted by 5:00pm on the Friday.
- f) Late registrations must be submitted to, received, and accepted by the Competition Manager & Western NSW Football Chair prior to the player(s) taking part in their first match.



## **8. Under 10 & 11 Boys & U 10 Girls**

The Under 10 Boys and Under 11 Boys and U10 Girls will follow Small Sided Football guidelines noting the below inclusions/additions:-

- a) Teams are 9v9 including a goalkeeper.
- b) Field Sizes - Ideally a Max of 70m x 50m, Min of 60m x 40m
- c) Goal Size - Ideally 5m (w) x 2m (h)
- d) Penalty area - 12m (w) and 10m (d)
- e) Goal kicks - Are to be taken inside the penalty area. Opposing players must retreat 5m from the penalty area.
- f) Corner kicks - Are to be taken from the corner arc from the side the ball crossed the goal-line.
- g) Penalty kicks - Are to be taken 8m from the goal. All players must be outside the penalty area and 5m from the penalty spot.
- h) Goalkeeper is not allowed to kick the ball from his hands.  
- Goalkeeper must play the ball from his hands or kicking the ball when it is on the ground. Opposing players must retreat beyond the exclusion zone.
- i) The exclusion zone for Under 10B's & 11B's will be 15 metres from the goal-line.
- j) Attacking teams should be permitted to enter the "exclusion zone" once the ball is deemed in play which is either once it moves, or once it is placed on the ground (if caught during play).

### **Other rules as per Football Australia Mini-Roo's Guidelines**

## **9. Match Balls**

- a) Only licensed Football NSW are to be used in matches.
- b) Both teams must supply 1 match ball for each game played.
- c) Under 10's, 11's, 12's, 13's - Size 4  
Under 14's + - Size 5

## **10. Send Offs**

- a) A player sent off with a red card shall serve the minimum suspension as per FFA sendoff guidelines from all competitions sanctioned by Football NSW excluding byes, forfeits and deferred games.
- b) The Competition Manager & Western NSW Football Chair has the right to call a hearing if the offence is deemed more serious.
- c) A notification of appeal must be received within 72 hours by the Competition Manager & Western NSW Football Chair with confirmation of appeals within 72 hours of receiving referee's report.
- d) Any player appealing a send-off shall not be eligible to have the suspension reduced to less than one match or below the minimum sentencing guidelines.

**11. Cautions**

- a) Any player receiving Three (3) yellow cards in the Western Youth League shall receive a One (1) match suspension.
- b) A player who receives a further Two (2) yellow cards shall serve a further Two (2) matches.
- c) It shall be the responsibility of the manager of each team to record the number of yellows and apply any necessary suspension.

**12. Corner Kicks**

- a) In U12's corner kicks will be taken 7.5 metres out from the edge of the penalty area along the goal line.
- b) From Under 13's and above corner kicks must be taken from the designated area and the post/flag must not be removed.

**13. Playing Strips**

- a) Where teams clash in colours in the opinion of the referee, the team listed as the AWAY team, must change.
- b) All teams must wear a numbered strip, with NO duplication of numbers.
- c) The goalkeeper must wear a clearly distinguished shirt different to his own team and not to clash with the opponent's strip.
- d) All players must have approved shin pads.
- e) A Strip consists of socks, shorts and shirt.
- f) **All teams must have available an alternate strip.**

**14. Referee's**

- a) The host association must arrange with their local referee body to have suitable referee's appointed to games they host.
- b) If appointed referee's fail to appear, the team listed as HOME shall appoint a referee, or a person shall referee on agreeance from both the Home and Away teams.
- c) Referee's fees will be paid for by the host association.

**15. Protests**

- a) Where a team wishes to protest any match, it must be done so in writing and received by the Competition Manager & Western NSW Football Chair within 72 hours of the match in question.
- b) Every protest must be accompanied by a cheque/money order of \$200. If the protest is won, then \$150 will be refunded and if lost the whole amount will be forfeited.
- c) Failure of (a) and (b) will result in the protest being null and void.

**16. Fees**

- Protests - \$200 (\$150 refunded if successful)
- Appeals - \$200 (\$150 refunded if successful)

**17. Fines**

- Withdrawal after draw is completed - \$500
- Forfeits without notice - \$250
- Forfeits with prior notice - \$100

Note 1 – Prior notice is 72 hours before matches.

Note 2 – Any other breach of rules may result in a fine at the discretion of the Competition Manager & Western NSW Football Chair.

### **18. Medals**

The Host Association shall present medals to the players of the winning team and runners-up for each age group played in competition. The winners & runner-up need to attend this presentation on the last day of competition.

### **19. Interchange of Players**

Unlimited interchanging of players is permissible at any time during the game.

### **20. Forfeits**

- a) A period of 10 minutes will be given from the time of kick-off before a forfeit can be claimed in the event of no prior notice of a team failing to turn up.
- b) If the forfeiting team did not advise they were not turning up, the non-offending club may lodge a claim of expenses (with official receipts) incurred by the team. Such claims must be in writing within 72 hours of the match to the Competition Manager & Western NSW Football Chair and will be adjudicated by them and subject to appeal if necessary.

### **21. Washouts**

- a) All competition rounds washed out by rain shall be re-scheduled where possible and at the discretion of the Competition Manager & Western NSW Football Chair.
- b) In the event of no re-scheduling, each team scheduled to play shall receive 1 point.
- c) The decision to declare a round a washout shall be made by the Host Association and should consider any directive from local councils.
- d) In the event of washouts or the fields being unavailable to play, each association Co-Ordinator will be notified at the earliest possible time.

### **22. Deferrals**

- a) Deferrals will be granted to teams that have a minimum of 3 players representing at a higher level or involved in FNSW competition. The team requesting the deferral must present a written request to the Competition Manager & Western NSW Football Chair one (1) week prior to the scheduled game.
- b) The teams involved must discuss a possible time to play the match.
- c) Failure to resolve the match will result in the Competition Manager & Western NSW Football Chair scheduling the game.
- d) Teams that are unable to make it to the venue due to inclement weather, roads, or other preventive event to be able to have affected games deferred.