



**NORTHERN
SUBURBS
FOOTBALL**
EST. 1957

COMPETITION REGULATIONS

3. MINIROOS

2019

TABLE OF CONTENTS

3.1 INTRODUCTION.....	2
3.2 COMPETITIONS DEPARTMENT	2
3.3 TEAM/SQUAD NOMINATION	2
3.4 LATE TEAM ENTRY OR WITHDRAWAL	3
3.5 AGE GROUP.....	4
3.6 PLAYER ELIGIBILITY.....	4
3.7 MATCH CARDS/RESULTS CARDS	4
3.8 DUTIES OF TEAM MANAGERS.....	5
3.9 FORFEITS	5
3.10 ABANDONED/CANCELLED MATCHES	5
3.11 GAME LEADERS	6
3.12 MINIROOS FOOTBALL RULES	6
3.13 ON-FIELD COACHING	10
3.14 MATCH RESULTS	10
3.15 PLAYER EQUIPMENT	10
3.16 GROUND DRESSING.....	10
3.17 SPECIAL TIME REQUESTS – JUNIOR MIXED ONLY.....	10
3.18 SCHEDULE OF FEES, FINES & PENALTIES.....	11
3.19 ISSUING OF FINES AND PENALTIES	11

3.1 INTRODUCTION

These regulations apply to Junior Mixed MiniRoos and Girl's MiniRoos football. NSFA has adopted the Football Federation Australia ALDI "MiniRoos" curriculum.

3.2 COMPETITIONS DEPARTMENT

The Competitions Department shall be empowered to deal with all MiniRoos matters pertaining to the following competitions (subject to the authority of the Board):

- a) Junior Mixed Football - all Mixed MiniRoos football from Under 6 to Under 11;
- b) Girls Football – all Girls' MiniRoos football from Under 6 to Under 11.

3.3 TEAM/SQUAD NOMINATION

- a) The Competitions Department shall publish a closing date for the entry of teams into MiniRoos.
- b) Each club must enter details of the number of teams/squads entered in each age group on the club registration system by the published date.
- c) In order that each team/squad can be placed in an appropriate zone clubs must rank each team/squad at the start of each season:
 - i) In Junior Mixed each entry shall indicate a ranking from one (1) to four (4), with one (1) being the strongest;
 - ii) In Junior Girls' each entry shall indicate a ranking from one (1) to two (2) with one (1) being the strongest.
Rankings from one season will not automatically carry through to the following season.
- d) Following the closing date for entries, the Competitions Department shall, as soon as practicable, place teams in appropriate zones.
- e) Clubs must assign non-hierarchical names to all teams/squads in MiniRoos (e.g. "Tigers" or "Lions"). Clubs are required to use different names for adjoining age groups.
- f) All clubs with a Junior Mixed Under 12 Super League team must ensure that they have at least one "graded" team in Junior Mixed Under 10 and Under 11, with a qualified coach as per Section 3.3.1 of these Regulations.
- g) Each team/squad entry must include the name and contact details of team/squad manager, coach and any assistants. All team officials must register on the FFA National online registration system in order for clubs to appoint them to a team. The Competitions Department will not schedule any matches for teams until they have complied with this clause. BOD 1/19
- h) Clubs must verify the WWC number of all team officials in teams/squads from Under 6 to Under 11. The Competitions Department will not schedule any matches for teams until they have complied with this clause. BOD 1/19
 - i) The minimum and maximum number of players to be registered in a team/squad is:
 - i) Under 6 and Under 7 – minimum eight (8): maximum twelve (12);
 - ii) Under 8 and Under 9 – minimum seven (7): maximum ten (10);
 - iii) Under 10 and Under 11 – minimum nine (9): maximum thirteen.

The Competitions Department will publish MiniRoos draws on the NSFA website – [click here](#).

- j) The draw will only change at the discretion of the Competitions Department.

3.3.1 Minimum Coaching Requirement

- a) All MiniRoos teams must appoint a person holding a minimum of an FFA Grass Roots Coaching Certificate to coach the team.
- b) In addition to clause a) above, all Under 10 Diamond League teams must be coached by a person holding at least a FFA Skill Training Certificate or an Advanced FFA C Licence (Youth) or higher. BOD 1/19

3.3.2 Team Placement

The Competitions Department will place teams/squads in appropriate divisions. The exception is Diamond League, where teams must nominate and fulfil the requirements set out by the Board. The procedure for placement is as follows:

- a) Each age group will divide into divisions of six (6) or eight (8) teams, depending on the number of teams.
- b) In Junior Mixed Under 6 and Under 7, divisions will split between two zones – “North” and “South”.
- c) In Junior Mixed Under 8 and Under 9, divisions will initially split between two zones – “North” and “South”. At the first re-grading the best-performed teams in both zones may be combined into a “Cross” zone’ if results to that time warrant.
- d) In Junior Mixed Under 10 and Under 11 and Girls’ Under 6 to Under 11, there are no zones.
- e) In Junior Mixed Under 6 to Under 9, the Competitions Department will place teams in a zone-appropriate division according to the ranking for that team as nominated by the club. Teams ranked as a one (1) will be placed into the highest ranked division, then the next highest division etc. until exhausted and then teams ranked as a two (2) will be placed, followed by rank three (3) and ranked four (4).
- f) In Junior Mixed Under 10 and Under 11, the Competitions Department will place teams into appropriate divisions according to the ranking for that team as nominated by the club. It will place teams ranked as a one (1) into the highest ranked division, then the next highest division etc. until exhausted. It will then place teams ranked, as a two (2) into divisions, followed by teams ranked as a three (3) and a four (4) in that order.
- g) In Girls Under 6 to Under 10 (non-Diamond League) and Under 11, the Competitions Department will place teams into appropriate divisions according to the ranking for that team as nominated by the club. It will place teams ranked as a one (1) into the highest division and teams ranked as a two (2) into the next division or divisions, depending on number of teams entered.
- h) In Under 10, teams wishing to play in Diamond League must nominate and fulfil the requirements set out by the Board.
- i) The Competitions Department may also consider previous year’s positions, if relevant.

3.3.2.1 Re-grading

- a) The Competitions Department conducts automatic re-grading in each age group of Junior Mixed MiniRoos after five (5) rounds.
- b) Automatic re-grading is performed by a computer program which considers results, team/squad ranking and relative grading of each opponent, and calculates a “quotient” for each team/squad. The program then lists teams/squads in order from the lowest quotient to the highest and then divides teams into zones of six (6) or eight (8) teams/squads. The Competitions Department then produces a new 5-round draw. It repeats the re-grading process after every five (5) rounds until the end of the season.
- c) The Competitions Department may conduct manual re-grading in the Girls’ MiniRoos age groups, after every five (5) rounds.
- d) The Competitions Department only re-grades the Diamond League draw during the season if it becomes necessary.

3.4 LATE TEAM ENTRY OR WITHDRAWAL

- a) The Competitions Department may accept late entries at its discretion. Clubs must pay a late entry fee as prescribed in Section 3.18.1 of these Regulations.
- b) Clubs must notify withdrawals in writing and are subject to a withdrawal fee as prescribed in Section 3.18.1 of these Regulations.

3.5 AGE GROUP

The following age groups are available in MiniRoos:

- a) Junior Mixed:
 - i) Under 6 – squads; round robin format; played at MiniRoos centres.
 - ii) Under 7 – squads; round robin format; played at MiniRoos centres.
 - iii) Under 8 – teams; round robin format.
 - iv) Under 9 – teams; round robin format.
 - v) Under 10 – teams; round robin format.
 - vi) Under 11 – teams; round robin format.

All matches above play on Saturday mornings.

- b) Girls':
 - i) Under 6 - squads; round robin format; played at MiniRoos centres.
 - ii) Under 7 - squads; round robin format; played at MiniRoos centres.
 - iii) Under 8 - teams; round robin format.
 - iv) Under 9 - teams; round robin format.
 - v) Under 10 - teams; round robin format.
 - vi) Under 10 Diamond League - teams; round robin format; by nomination.
 - vii) Under 11 - teams; round robin format.

Matches in options i) and ii) play on Saturday mornings. Matches in options iii) to vii) play on Sunday mornings.

3.6 PLAYER ELIGIBILITY

Subject to dispensation that the Competitions Department may grant, the following criteria define player eligibility:

- a) Players must properly register, in accordance with the provisions of NSFA Competition Regulations 1 – Participant Registration.
- b) Players must meet the age criteria of the age group in which they are playing.
- c) Players may only register in Mixed MiniRoos if they are four (4) years of age or older as at midnight on the 31st December of the previous year.
- d) NSFA recommends that no player shall play in an age group more than two (2) years higher than they are qualified for, unless the Competitions Department has granted the player dispensation.
- e) Players may fill in for any other team/squad in the same age group or in a higher age group (subject to clause 3.6 d) above and clauses 3.6 f) & g) below), provided it is a team/squad of commensurate ability.
- f) Diamond League players cannot fill in for non-Diamond League teams in the same age group.
- g) Persons of any gender may play in Junior Mixed MiniRoos football. Only female players may play in Girl's MiniRoos football.

3.6.1 Dispensation

Clubs may make an application for dispensation to the Competitions Department no later than seven (7) days before the intended match and must include:

- a) The player's name and ID number;
- b) The playing history of the player;
- c) The reason for the application;
- d) Any information from third parties that the Competitions Department may require in order to reach a decision.

3.7 MATCH CARDS/RESULTS CARDS

- a) In MiniRoos, all teams/squads are required to carry a season results card on which will be recorded the results of all matches played by that team/squad. The managers should verify the score of each match. Each manager shall retain his/her respective results card for the entire season and is not required to forward it to the NSFA office.

- b) Managers can download NSFA MiniRoos Results Cards from the NSFA website – [click here](#). There is a results card for Under 6 and Under 7 (NSCF14A) and a separate results card for Under 8 to Under 11 (NSCF14B).

3.8 DUTIES OF TEAM MANAGERS

For all MiniRoos age groups team managers shall perform the following duties on match days:

- a) Carry a full set of coloured bibs. If there is a clash of strips, the “home” team shall wear bibs to distinguish them from the “away” team. NOTE: The “home” team is the team named first in the draw.
- b) Check playing field for safety; ensure no health hazards if no Ground Controller present.
- c) Check that gates permitting ambulance entry to field are unlocked. If locked, make every reasonable effort to rectify the situation if no Ground Controller present.
- d) Ensure all players are wearing the correct attire.
- e) Provide an approved, properly inflated match ball prior to match start
- f) Negotiate with opposition manager to appoint a person to act as “Game Leader”.
- g) Enter score on season result card and verify score with opposition manager.
- h) Notify result either by entering score onto the club website directly or by sending to club recorder.

3.9 FORFEITS

- a) Where a team forfeits a match the draw will note the match as a forfeit with no score.
- b) Where both teams forfeit a match the draw will note the match as cancelled.

3.9.1 Forfeit with Notice

- a) Teams must notify all forfeits to the Association on the NSCF11A – Forfeit Form - [click here](#), at least forty-eight (48) hours prior to the scheduled commencement of the fixture.
- b) Clubs forfeiting after 4:00pm of the last working day in any week must advise the opposition Club Secretary and the Association.

3.9.2 Forfeits without Notice

- a) Where a team/squad has not reported to the opposition by the scheduled kick-off the opposition shall allow ten (10) minutes grace. If after the ten (10) minutes grace period a team/squad has still not reported to the opposition, it shall automatically forfeit to its opponents.
- b) Where a team/squad has insufficient players, a team/squad may claim a forfeit. However, teams/squads are encouraged to organise a “friendly” match by distributing available players between the two teams. The result of a “friendly” game will not count in calculations for regrading.
- c) Forfeiting teams/squads in a) above will be penalised as per Section 3.18.2 of these Regulations.

3.9.3 Consecutive Forfeits

The Competitions Department may ask teams/squads forfeiting on successive occasions without good reason to show cause as to why it should allow the team to continue to participate.

3.10 ABANDONED/CANCELLED MATCHES

- a) All matches must be played at the time and place advertised, except where abandoned or cancelled by either:
 - i) The NSFA office; or
 - ii) The dressing club or ground controller.

- b) Where a full round is cancelled due to weather or other circumstances such round will be rescheduled to immediately following the last published round before the next re-grading process.
- c) Where the Competitions Manager cancels a match due to weather or other circumstances, the Competitions Department will not reschedule the match.
- d) Team/squad managers may cancel matches, by consensus, if both managers agree the ground is unfit for play. **BOD 1/19**

3.11 GAME LEADERS

- a) The KDFRA do not appoint referees to MiniRoos matches. Team managers are required to: **BOD 1/19**
 - i) Mutually appoint a responsible person to act as “game leader”.
 - ii) Only one person shall carry out this task for the entire match.
 - iii) The “game leader” can be a club-official, parent, older child/player or beginner referee and should always be enthusiastic and approachable.
 - iv) The “game leader” should be flexible and patient.
- b) The “game leader” must record the score on the result cards provided and return the cards to each squad’s manager.
- c) The “game leader’s” role is to instruct players in the correct way to play the game and help them to enjoy the game.
- d) The “game leader” must use common sense to ensure that the game flows as much as possible.
- e) The “game leader” must ensure that the game is restarted quickly by enforcing the three-second rule and calling “Ready, Set, Go” at every restart of play.
- f) The “game leader” should try to give advantage to the attacking team where possible.
- g) The “game leader” must discourage players from permanently over-guarding the goal.
- h) The “game leader” must discourage players from standing in an offside position:
 - i) For frequent periods of time and;
 - ii) Where their offside position is deliberate and against the spirit of the game.
- i) The “game leader” must be fair to both sides.

3.12 MINIROOS FOOTBALL RULES

NSFA conducts matches in MiniRoos under Football Federation of Australia (FFA) Aldi MiniRoos National Playing Formats and Rules.

3.12.1 The Field of Play

- a) The field of play shall be rectangular. Minor variations in the length and width are acceptable. The recommended dimensions for fields are: **BOD 1/19**
 - i) Under 6 and Under 7 – maximum: 30m x 20m. Two (2) fields of this size required.
 - ii) Under 8 and Under 9 – minimum: 40m x 30m. Maximum 50m x 40m.
 - iii) Under 10 and Under 11– minimum: 60m x 40m. Maximum 70m x 50m.

3.12.2 Field Markings

The outside boundaries shall be marked. A halfway line shall run parallel to the goal lines from one sideline to the other. The following markings are also required:

- a) In Under 8 and Under 9, a penalty area shall be drawn six (6) metres from the centre of the goal line on both sides and extending five (5) metres into the field of play.
- b) In Under 10 and Under 11, a penalty area shall be drawn ten (10) metres from the centre of the goal line on both sides and extending ten (10) metres into the field of play.

NOTE: If any of the lines are not marked, teams may use cones or other safe methods to mark out the field of play.

3.12.3 Goals

In Under 6 and Under 7, portable goals are used. In Under 8 to Under 11 should be permanent but if this is not possible portable goals may be used. Clubs must anchor portable goals securely to the ground. The maximum sizes for each age group are: **BOD 1/19**

- a) Under 6 and Under 7 – maximum internal height – one (1) metre; width – two (2) metres;
- b) Under 8 and Under 9 – maximum internal height – two (2) metres; width – three (3) metres;
- c) Under 10 and Under 11 – maximum internal height – two (2) metres; width – five (5) metres;

3.12.3.1 Method of Scoring

A goal occurs when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones substitute for goals, a goal occurs when the ball passes between the cones without touching them, below shoulder height of the player.

3.12.4 The Ball

- a) Under 6 to Under 9 matches play with an approved size three (3) ball;
- b) Under 10 and Under 11 matches play with an approved size four (4) ball.

3.12.5 Duration of Games

- a) Under 6 and Under 7 – two (2) periods of twenty (20) minutes each;
- b) Under 8 and Under 9 – two (2) periods of twenty (20) minutes each;
- c) Under 10, Under 11 - two (2) periods of twenty-five (25) minutes each;
- d) Half time break - maximum of five (5) minutes in all matches. **BOD 1/19**
- e) In Under 6 and Under 7, the Ground Controller will signal the start, half time, restart and finish of all matches.
- f) In Under 8 to Under 11, the “game leader” of each game will signal the start, half time, restart and finish of the match.

3.12.6 Number of Players

- a) In Under 6 and Under 7, squads divide into two (2) teams that play simultaneously on adjoining fields. A maximum of four (4) players shall be on the field for each team at any one time with a maximum of three (3) players nominated as substitutes. There are no goalkeepers. A squad shall forfeit the match if it has fewer than six (6) players available.
- b) In Under 8 and Under 9, a maximum of seven (7) players shall be on the field for each team at any one time, one of whom must be a goalkeeper, with a maximum of four (4) players nominated as substitutes. A team shall forfeit the match if it has fewer than five (5) players available.
- c) In Under 10 and Under 11, a maximum of nine (9) players shall be on the field for each team at any one time, one of whom must be a goalkeeper, with a maximum of four (4) players nominated as substitutes. A team shall forfeit the match if it has fewer than six (6) players available.
- d) Players may interchange at any time during the game. Interchanges may take place while the ball is in play however; the substitute may not enter the field until the substituted player has left the field.
- e) If a team/squad is short, it may borrow players from any other team/squad of equal or similar ability from the same club. (see Note below)
- f) Diamond League players may not play in non-Diamond League teams or teams in a lower age group.
- g) In Under 6 and Under 7 players cannot transfer from one team from his/her squad to the other team from his/her squad during a match unless a player from the other field is unable to continue due to injury and not transferring the player would result in a team having insufficient players.
- h) All players in attendance at a game must receive equal playing time.

NOTE: The majority of clubs do not grade MiniRoos teams on ability. Borrowing a

player who is too strong for the opposition is against the spirit of MiniRoos and is unfair for the players of both teams. In addition, teams may be re-graded incorrectly based on the result of the game.

3.12.7 Playing Rules

a) Under 6 and Under 7

- i) Play should be as continuous as possible with no stoppages.
- ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
- iii) The “game leader” determines which team kicks off using the “which hand is the whistle, rock etc. in” method.
- iv) The game starts with a kick off at halfway. The kicker must pass the ball to a teammate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least five (5) metres away from the ball until it is in play. A team cannot score a goal directly from a kick-off. BOD 1/19
- v) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until he/she plays the ball or the game leader has finished his countdown and has called "Go".
- vi) There are no corners. Unless a goal has been scored, regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can only move once the ball is in play. The ball is in play once the kicker kicks it and it moves. The team can only score if the ball has touched a teammate before it enters the goal.
- vii) There are no throw-ins. A player from the opposing team to the player that touched the ball last before crossing the sideline will place the ball on the sideline and pass or dribble the ball into play. Opponents must remain at least five (5) metres away from the ball until it is in play. A team can only score a goal if the ball has touch a teammate before it enters the goal.
- viii) When a goal is scored play is restarted from the half way line as per clause iii) above.
- ix) All free kicks are indirect free kicks and the kicker must kick the ball into play (no dribbling). Opponents must remain at least five (5) meters away from the ball until the ball is in play. The ball is in play once the kicker has kicked it and it moves. The team can only score a goal if the ball subsequently touches any other player before it enters the goal.

NOTE: It is not in the spirit of the game to have a player permanently stationed in the goal area as an attacker or defender. The game leader, coaches and managers should continually discourage players from standing in front of the goal.

b) Under 8 to Under 11

- i) Play should be as continuous as possible with no stoppages.
- ii) There is no offside. Players should be discouraged from permanently standing in a blatant offside position.
- iii) A player may only enter the opposition’s penalty area when the ball is in the same half of the field.
- iv) The “game leader” determines which team kicks off using “which hand is the whistle, rock, etc. is in” method.
- v) The game starts with a kick off at halfway. The kicker must pass the ball to a teammate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5 metres away from the ball until it is in play. A team cannot score a goal directly from a kick-off. BOD 1/19
- vi) The team taking a restart has three (3) seconds to recommence play. Opposition players must stand the required distance from the kicker until he/she has played the ball or the “Game Leader” has finished his/her countdown and has called "Go".

- vii) When the ball crosses the goal line (and no goal has been scored) and is last played by a defending player a corner kick is awarded. A player from the attacking team places the ball in the corner nearest to the point where the ball crossed the line. Opponents must be at least five (5) metres away from the ball until it is in play. The ball is in play when the player kicks the ball and it moves. Players may score a goal directly from a corner kick.
- viii) When the ball crosses the goal line (and no goal has been scored) and is last played by an attacking player a goal kick is awarded. Goal kicks are taken from anywhere within the penalty area. Opponents must remain the correct distance away until the ball is in play and a teammate of the player taking the kick has touched the ball. The ball is in play when it has left the penalty area. The correct distance for each age group is:
 - Under 8 and Under 9 – opponents must remain behind the halfway line;
 - Under 10, Under 11 - opponents must remain fifteen (15) meters from the penalty area.
- ix) When the ball goes over the sideline and out of play, the non-offending team restarts play with a throw-in. The player taking the throw-in must face the field of play, have part of each foot either on or behind the sideline, use both hands and deliver the ball from behind and over the head. Opposition players must remain at least five (5) metres away from the ball until it is in play. The ball is in play when it enters the field of play. The thrower may not touch the ball a second time until another player has touched it.
- x) All free kicks are indirect free kicks, except in the circumstances outlined in clause xi) below. Players take indirect free kicks from the point where the offence occurred and must kick the ball into play (no dribbling). Opponents must remain at least five (5) metres away from the ball until it is in play. The ball is in play when a player kicks it and it moves. A team can only score a goal if the ball subsequently touches any other player before it enters the goal.
- xi) A Penalty kick shall be awarded if a player deliberately commits any of the following offences in his own penalty area:
 - Kicks or attempts to kick an opponent;
 - Trips or attempts to trip an opponent;
 - Jumps at an opponent;
 - Charges an opponent;
 - Strikes or attempts to strike an opponent;
 - Pushes an opponent;
 - Tackles an opponent in a careless, reckless or dangerous manner;
 - Holds or otherwise impedes an opponent;
 - Handles the ball, except if he/she is the nominated goalkeeper.
- xii) The penalty kick is taken from the centre of the field, at a point eight (8) metres from the goal line, with a goalkeeper in position. All other players must be outside the penalty area and be at least five (5) metres behind the penalty mark.
- xiii) All players must take a penalty kick before any player can take a second penalty kick in a game.
- xiv) The ball must touch a teammate before a goal can be scored from any restart other than an indirect free kick, where the ball can touch any player (teammate or opposition) before a goal can be scored
- xv) Goalkeepers may only release the ball into play by throwing it or placing it on the ground and kicking it. Goalkeepers must throw or kick the ball within six (6) seconds of catching it. Goalkeepers must not use a punt kick or drop kick to release the ball into play.
- xvi) Opponents must be at least five (5) metres outside the penalty area and cannot move forward until the Goalkeeper has made a pass to a teammate and the teammate has touched the ball - at that time the opposition team can move forward.

NOTE: It is not in the spirit of the game to have a player permanently stationed in the goal area as an attacker or defender. The “game leader”, coaches and managers should continually discourage players from standing in front of the goal.

3.13 ON-FIELD COACHING

- a) NSFA does not allow on-field coaching.
- b) NSFA does not allow coaches or spectators to stand near the goal line.
- c) NSFA shall allow one (1) spectator only to stand behind the goal line at each end to retrieve the ball.

3.14 MATCH RESULTS

- a) In all MiniRoos age groups, the Competitions Department will tabulate results for the purposes of re-grading only. It will not keep Competition tables.
- b) NSFA will not publish results on the NSFA website, social media pages or newsletters.
- c) Clubs may not publish MiniRoos results on club websites, club social media pages or club newsletters.

3.15 PLAYER EQUIPMENT

- a) Teams/squads may only wear approved club strips, including shorts and socks, in any match.
- b) If a “home” team’s approved strip clashes with the “away” teams approved strip the home team shall wear coloured bibs over their playing strip.
- c) Shirts do not have to be numbered.
- d) Players must wear shin pads at all times.
- e) Players may not wear jewellery of any kind except for medical alert bracelets and necklaces, which they must tape securely to the wrist or chest.
- f) Players cannot wear plaster or similar rigid casts.
- g) NSFA recommends that where spectacles are required, they should be safety glasses only.

3.16 GROUND DRESSING

The Competitions Department will assign grounds to clubs, which they are responsible for dressing, before the start of each season. Dressing clubs:

- a) Must ensure that they properly anchor fixed goal posts in the ground. If posts are not permanently fixed, clubs must anchor the posts with either metal spikes or pegs or sand bags. This does not apply to the fold-up type goals used in Under 6 and Under 7.
- b) Must ensure that dressing rooms are open, if available, and are clean and tidy.
- c) Must unlock the emergency gate to allow access by ambulance if required.
- d) Must close dressing rooms and relock emergency gate at the end of the day.
- e) Nets and corner posts are desirable but not essential.
- f) Must report any damage or rubbish to NSFA as soon as possible.

3.17 SPECIAL TIME REQUESTS – JUNIOR MIXED ONLY

The Competitions Department may grant Special Time Requests to clubs meeting the following criteria:

- a) Playing time requests may be accepted for:
 - i) Saturday 8:30am;
 - ii) Saturday 11:50am for Under 8/Under 9 or 11:30am for Under 10/Under 11.
- b) A minimum of three (3) players in any squad or team must be subject to an inability to participate in a squad or team before the Competitions Department will grant a Special Time Request application.

- c) Proof of need for request:
 - i) Where the request is necessary for school reasons or preferences the club must provide a statement from the principal of the school for each player involved.
 - ii) Where the request is because of religious requirements, the club must provide a statement from an official of the religious institution for each player involved.
- d) Clubs must submit all Special Time Requests on the NSCF11D – MiniRoos Special Time Request Form - [click here](#). BOD 1/19
- e) The Competitions Department will allocate Special Time Requests to grounds as determined by the draw.
- f) Clubs must submit Special Time Requests to the Competitions Department prior to completion of the draw.
- g) If there is a conflict between two Special Time Requests, then the two teams must negotiate an agreeable time on the same day that fits in with available grounds. If the teams cannot reach agreement, then the Competitions Department will declare the fixture null and void.

3.18 SCHEDULE OF FEES, FINES & PENALTIES

3.18.1 Team Entry Fees

- a) Late entry fee – 10% of team entry fee (after date determined by board for nominations).
- b) Withdrawal fee (no later than seven (7) days before first scheduled round of matches) – 10% of team entry fee.
- c) Late withdrawal fee (later than seven (7) days before first scheduled round of matches) – 50% of team fees.
- d) Late withdrawal fee (within fourteen (14) days of Gala Day) - \$300
- e) Late withdrawal fee (seven (7) days prior to Gala Day) – \$500
- f) Withdrawal fee (on the day – Gala Day) \$500

3.18.2 Forfeits

- a) Late forfeit fee (within forty-eight (48) hours of match) - \$50
- b) Late forfeit fee (without notifying opposition team) - \$50

3.18.3 Grounds

- a) Failure to open emergency access - \$100

3.19 ISSUING OF FINES AND PENALTIES

- a) The NSFA office will issue fines and penalties within twenty-one (21) days of the date of the offence.
- b) Clubs who wish to dispute a fine or penalty must apply in writing to the Competitions Department within seven (7) days of receiving the fine notice.

Northern Suburbs Football Association
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