



# FOOTBALL COMPETITION RULES AND REGULATIONS

Presented By



FOOTBALL  
**NORTHERN  
TERRITORY**

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## 1. COMPETITIONS

The 2019 Arafura Games football tournament shall consist of the following competitions.

- Open Women
- Open Men

## 2. ELIGIBILITY

- 2.1 The purpose of Arafura Games is to facilitate a friendly competitive environment so as to enable development of football and promote relations with neighbouring countries. Due to the nature of Arafura Games (Football) the tournament is strongly recommended to State, Provincial, Regional or Zone teams however we will happily consider club based teams.
- 2.2 The Arafura Games shall be conducted for representative teams from clubs, States, Provinces, Regions or Zones.
- 2.3 Competitions and age eligibility for the 2019 Arafura Games are as follows:

| Competition | Age Eligibility                              |
|-------------|--|
| Open Women  | Female Players aged 14 years and above       |
| Open Men    | Amateur Male Players aged 16 years and above |

## 3. NOMINATION OF SQUAD

- 3.1 Each Team intending to participate in the Arafura Games shall register their nomination via Arafura Games registration portal.
- 3.2 Squads size shall be a minimum of Fifteen (15) players and maximum of Eighteen (18) Players, who must all be registered in Arafura Games Portal via <https://arafuragames.nt.gov.au/>
- 3.3 All the team officials Manager, Coach, Trainer/Physiotherapist must be registered via Arafura Games portal.

#### **4. REGISTRATION OF SQUAD**

- 4.1 All Teams are to supply a completed Player Registration Record to competition administrator.
- 4.2 Registration records and accepted documentation are to be submitted to the Arafura Games office.
- 4.3 Should a late change of Player(s) be required, the Arafura Games office is authorised to check the relevant documents and update to the Arafura Games Portal for inclusion in the records.

#### **5. FINAL SQUAD**

- 5.1 Each Team shall declare their final squad at the technical meeting.
- 5.2 Late changes may be made to squads at the technical meeting, providing the Player is registered with the Arafura Games office.
- 5.3 Once declared, there can be no alterations, additions or deletions to any squad for any reason, unless a meeting of all Managers is called and agreement must be unanimous.

#### **6. LIAISON OFFICERS**

- 6.1 Where it is deemed desirable by the Tournament Committee, a Liaison Officer may be appointed to some or all of the competing Teams.
- 6.2 The Liaison Officer shall ensure that the officials are transported to and from any official function(s) and are informed of any alterations that may affect them.

#### **7. COLOURS AND NUMBERS**

- 7.1 All teams shall play in their registered colours.
- 7.2 In the event there is a clash of colours the Away Team will change into their alternate playing strip or wear bibs or part thereof as requested by the match Referee.
- 7.3 All playing shirts must be numbered on the back of the shirt.

- 7.4 All Players must wear the same number in all matches throughout the game.
- 7.5 The playing strips or images of thus must be presented at the Technical Meeting.
- 7.6 Playing strips may carry advertising subject to the following conditions:
- 7.6 (a) There shall be no conflict of interests with the sponsor of the Arafura Games, and
- 7.6 (b) The sponsorship does not conflict with the aims and objectives of FNT or FFA.



Fig: Sample Playing Strip Design

## 8. LAUNDRY

- 8.1 Teams are responsible for the laundering of their playing strip including any costs involved.
- 8.2 The location of local Laundromats shall be provided to all teams upon request.

## **9. MEDICAL AND INSURANCE**

- 9.1 Arafura Games will provide a qualified Sports Trainer who will be in attendance at matches. Team Officials may request the Sports Trainer to treat an injured Player(s).
- 9.2 At the request of a Team Manager the Arafura Games will arrange any other medical treatment deemed necessary by the Team Trainer.
- 9.3 Costs incurred in medical treatment shall be the responsibility of the team receiving such treatment.
- 9.4 Insurance of the Players / equipment is the responsibility of each participating Team.

## **10. OBSERVERS**

- 10.1 International, National or independent Club representative shall inform FNT if they seek to be an Observer.
- 10.2 At the commencement of the Arafura Games each team who seeks to have an observer shall make themselves known to the Tournament Manager.
- 10.3 Any International, National or independent Club representative wishing to contact a Player shall contact the Tournament Manager to enable the Tournament Manager to organise access to the Player through the Player's Team Manager.
- 10.4 Any International, National or independent Club representative causing disruption to, or harassing, team officials or Players shall be removed from the venue.

## **11. TECHNICAL MEETING**

- 11.1 Prior to the commencement of competition the Tournament Manager will convene a meeting of all participating team officials and tournament officials.
- 11.2 Attendance at this meeting shall be restricted to:
- Tournament Organizer;
  - 2 representatives from each participating team;
  - Other persons invited by the Tournament Manager.
- 11.3 At this meeting final teams shall be declared.
- 11.4 Teams shall bring with them to this meeting their main playing strips - shirt/short/sock - plus the goalkeeper - shirt/short/sock and any alternative strips if they have it.
- 11.5 Technial Meeting is scheduled for Sunday 28<sup>th</sup> April at Darwin Football Stadium at 12.00pm.

## **12. TRAINING GROUNDS**

- 12.1 Training grounds shall be made available for each team participating in the Arafura Games. It is essential that Ground bookings should be made with the coordinator by **25<sup>th</sup> April 2019**.
- 12.2 Training equipment shall be the responsibility of each team.

## **13. COMPETITION FORMAT**

- 13.1 Competitions shall be conducted in either-pool or league format depending on the number of teams that nominate.
- 13.2 For women's competition it's a league format where the top four teams go through the playoffs.
- 13.3 In the men's competition, its two pool format in which top two form each pool will go to the playoffs.

- 13.4 FNT will advise all competing teams of the format of the competition as soon as possible prior to the tournament including details of how final standings are to be determined.

#### **14. POSTPONEMENTS AND CANCELLATIONS**

- 14.1 If, due to any unforeseen circumstances matches are delayed, the Tournament Manager may decide to play two matches per team each day.
- 14.2 The Tournament Manager may transfer matches to alternative venues.
- 14.3 Should neither of the above alternatives be available the Tournament Manager, after consultation with Managers of the participating teams, may abandon the tournament.

#### **15. TROPHIES**

- 15.1 Players of the winning team shall receive the Arafura Games Gold medal.
- 15.2 Players of the second-placed team shall receive the Arafura Games Silver medal.
- 15.3 Players of the third-placed team shall receive the Arafura Games Bronze medal.
- 15.4 Goodwill pennants/plaques may be exchanged prior to the commencement of each match.

#### **16. PLAYING TIMES**

- 16.1 Normal playing time in all matches shall be:
- Open Men 35 minutes each way
  - Open Women 35 minutes each way
- 16.2 The half time interval shall be not more than ten (10) minutes.
- 16.3 Stoppage time, as per FIFA guidelines, shall be played.



16.4 If in a knockout stage a match stands as a draw at the conclusion of normal playing time extra time shall be played and followed, if necessary, by penalty kicks to determine the winner in accordance with Rule 20.

## **17. POINTS**

17.1 Points shall be awarded for each match played as follows:

Win 3 points

Draw 1 point

Loss 0 points

17.2 Team standing for final position play-offs shall be decided as per their total points accumulated.

17.3 Where teams are equal on accumulated points then positions shall be decided in accordance with Rule 18.

## **18. DETERMINATION OF PLACINGS**

18.1 If two (2) or more Teams are level on points accumulated, the following criteria shall be applied, in order, until one (1) of the Teams can be determined as the higher ranked:

i) highest goal difference;

ii) highest number of goals scored;

iii) highest number of points accumulated in matches between the Teams concerned;

vi) lowest number of red cards accumulated;

vii) lowest number of yellow cards accumulated;

iv) highest goal difference in matches between the Teams concerned;

v) highest number of goals scored in matches between the Teams concerned;

viii) toss of a coin.

## **19. TEAM SHEETS AND SUBSTITUTIONS (Interchange)**

- 19.1 Team Sheets are to be completed by each Team Manager for each match and provided to the Tournament Manager no later than 30 minutes prior to the scheduled kick-off time of the match.
- 19.2 All Players may be named on the Team Sheet for the match (11 selected Players and substitutes). Up to a maximum of five (5) of these substitutes may take the place of the selected Players at any time during the match.
- 19.3 Once a Player has been substituted they may resume play in that particular match as an interchange player.

## **20. EXTRA TIME**

- 20.1 If extra time is required to decide a match it shall consist of two periods of ten (10) minutes each.
- 20.2 An interval of two (2) minutes shall be allowed at the end of normal playing time and Players must remain on the field of play during this interval.
- 20.3 The coin shall be tossed to determine direction and kick-off for the first period of extra time.
- 20.4 At the conclusion of the first period of extra time teams shall change ends immediately and the match continued. There shall be no interval between the two period of extra time.
- 20.5 Stoppage time, as per FIFA guidelines, shall be played.
- 20.6 If the match stands as a draw after extra time then penalty kicks shall be taken as stipulated in FIFA's Laws of the Game to determine the winner.

## **21. MATCH REFRESHMENTS**

- 21.1 Ice will be made available to all teams, as required.

## **22. MATCH EQUIPMENT**

- 22.1 Size 5 match balls shall be provided by the FNT for all matches.

## **23. MATCH OFFICIALS**

- 23.1 All match officials participating shall hold current qualifications of a minimum standard equal to FFA Level 3.
- 23.2 Where practical and feasible, neutral match officials shall be appointed.
- 23.3 A Referee's co-ordinator shall be appointed by the FNT for the duration of the tournament.
- 23.4 The Referees co-ordinator shall be responsible for:
  - 23.4 (a) the selection and appointment of all match officials;
  - 23.4 (b) the education and inspection of all match officials;
  - 23.4 (c) ensuring that match officials are present and that Games commence on time;
  - 23.4 (d) team sheets are correct;
  - 23.4 (e) match balls are available and suitable for use;
  - 23.4 (f) reports are completed and lodged with the Tournament Manager.

## **24. TECHNICAL AREA AND TEAM OFFICIALS**

- 24.1 Technical areas will be provided.
- 24.2 Only team officials and named substitutes are allowed to enter the technical area.
- 24.3 Coaching shall be permitted by team coach. Other officials are to be seated and are asked to refrain from referee or game commentary. Team officials are required to conduct themselves in a responsible manner. The referee has the authority to take action against team officials who fail to conduct themselves in a responsible manner and the referee may at their discretion, expel team officials from the field of play and its immediate surrounds and a red card may be produced.
- 24.4 Should any official or Player be suspended or disqualified, they shall not be permitted within the enclosed playing area during that Team's match(es) for the duration of such suspension.

## **25. CAUTIONS, SEND OFFS AND TEMPORARY DISMISSAL**

### **25.1 CAUTIONS AND SEND OFFS**

25.1 (a) Where a Player is sent from the field of play they shall be automatically suspended from their Team's next match.

25.1 (b) Two cautions received during the same match incur an expulsion (indirect red card) and automatic suspension from the next match. The two cautions that incurred the red card are rescinded.

25.1 (c) Where a Player receives a caution and is sent from the field of play by way of a direct red card and not as a result of receiving a second caution the Player shall be automatically suspended from his Team's next match and the original caution shall be included in the Player's accumulated number of cautions.

25.1 (d) Two (2) cautions received in two (2) different matches shall result in automatic suspension from the next match.

25.1 (e) Accumulation of yellow cards shall cease at the end of the elimination rounds and shall not carry forward to semi-finals and finals.

25.1 (f) Players sent from the field may also be referred to the Tribunal.

25.1 (g) There is no appeal against mandatory suspensions except on the basis of mistaken identity.

25.1 (h) Any appeal lodged must be heard prior to that Team's next match and shall be heard by the Tribunal.

### **25.2 TEMPORARY DISMISSAL**

25.2 (a) For 2019 Arafura Games Football Tournament, the organizers will be introducing Temporary Dismissal to assist with player behaviour and reduce dissent.

25.2 (b) Where a temporary dismissal is due the referee shall indicate the temporary dismissal by showing a yellow card accompanied by seven (7) minutes hand signal and a direction to Temporary Dismissal holding area.

25.2 (c) The matches 4<sup>th</sup> Official shall monitor the temporary dismissal seven (7) minutes temporary dismissal and informs the match referee about the conclusion of that periods.

25.2 (d) Note: The yellow card will not count in the accumulation towards a red card and total number of yellow cards for the tournament.

25.2 (e) A player can only be temporarily dismissed twice in a match and may not take further part in the same match. The temporarily dismissed player may be substituted after they have served the seven (7) minute of temporary dismissal period. The temporarily dismissed player will still be eligible to play in the next scheduled match.

## **26. FORMAT FOR LODGING AN APPEAL**

26.1 Where any Team or Participant is charged with an offence and they wish to Appeal, that appeal must be in writing and contain the particulars of the alleged offence to which they wish to appeal two (2) hours before the start of the next game.

## **27. TRIBUNAL**

27.1 The FNT shall appoint an independent Tribunal of three (3) members of which one (1) of whom shall be Chairman.

27.2 Should the Chairman of the Tribunal not be present, the most senior member in continuous service shall act as Chairman.

27.3 The Tribunal shall report its decisions on any matter to the Tournament Manager.

27.4 Only the Tournament Manager is authorised to notify the parties to the hearing of the Tribunal decision.

27.5 Subject to the rules of natural justice that shall be observed at all times, the Tribunal may lay down its own rules of procedure, which it may vary as it sees fit from time to time and it shall not, except as aforesaid, be subject to requirements of legal formality.

## **28. WITHDRAWAL OF APPEAL**

- 28.1 The appellant or aggrieved party may at any time withdraw his appeal whether or not the Tribunal has commenced to consider the appeal.
- 28.2 Where consideration by the Tribunal of an appeal has either commenced or not commenced, the appellant or aggrieved party may withdraw their appeal by notifying the Tournament Manager, in writing, that they withdraw their appeal;

## **29. TRIBUNAL PROCEDURES**

- 29.1 At a hearing by the Tribunal, the appellant's or the aggrieved party's case shall be presented first but nothing herein removes from any person the onus of proving any ground on which they rely.

## **30. TRIBUNAL POWERS**

- 30.1 The Tribunal shall deal with all matters referred to it by the Tournament Manager.
- 30.2 The Tribunal shall have the power to hear and determine any charge made against any participant, Team or any other person for any breach of the laws of the match, these Regulations or the constitution or by-laws of FNT and FFA.
- 30.3 If the charge is found proved, the Tribunal may:
- Expel
  - Disqualify
  - Suspend
  - Fine
  - Reprimand
  - Deduct points
  - Refuse or cancel registration
  - Impose such other penalty as they may think fit in the circumstances.
- 30.4 The Tribunal may from time to time adjourn any hearing until such times, dates and places and for such reasons, as it thinks fit.

30.5 Evidence – Match Officials

30.5 (a) In any disciplinary proceedings the official reports of the Match Officials (Referee and Assistant Referees) in respect of the incident or event which is the subject of the charge or allegation are prima facie proof of the facts contained in the reports.

30.6 A Match Official will not be required to attend to give evidence unless:

30.6 (a) The person charged disputes the accuracy of the report and requests the attendance of the Match Officials and the Tribunal is of the opinion that the request is reasonable and made in good faith.

30.7 The Tribunal is of the opinion that it is reasonable and necessary to require the attendance of the Match Officials.

30.8 The decision by the tribunal is final and is unappealable.

## **DEFINITIONS**

*Away Team* means the second named team in the draw.

*FFA* means Football Federation Australia

*FNT* means Football Northern Territory Inc.

*FIFA* means Federation Internationale de Football Association

*Home Team* means the first named team in the draw.

*Participant* means any Player, team official or match official participating in the Arafura Games football tournament.

*Team* means teams competing in the Arafura Games football tournament.