



Hills Football Cup Regulations

1. Matches played in accordance with the Laws of the Game

- a) All fixtures will be played in compliance with the regulations in force at the time and in accordance with FFA and FNSW By-Laws, regulations, codes and directives, and under the FIFA laws of the game
- b) Hills Football will decide from time to time the duration of games and may vary competition regulations for any special domestic competition providing due notice of the variations is given to all competing teams

2. Competition Format

- a) The competition format is knock out from Round One (1).

Round	Date
Round 1	Prior to the 1 st May
Round 2	Prior to the 29 th May
Quarter Final	Prior to the 26 th June
Semi Final	Prior to the 23 th July
Grand Final	Men's 31 July & Women's 7 August

- b) Nominations are to be submitted by close of business Thursday 28th March 2019.
- c) It is the clubs responsibility to ensure that all teams have a copy of the latest regulations

3. Registrations

Each team is permitted to register a maximum of 20 players, a list of players must be submitted to the competitions manager at least 1 week prior to your first game. Once players are registered for the Hills Cup they cannot be replaced by another player.

4. Team

- a) A team shall consist of a minimum of seven players in strip, one of which must be the goal keeper

5. Matches

It is the responsibility of the home club as soon as the games have been released to liaise with the away club to organise a date suitable to both teams the home club must inform the competition manager once the game has been confirmed.



6. Match Balls

- a) It is required that the home team provides (3) match balls. Failure to do so may result in a fine of \$50 per breach
- b) Hills Football will provide all match balls for the Hills Cup finals

7. Duration of Matches

- a) All matches will be played for a duration of 45 minutes each half. Only the grand finals for both men's and women's will include injury time. All other matches will not include injury time.

8. Added Time

- a) Should a delay be experienced, the referee will continue to keep the official time of the match and blow full time when the match duration has expired. At this point the result of the match will stand.
- b) Injury or added time will only be applicable in the grand final.

9. Extra Time

- a) If a game is drawn at completion of normal playing time as a win/loss result is required, "SUDDEN DEATH GOAL" will apply in extra time.
- b) Should the match go into "SUDDEN DEATH GOAL", there will be two ten minute periods played with an immediate change over in between each.
- c) For clarity, once a goal is scored the match is concluded and extra time ceases.

10. Penalty Kicks

- a) If the result of a match is still a draw after extra time, alternate kicks from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the FIFA laws of the game.

11. Wet Weather Cancellations

- a) Should a ground be considered unplayable for any reason, the home team will immediately contact the competition manager and a decision will then be made whether the match is deferred or moved to another venue and/or time. The competition manager will then take the necessary steps to advise both clubs involved and the appointed referees.



12. Postponed Matches & Fixture

a) After the commencement of the match, should play be postponed due to serious injury that requires a player to be removed from the venue by ambulance, poor weather, failed lighting, the state of the pitch or any other reason as determined by the referee (in his/her absolute discretion), and the match cannot be completed in full, and HFI has approved the rescheduling of the match, it will recommence at the minute at which play was interrupted rather than being replayed in full. The following principles will apply to the rescheduled match:

- i. The match will recommence with the same players on the pitch and substitutes available as when the match was initially postponed unless a player has received a suspension in matches conducted between the postponed match and the rescheduled match;
- ii. If a player has received a suspension in a match conducted between the postponed match and the rescheduled match:
 - a. That player will not be eligible to participate in the rescheduled match;
 - b. That player will not be able to count the rescheduled match towards the serving of any fixture suspension;
 - c. The player's team will not be permitted to replace the player on the team sheet;
 - d. If the player was on the field of play at the time of the postponement, the player may be replaced by a substitute listed on the team sheet provided the team has available substitutions as per the regulations;
- iii. No additional substitutes may be added to the list of players on the team sheet;
- v. Players sent off during the postponed match cannot be replaced in the rescheduled match;
- vi. HFI will endeavor to appoint the same match officials to the rescheduled match, however, HFI may appoint other match officials should any or all of the match officials be unavailable;
- vii. The Referee is the sole arbiter of elapsed time and no protest may be lodged against the elapsed time as recorded by the Referee;
- viii. Should a match be abandoned due to the fault of one (1) team/club, or should it be determined by FNSW, in its absolute discretion, that one (1) team/club is responsible for the delay to the match, the remaining minutes will not be rescheduled for completion, and the match will be determined as a forfeit against the team/club that is deemed guilty of the abandonment or responsible for the delay;



ix. Where a fixture is incorrectly reported as abandoned by the referee where the circumstances show clearly that the match was actually postponed, HFI will treat the match as postponed.

13. Interchange

a) An unlimited interchange of players is permissible at any time during a match. The maximum number of players to be used for interchange is five (5) players per match.

b) Following is the procedure and rules applicable to the unlimited interchange of players:

i. The “interchange zone” will be an area one (1) meter either side of the half-way line.

ii. An interchange is one which is made when the ball is out of play and for which the following conditions will be observed:

a. The player leaving the field will do so from the touch line, crossing over at the sector called the interchange zone;

b. The player entering the field will also do so from the interchange zone, but not until the player leaving the field has passed completely over the touch line;

c. A player nominated for interchange is subject to the authority and jurisdiction of the referee whether called upon to play or not;

d. The interchange is completed when the player who was off the field, enters the field;

iii. The number of interchanges made during a match is unlimited. A player who has been substituted may return to the field for another player.

iv. If, during an interchange, an interchange player enters the field before the replaced player has completely left it, the referee will ensure the replaced player leaves the field, then caution the interchange player and then restart the match.

v. If, during an interchange, an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone, the referee will caution the offending player.

vi. The interchanging of players will cease at the completion of normal and extra time. If, at this time, penalty kicks are required to obtain a result, then the eleven (11) players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchanging of players is permissible at this time.



vii. Note: If during the taking of the penalty kicks the goalkeeper is injured, he/she may be replaced with another goalkeeper providing the replacement was listed on the team sheet.

c) Substitutes and interchange players cannot be used to replace any player who has been dismissed from the match by the referee.

14. Forfeits

a) Should a match not commence within 10 (ten) minutes of its start time as per the match schedule (as amended by HFI), the match will be forfeited by the team that, in HFI's opinion, caused the delay to the start of the match.

b) Forfeits with at least 48hr notice will result in a fine of \$100 forfeit without notice will result in a fine of \$100 plus relevant match officials' fees.

15. Withdrawals from Competition

a) In circumstances where a team withdraws from the competitions after having completed a fixture, and having given notice to HFI of its withdrawal, HFI will, if time permits, extend an invitation to that team's immediate past opponent to be substituted in the fixture list to replace the team which has withdrawn.

b) Withdrawal of a team after entering the competition will result in a fine of \$100 per Team withdrawal.

16. Technical Area

a) Only currently registered and eligible players, coaches and team officials are allowed in the technical area during matches.

b) All players in the technical area, must wear a training bib.

c) All substitutes in the technical area must remain seated unless moving to and from warm-up.

d) Only one (1) person at a time is authorised to convey tactical instructions from the technical area.

e) A maximum of nine (9) people are permitted in the technical area. These nine (9) people are to be made up of five (5) substitute players and four (4) registered team officials.