

# **COLO SOCCER FOOTBALL CLUB**



# **COACHES AND MANAGERS INFORMATION BOOK 2025**

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## Useful Resources for Coaches & Managers

Thankyou for volunteering to Coach or Manage a team at Colo Soccer this year. Please find below websites and links that you may find useful in your role this season. Please also contact our committee members for support at any time.

To Register as a Coach or Manager [Football Australia](#)

### **WWC Check**

All registered Coaches, Managers and Team Recorders for teams with children under the age of 18 must have a current volunteer or paid working with children check under Football NSW policy. The only exception is for any Coaches that are under the age of 18.

Volunteer WWC's are free and last 5 years. To apply for your WWC Check, click on the link below and follow the instructions. Once you apply you need to visit Service NSW within 28 days to show proof of ID and complete the process.

<https://ocg.nsw.gov.au/working-children-check>

All coaches, managers and parents of junior teams are encouraged to complete Module 1 Child safe sport through Office of the Children's Guardian

<https://ocg.nsw.gov.au/news/child-safe-sport-new-elearning-module-1-available-now>

Electronic Match Sheets must be completed for each game for under 5's through to All Age  
A user guide can be found on:-

<https://help.dribl.com/hc/en-au/categories/4406546590863-How-To-Dribl>

The following websites have a wide variety of Coach and Manager support:-

<https://footballnsw.com.au/>

<https://www.playbytherules.net.au/>

<https://goodsports.com.au/>

<https://www.sport.nsw.gov.au/shoosh-for-kids>

<https://www.ruok.org.au/sport-resources#CoachConvoGuides>

### **Useful Documents**

<https://footballnsw.com.au/wp-content/uploads/2021/03/Dont-Cross-the-Line-A4-booklet-3.pdf>

<https://footballnsw.com.au/wp-content/uploads/2020/07/Interacting-with-Children-Guidelines.pdf>

<https://footballnsw.com.au/wp-content/uploads/2020/02/Community-Coach-Checklist-2019.pdf>

<https://playbytherules.net.au/let-kids-be-kids>

Competition Regulations, Mini-roo Regulations, Identification & Match Sheet Regulations, Grievance & Disciplinary Regulations can be found at <https://nepeanfootball.com.au>

## **Coach, Manager & Volunteer Code of Conduct**

### **You Are Encouraged To**

Keep your knowledge of Coaching and developments of the game up to date (current rules are on Colo and Nepean websites. Football NSW have a wide variety of resources available). You will find other Coaching resources on our website [www.colosoccer.com.au](http://www.colosoccer.com.au) under the Coach and Manager tab.

Provide all players with the same opportunities and match time across the season

### **You May**

Raise any problem or issue with any Colo Club Official (or Ground official at away grounds) in a courteous manner

Contact the Club's Administrator, Director of Coaching or Mini-Roos Coaching Co-ordinator for advice or assistance in any matter.

Make any complaint to the Club in writing at any time to [admin@colosoccer.com.au](mailto:admin@colosoccer.com.au). Please state the resolution you would like to see.

### **You Agree To:**

Place the safety and welfare of all participants above all else

Set a good example for your players

Act with integrity and respect

Encourage and create opportunities to develop individual skills and appropriate behaviour.

Focus on the players efforts and performance as a priority over the scoreline.

Be courteous and friendly towards officials and opponents

Respect officials' decisions and teach players to do likewise

Remove from the field of play any of your players whose behaviour is not acceptable

Treat all players equally and fairly

Support all efforts to remove verbal, sexual, homophobic, racial and physical abuse from sporting activities.

Respect the rights, dignity and worth of every person regardless of their gender, sexual orientation, ability, ethnicity, cultural background or religion.

Abide by all Colo Soccer FC, Nepean Football Association, Football NSW & Football Australia Policies and Procedures.

Coaches must agree to attend the relevant Coaching Course if you intend to Coach any Division 1 team.

It is highly recommended that all Coaches attend a Coaching Course relevant to the age group they will be coaching. Upon completion of the season you may request reimbursement of the cost of your course, of which will be determined by the committee. The mini-roo coaching course for 5-9's is free and will be run at the start of the season in-house.

### **You Agree Not To:**

Yell, shout, or abuse any player at any time

Yell, shout or abuse a match official at any time. If you disagree, speak with a representative from your clubs committee if you are dissatisfied with any matters during a game. There are official channels to lodge complaints, during the game is not the time to do so. Control your temper. Verbal abuse of officials, sledging of officials or players or provoking an opponent is not acceptable or permitted in the sport.

Physically or verbally abuse, intimidate, ridicule or harass anyone associated with the sport, this includes all forms of electronic and social media, (player, coach, manager, parent, referee, official, committee, spectators etc.)

Use any negative, foul or abusive language during a game or any other time while in attendance at any other Colo Soccer event or function

Do anything to cause the Colo Soccer Football Club any damage or bring the Club into disrepute

## **REFEREE'S FEES**

Fees are not to be paid directly to the referees.

The Nepean Association will pay all Referee fees, to the Referee's Association. The Nepean Association will then invoice Colo Soccer Football Club on a weekly basis to recover Referee's fees. Should a referee or a member of another club ask you for money, to pay the referees, politely refuse and refer them to the Referee's Association or a Committee Member of their Club. Please check your electronic match sheet to ensure that the correct amount of referees that are officiating your game are appearing and advise the club if it is incorrect.

## **GROUND AVAILABILITY FOR TRAINING**

### **COUGAR PARK, INALLS LANE**

#### **1st FEBRUARY- 31st AUGUST**

4.00pm-9.30pm

Lights will turn on automatically

Tuesday, Wednesday and Thursday evenings. Monday and Friday lights will only be on if teams indicate they are training or playing on those nights

### **McMAHON PARK, KURRAJONG**

#### **1st MARCH – 31st MARCH**

TUESDAY 4.00pm-9.30pm

THURSDAY 4.00pm-9.30pm

The main oval cannot be used for training on Wednesdays until after 1<sup>st</sup> April due to Kurrajong Bilpin Little Athletics usage of the field

#### **1st APRIL – 31st AUGUST**

TUESDAY-THURSDAY 4.00pm-9.30pm

## WET WEATHER

Instruct your players/parents to check our Facebook Page and their Dribl App

**Facebook page** <https://www.facebook.com/colosfc/>

Facebook is updated as soon as we are made aware of ground closures for training and games. When fields are closed Nepean may reallocate these games so you may see a change of time and location on dribl.

PLEASE DO NOT CALL COMMITTEE MEMBERS AS THEIR PHONES NEED TO BE AVAILABLE FOR OPPOSING CLUBS TO INFORM US OF ANY GROUND CLOSURES

## FORFEITS

Coaches and Managers are asked to NOT enter their forfeits on dribl without speaking to the club first. Unlimited upgrades means that most teams have other teams at the club that they can borrow from. Wherever possible it is best to borrow players instead of forfeiting. The cost of a forfeit is \$25 for non-comp teams (U5-11's) (or \$50 if not reported by our club) and \$100 for competition teams (Under 12's – All Age). Late forfeits may also incur the full cost of the referee fees. Forfeit fines must be collected from the team and paid to the club. Please ring Karen with regards to upgrades and Sophie or Karen with regards to forfeits or rescheduling.

Karen 0410 516434 [admin@colosoccer.com.au](mailto:admin@colosoccer.com.au) or

Sophie 0428 016673 [compsec@colosoccer.com.au](mailto:compsec@colosoccer.com.au)

Any requests for change of fixtures for competition teams are to be made through Sophie and must have a minimum of 2 weeks notice to be considered

### Three Strike Policy

The Three Strike Policy will be implemented in 2024 by Nepean FA to reinforce acceptable standards of interpersonal conduct between participants and referees in the game. The policy's aim is to reduce or eliminate any form of abuse and inappropriate behaviour during any football activity and to provide an even more robust framework for dealing with circumstances where any form of abusive behaviour is exhibited. The Three Strike Policy has significant consequences for each club. A copy of the policy can be found on our website <https://www.colosoccer.com.au/rules--policies.html>

### Extract from NFA Competition Regulations V2023.1

The full set of regulations can be found at <https://nepeanfootball.com.au>

#### 3. DURATION OF MATCHES

The duration of matches shall be as follows:-

All Age	90 minutes
Over 30W	80 minutes
Over 45	80 minutes
Intermediate Mens and Womens	90 minutes
Under 17	80 minutes
Under 16	70 minutes
Under 15	70 minutes
Under 14	60 minutes
Under 13	60 minutes
Under 12	50 minutes

Under 10 & 11	50 minutes
Under 8 and 9's	40 minutes
Under 5, 6 & 7's	40 minutes

There shall be a half-time break of 5 minutes at all games.

#### **4. PLAYER'S EQUIPMENT**

Players in all matches shall be in proper club uniform, comprising shirts, with sleeves, boots, socks and shorts, in the club's colours as registered at the time of affiliation.

All players are required to wear regulation shin-pads at all times during the game.

Where the colours of the opposing teams, in any match, are in the opinion of the referee, too similar, it is the responsibility of the home team to change shirts to an alternative colour. Failure to play in club strip, or alternate strip as required, will result in the team concerned deemed to have forfeited their game, except if the opposing club is able to lend their alternate strip, then the game shall be played.

Interchange players or substitute players (reserves) while not on the field of play will wear a bib, in a contrasting colour to the main colour of their playing strip. Penalties may be imposed by the NFA Board for breaches of this regulation reported by official Referees.

The only jewellery 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. Players are permitted to wear sports goggles, sports glasses and sports sun glasses 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.

Where head covers are worn they must: Be black or of the same main colour as the jersey (provided that Players of the same team wear the same colour head scarf). ii. Be in keeping with the professional appearance of the Player's equipment. iii. Not be attached to the jersey. iv. Not pose any danger to the Player wearing it or to any other Player (e.g. opening / closing mechanism around the neck). v. Not have any part(s) extending out from the surface (protruding elements).

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.

Cloth head bands and wrist bands are permitted. c. Material and elastic hair ties are permitted. d.

Captain's Arm Band i. The captain of the team may wear a distinguishing arm band to indicate his / her status. ii. There will be no regulations governing the display of a manufacturer's mark or Club logo on the captain's arm band, however Clubs are not permitted to use a captain's arm band that has any form of sponsor advertising. Nepean FA Competition Regulations V.2023.1

#### **5.2 UPGRADING OF PLAYERS TO HIGHER DIVISION OR AGE GROUP**

For any competition game, no more than five (5) players, regardless of age or division, may be upgraded into a team. Unlimited upgrades continue for this season.

To be used as an upgraded player in a Final or Championship Tournament match a player must have played for the team they are upgrading to for at least 20% of that team's matches during the regular season.

In instances where a match is abandoned, the upgrade of a player will remain on record and will count towards the upgrade tally of that player.

#### **5.3 UPGRADING OF PLAYERS PARTICIPATING IN U12 TO U17 TEAMS (EXCLUDING INTERMEDIATE LEAGUES – SEE 5.4)**

A player may be upgraded to play in higher age group or division in the current season provided: - i. The player does not play more than 2 years above the players age, i.e. To play in a U14 team the player must have turned or be turning the age of 12 in the competition year, regardless of the team the player has registered with, and ii. If a player is playing in the same or one age group above the

team in which they are registered, they may only play in a higher division if playing in the same age group, or in an equal to or higher division if playing into a higher age group, e.g., Players in U12/3 team can play in a 12/2 and higher or 13/3 or 13/2 or higher team but not a 13/4 team, and iii. If the player is upgraded two age groups above their team e.g., U12 to U14 teams (subject to meeting the age requirement above) they will be permitted to play in any division. Nepean FA Competition Regulations V.2023.1 10

Players from non-competition age groups (U11 & younger) may only upgrade into competition age groups (U12 & above) a total of three (3) times. Upon the fourth and/or subsequent upgrade/s the resulting penalty will be a Loss of Points to the competition team using the upgraded player.

Players from U16 teams to U17 teams (where an U17 competition exists), who have attained the age of 16, may upgrade to any Intermediate Men's or Women's or all age division (male and female) within their club, regardless of the division of their original team (Example – An U17.1 player may upgrade to AM division 1 or division 5, but not into a female team).

In all competition age groups and divisions, Under 12 and above, there is no limit to the number of times a player may be used as an upgrade. a. It remains the responsibility of the player, and in the case of players aged Under 18 years, the responsibility of the parents or carers of the player to consider the frequency with which the player is used as an upgraded player, keeping in mind at all times, the physical welfare of the player.

**10. COACHES, MANAGERS & MARSHALS** (For more regulations concerning Coaches & Managers – refer also to Registration Regulations)

#### **10.1 TEAM COACHES**

a. Teams Under 5's and above shall have a coach who shall be registered with the Association, as per the registration guidelines and procedures.

b. Team coaches must be registered for each team at the time of team nominations.

c. Teams who do not have a registered Coach in place will forfeit each match until a suitable coach is registered and assigned to the team.

d. An ID card, complete with photograph of team coach, shall be issued by the Association. The ID card must be worn and clearly displayed at all matches.

e. There shall be one coach only per team for the duration of the game and that coach shall wear the coloured vest as purchased from the Association.

f. In all competition age groups, and on fields where a technical area has been marked, Coaches must remain in the technical area throughout a match unless invited onto the field by the Referee. a. In Non-Competition MiniRoos age groups, coaches/team officials must not enter the field unless invited by the Game Leader.

g. If the registered team coach is not available for a match, then an acting coach is to be nominated by the team. The acting coach's name is to be recorded on the EMS. If a paper match sheet is used, the acting coach must print their first and last name and sign in the appropriate place.

h. It is the responsibility of a club management committee to ensure that all registered coaches are;

i. Suitably qualified to deliver coaching to their appointed team through accreditation. ii. Have been properly identified using photo ID. iii. Have been assessed to determine their compliance requirements for Working with Children Checks iv. Have been properly and adequately instructed regarding Codes of Conduct

#### **10.2 TEAM MANAGERS**

a. Teams Under 5s and above must have a manager who shall be registered with the Association, as per the registration guidelines and procedures.

b. No team manager shall be appointed under the minimum age of 18 years.

c. An ID card, complete with photograph of team manager, shall be issued by the Association. The ID card must be worn and clearly displayed at all matches.

d. Team managers must be registered for each team at the time of team nominations.



- e. The team manager, or the person acting in the role of Team Manager, shall wear the coloured vest as purchased from the Association
- f. The team manager is to record their name on the Match Sheet in the space provided. If the registered team manager is not available for a match, then an acting manager is to be nominated by the team and their name is to be recorded on the EMS.
- g. Team managers are responsible for completing the Match Sheet or paper match sheet.
- h. Both Team Managers will complete the relevant process at the end of the match to ensure that the score is recorded correctly
- i. Team managers are responsible for the appointment of their team Marshal at each match and to ensure that the Marshal is aware of their responsibilities in accordance with Regulation 10.4.
- j. It is the responsibility of a club management committee to ensure that managers are; i. Properly instructed in the completion of Electronic Match Sheets & Paper Match Sheets and ii. Are provided with a copy of the Association Regulations relating to the completion of Match Sheets. iii. Have been properly identified using photo ID iv. Have been assessed to determine their compliance requirements for Working with Children Checks v. Have been properly and adequately instructed regarding Codes of Conduct.

### **10.3 TEAM OFFICIALS FOR MINIROOS AND NON-COMPETITION AGE GROUPS**

- a. U5 to U11 Age Groups shall have one registered coach and one registered manager per team. 10.4
- MARSHALS**
- a. At all matches, there shall be a minimum of two marshals, one marshal from each team, wearing an appropriate vest as purchased from the Association.
  - b. The marshals shall introduce themselves to the referee before the commencement of the game.
  - c. Marshals' duties shall be to ensure that spectators, coaches and managers do not encroach the sidelines, or the pitch, and see that good order is maintained amongst their own spectators.
  - d. Should any incidents arise out of a match that are for consideration by the Board, each marshal shall complete a written report into such incidents for the Board. The report shall be submitted on Prescribed Form 20 (Incident Report lodged by a Team Official or Spectator) in accordance with instructions contained in the form. Forms are available from the association website Library.
  - e. The marshals shall appear at any inquiry as neutral witnesses, if required.
  - f. All marshals shall have obtained the age of 18 years of age.
  - g. Marshals from both teams shall record their name, and sign the paper Match Sheet, or have the team manager enter their first and last name on the Electronic Match Sheet indicating they were in attendance for the game.
  - h. Where a game is played on a neutral field, it is the responsibility of each visiting team to supply their own marshal for their game.
  - i. It is the responsibility of the Team Manager, or in their absence, the team Coach to appoint the Marshal for their match and to ensure that the Marshal is aware of their responsibilities in accordance with these regulations.
  - j. In matches where a team/s does not have any spectators available to act in the role of marshal, they should approach the home club officials to act in the role/s for the team, or both teams if necessary. If this is not possible, then no marshal should be recorded on the Match Sheet.
  - k. Referees have been instructed not to officiate at matches where no marshal is present at all. If the referee elects not to proceed, the match will be recorded as not played. The match will not be rescheduled, no points will be awarded, and both teams will be responsible for the referee's fees.

### **10.5 GROUND OFFICIALS**

- a. All clubs hosting matches at their fields should have a Ground Official assigned.
- b. In instances where a team is playing at a neutral field, the visiting team is not required to provide an official unless they have multiple, consecutive matches assigned at a neutral venue (such as when their field is closed, and their games are moved in their entirety to another venue).

- c. A person assigned the responsibility of ground official should ensure that they introduce themselves to marshals of all teams and any match officials appointed to the ground.
- d. A ground official should advise the match official as to where he will be located whilst the match is being played. (This should be within line of sight of the referee and not in the club canteen or away from the playing area)
- e. A ground official's main duty shall be to provide assistance to match officials, team officials, spectators and players at their venue. Any other task that the ground official carries must be secondary in nature and must be relinquished immediately when it is made apparent that their assistance is required by any of the above.

### **13. WITHDRAWING OF TEAMS AND MATCH NOT TAKING PLACE**

#### **13.1 TEAMS WITHDRAWN FROM COMPETITION**

- a. In all instances where a team has been permanently withdrawn or removed from a competition, the results relating to that team shall be deleted and a withdrawal fine of \$300 will be applied to the club.

#### **13.2 TEAMS WITHDRAWN FROM FIELD OF PLAY**

- a. A team withdrawn from the field of play for any reason whatsoever shall be required to:
  - i. Give an account of their actions by completing the appropriate Abandoned Match Report (Prescribed form 21) within 24 hours of the match.
  - ii. The team will be deemed to have forfeited the match and will incur a \$100 fine and be responsible for the payment of 100% of all referees fees.
- b. When a match does not proceed, for whatever reason, except when a team fails to turn up or has insufficient number of players to take the field, ie less than seven (7), each club shall submit a written report to the Competition Manager within 24 hours of the match being abandoned. The report must be made via email using (Prescribed form 21 – Abandoned Match Report) The General Manager will determine how the abandoned match will be recorded.

#### **13.3 ABANDONED MATCHES**

- a. An abandoned match is one that was not played for the full duration of the match because it was ended early by the referee due to incidents of on or off field violence.
- b. Any match abandoned for reasons relating to player injury, venue failure (lights, watering systems, field corruption), or inclement weather determined by the referee to be dangerous to players, or causes the field to become an unsafe environment is considered a postponed match.
- c. Any Match, not completed, for any reason must be reported to the General Manager on the day of the match, by telephone. Penalties apply for failure to report an abandonment or incomplete match.
- d. Both clubs involved in the abandoned match must complete an abandoned match report on the (Prescribed form 21 – Abandoned Match Report) within 48 hours. Failure to do so, will result in a \$100 fine to the offending club.
- e. After the commencement of the Match, should play be postponed due to serious injury that requires the player to be removed from the field by ambulance, poor weather, failed lighting, state of the pitch or any other reason as determined by the referee, and the Match cannot be completed in full, it will be rescheduled by the Association and will recommence at the minute at which play was interrupted rather than being replayed in full. The following principles will apply to the recommencement of the 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 rescheduling of that match.
  - ii. Should a player have received a suspension in a match conducted between the postponed match and the rescheduling of that match that player:
    - a. Will not be eligible to participate in the rescheduled match

- b. Will not be able to count the match as a stand down in relation to any fixture suspension
- c. The club 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 as long as the team has available substitutions as per the Regulations
- e. If the Player was a substitute the number of available Players to substitute will decrease as they player cannot be replaced
- iii. No additional substitutes may be added to the list of Players on the team sheet
- iv. Players sent off during the postponed Match cannot be replaced
- v. Nepean Referees Group will endeavour to appoint the same Match Officials to the completion of the Match, however may appoint replacements should any or all of the Match Officials be unavailable.
- vi. The referee is the sole arbiter of elapsed time, and no protest may be lodged against the actual elapsed time as recorded by the referee
- vii. Should a Match be abandoned due to the fault of one (1) Team, or should it be determined by NFA 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
- viii. Where a fixture is incorrectly reported as abandoned by the Referee where circumstances show clearly that the match was actually postponed, Nepean FA will treat the Match as postponed.
- ix. In all cases of postponed matches, where no fault is attributed to either team, the team who was losing the match at the time of postponement will be given the opportunity to allow the score to stand, and the score will be recorded as it was at the time of the original match ending.

#### **14. FORFEITS**

- a. Matches shall be played on the ground set down by the Association and shall commence at the designated times. Any team failing to play the match as scheduled shall be deemed to have forfeited the match and incur such penalties as the Board may impose.
- b. Any team forfeiting a game, the opposition shall be credited with a 3–0 win. Reporting forfeits must be carried out in the manner designated by the Association each season. This is provided in the in the Competition Secretary’s Guidelines & Protocols document issued by the CEO in conjunction with the Board.
- c. A team must field at least 7 registered players at the commencement of any match. Failure to do so shall deem the team to have forfeited.
- d. If during the game, a team is reduced to less than 7 registered players, the game shall be abandoned and recorded as a forfeit. The score shall be recorded as 3–0 to the non-forfeiting team, except in cases where the non-forfeiting team is leading by a larger score at the time the game is abandoned, in which case the score shall be recorded as advised by the referee on the Match Sheet.
- e. When a game is forfeited, without notice on the day set down for play, the team to whom the game is forfeited, must record the match as a forfeit in the EMS portal.
- f. When a match is forfeited, all match officials’ fees shall be the responsibility of the club that forfeited the fixture.
- g. Forfeits with or without notice must also be notified by the forfeiting club via email to the Association’s office, the host club (if the match is set down as a Neutral Field fixture) and the opposition team.
- h. A team forfeiting on three consecutive occasions must submit a report for the Board’s attention, to the CEO showing just cause why they should not be removed from the competition. i. Failure to do so will result in the immediate removal of the team from the competition and will be classed as a team withdrawal. Penalties apply.

- i. A forfeit in the Men's Waratah League competitions by either the 1st Grade or Reserve Grade team will result in a forfeit being recorded against both the 1st and Reserve Grade teams, regardless of a game having been played by either grade. i. Relevant forfeit penalties and Referees fees will apply to the forfeiting club for both grades.
- j. When a match is delayed due to insufficient players being present, no Player ID being present, or a team not having the correct attire, every effort shall be made for the match to proceed up to 15 minutes after the scheduled kick off time. If after 15 minutes of the scheduled kick off time, the issue causing the delay is not resolved, a forfeit will be declared by the match official. i. In the absence of a match official, the forfeit may be declared by the team deemed not to be in breach of the regulations.

#### **14.1 SCHEDULE OF PENALTIES RELATING TO FORFEITS**

- a. Any team forfeiting a game – Automatic Loss of Points plus Fine as set out here-under.
  - i. Any competition team forfeiting - Fine \$100
  - ii. Any non competition team forfeiting - Fine \$25 if reported
  - iii. Any non-competition team forfeiting and not reported by the forfeiting club - \$50
- b. Referees & Assistant Referees Fees: where applicable, will be paid by the forfeiting club. Due to scheduling, referee fees may be applied irrespective of what period of notice was provided by the club forfeiting.
- c. Competition points will be awarded to opposition team in all cases where a team forfeits

#### **TEAM SHEETS**

Coaches and Managers will need to download the dribl app and activate their account. If registered Coaches and Managers find they cannot see the teamsheet once the draw has been issued by Nepean they should email [support@dribl.com](mailto:support@dribl.com) for support to rectify this issue. If there is an issue accessing dribl on gameday please contact Karen on 0410516434 prior to kickoff in a match. A paper match sheet must be used by both teams in the instance that the electronic match sheet cannot be accessed. The home ground must provide the paper team sheet.

#### **PENALTIES RELATING TO ALL MATCH SHEETS**

1. Team Members not submitted. (Players not listed on Match Sheet)
  - a. Under 5 to Under 7 Age Groups - \$10 per team per match
  - b. Under 8 to U11 - \$25 per team per match
  - c. Under 12 & above \$100 per team per match and -3 points to the offending team.
2. Failure to record a shirt number against an identified player/s
  - a. Under 5 to Under 7 Age Groups – Not Applicable
  - b. Under 8 to U11 - Not Applicable
  - c. Under 12 & above \$10 per team per match
3. Opposition team not confirmed (ID check not completed)
  - a. Under 5 to Under 7 Age Groups - \$10 per team per match
  - b. Under 8 to U11 - \$25 per team per match
  - c. Under 12 & above \$50 per team per match
4. Results not recorded
  - a. Under 5 to Under 7 Age Groups – Not Applicable – no result required
  - b. Under 8 to U11 - \$10 per team per match
  - c. Under 12 & above \$50 per team per match
5. Failure to record Team Marshal
  - a. Under 5 to Under 7 Age Groups - \$5 per team per match
  - b. Under 8 to U11 - \$5 per team per match
  - c. Under 12 & above \$20 per team per match

**The main points to remember when completing matchsheets in dribl are:-**

- 1. Mark/tick your available players (including any borrowed players)**
- 2. Enter your Marshall and any acting Coach or acting Manager into the officials section of the teamsheet**
- 3. Submit your team**
- 4. Confirm the opposition team**
- 5. Enter the score (not required for Under 5-7 teams, mandatory for U8 and above)**

There are time limits on submitting and confirming teams and it must be done by the end of half-time of the scheduled kick-off time. If a player arrives late and is not marked as playing on the match sheet you may approach the opposition manager and ask them to unconfirm your team, then you unsubmit your team, add the player and resubmit and ask the opposition manager to reconfirm. Scores must be entered the same day.

### **MINIROO PLAYING RULES**

#### **START OF PLAY AND RE-START AFTER A GOAL**

Pass to a team mate 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 5m away from the ball until it is in play. The ball must touch another player before a goal can be scored.

**BALL IN AND OUT OF PLAY** The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the game leader or instructing referee.

**METHOD OF SCORING** A goal is scored when the whole of the ball passes over the whole of the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player

#### **NUMBER OF PLAYERS**

- Under 5, 6 & 7's – 4 v 4 – NO GOALKEEPER. Maximum of 3 substitutes
- Under 8 & 9's – 7 v 7 – Including a Goalkeeper. Maximum of 4 substitutes
- Under 10 & 11's – 9 v 9 – Including a Goalkeeper. Maximum of 5 substitutes
- Players may be interchanged throughout the game without limit.
- For the purposes of a game proceeding in U5 to U10 age groups and to support the ethos of learning in non-competition age groups, teams may borrow from either other to balance sides where one side has less players than another. Teams may also remove a player from their side to even the number of players in a team where absenteeism has occurred and has had an impact on the match

#### **INTERCHANGE**

- Interchange of players may be made at any time, whether the ball is in play or not.
- To replace a player with another, the following conditions must be observed: i. The player leaves the pitch via the half way line ii. The interchange player only enters the pitch after the player being replaced has left. iii. The interchange player enters the pitch via the half way line. iv. The interchange is completed when a player enters the pitch via the half way line.
- Changing the Goalkeeper i. Any player may change places with the goalkeeper. ii. The player changing places with the goalkeeper must do so during a stoppage in the match and must inform the Game Leader/ Instructing Referee / s before the change is made. iii. A player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with their number on the back or some other garment that clearly identifies the goal keeper from the other players in their team.
- Substitutes may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

e. Every effort should be made to ensure all players, regardless of age, gender and ability, are given equal playing time.

#### COACHES

a. The main role of the Coach in MiniRoos football is to organise games and training activities that are fun, safe and encourage all players to love the game. This is done with a game based learning model and all coaches are required to attend one of the free Grassroots Coaching Courses conducted by the Association to gain more information.

b. Coaches are NOT permitted on the field in any football game, unless invited by the Game Leader or Referee. This includes MiniRoos. A coach may be the game leader, but please note that there is only 1 game leader per game.

#### GAME LEADERS & INSTRUCTING REFEREES

##### GAME LEADERS FOR THE 4-7 AGE GROUPS.

a. The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. Because the children are learning the game at this level, it is important to be flexible and patient.

b. Some helpful game tips for a Game Leader:

i. Encourage different children to take re-starts.

ii. Discourage players from permanently over-guarding the goal.

iii. Use a "Ready, Set, Go" prompt or countdown 3-2-1 to encourage quick decisions when restarting play

iv. Encourage children to dribble or pass the ball into play from all restarts rather than a big kick.

v. Ensure the opposing team is back to the half way line for all goal line restarts.

##### INSTRUCTING REFEREES FOR THE UNDER 8-11 AGE GROUPS

a. The main role of the Instructing Referee is to control the game to ensure it is played fluently. The Instructing Referee should instruct players on how to behave and enforce the rules, with minimal blowing of the whistle. They should also assist players with learning aspects of the game such as what a foul is and what a free kick is.

b. Some helpful game tips for an Instructing Referee:

i. Discourage players from permanently standing in blatant offside positions and instruct them to move into onside positions

ii. Assist players with aspects of the game which they are unsure of e.g. how to conduct a throw in

#### MARSHALS

a. At all matches, there shall be a minimum of two marshals, one marshal from each team, wearing an appropriate vest as purchased from the Association.

b. Marshals' duties shall be to ensure that spectators, coaches and managers do not encroach the sidelines, or the pitch, and see that good order is maintained among their own team's spectators.

c. Should any incidents arise out of a match that are for consideration by the Board, each marshal shall complete a written report into such incidents for the Board. The report shall be submitted on Prescribed Form 20 (Incident Report lodged by a Team Official or Spectator) in accordance with instructions contained in the form. Forms are available from the association website Library.

d. The marshals shall appear at any inquiry as neutral witnesses, if required.

e. All marshals shall have obtained the age of 18 years of age

f. Marshals from both teams shall have their first and last names recorded on the match record, indicating they were in attendance for the game.

g. It is the responsibility of the Team Manager, or in their absence, the team Coach to appoint the Marshal for their match and to ensure that the Marshal is aware of their responsibilities in accordance with these regulations.

## OFFSIDE

- a. There will be no offside rule applied in any game in these Age Groups.
- b. In the Under 10 & 11 age groups, children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times.

## GOAL KEEPERS

- a. The goalkeeper is allowed to handle the ball anywhere in the penalty area. 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.
- b. The goalkeeper is not allowed to kick or drop-kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.
- c. 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 team mate or they pick the ball up after placing it on the ground.

Further Mini-roo rules can be found on the Nepean website under rules and regulations

<https://nepeanfootball.com.au/wp-content/uploads/2024/04/NFA-MiniRoos-Regulations-V2024.1.pdf>

## Home and Away Jerseys

As under 8's, 9's and 10's regularly play against other Colo teams we would request that the team listed as the home team on dribl wears the yellow and green home strip and the away team wears the black away jersey. When playing Pitt Town the team may wear the black away jersey. For Under 10's and above the team should consider wearing the away jersey when playing similar colour teams such as Pitt Town and St Clair.

## INSURANCE

All registered players have insurance coverage through FNSW.

To claim insurance players/parents must complete an insurance claim form.

This form and details of policy coverage is available to be downloaded from the Colo website

[www.colosoccer.com.au](http://www.colosoccer.com.au) [www.nepeanfootball.com.au](http://www.nepeanfootball.com.au) or the FNSW website [www.football.com.au](http://www.football.com.au)

Once completed the form must be returned to the administrator by email to

[admin@colosoccer.com.au](mailto:admin@colosoccer.com.au)

The administrator signs a declaration stating the player is registered with the club.

Wait to receive your claim number then send any further information to Claims department

The insurance company will then contact the applicant/guardian and process the claim.

Thankyou for taking the time to read this Handbook, copies of the full policies can be found on

<https://www.colosoccer.com.au/> and <https://nepeanfootball.com.au/>

**COLO SOCCER FOOTBALL CLUB**  
**1971-2025**  
**HOME OF SOCCEROO'S**  
**MARK SCHWARZER**  
**LUKE CASSERLEY**  
**CHRIS TADROSSENICK SUMAN**