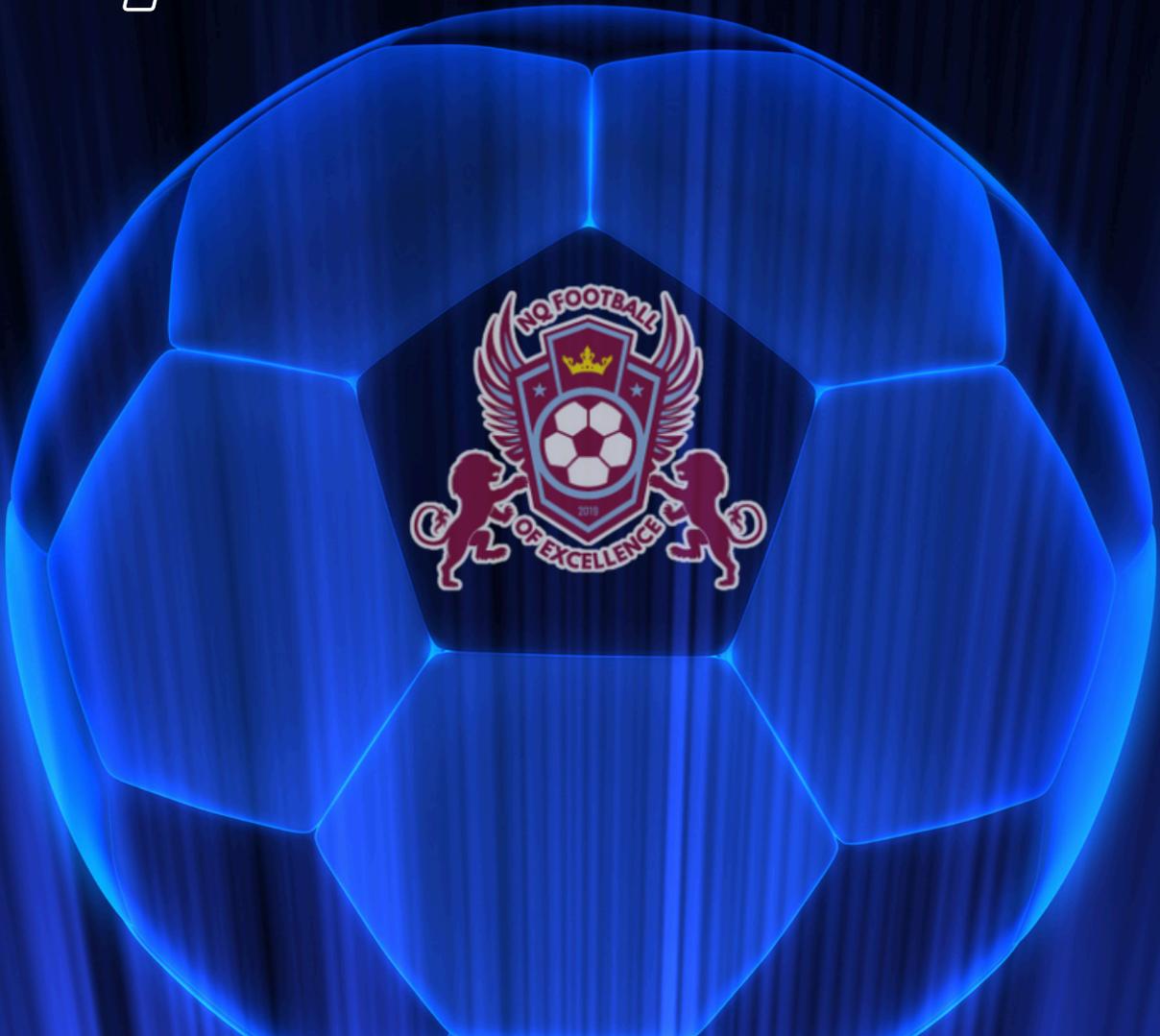


2025

# NQFOE CUP



TOWNSVILLE

10-12 OCT

REGISTRATIONS OPEN : [www.nqfootballofexcellence.com](http://www.nqfootballofexcellence.com)

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# CHARITY FUNDRAISING

*Supporting Ronald McDonald House Townsville*

NQ Football of Excellence are proud to support local charities, including one near and dear to our hearts, The Ronald McDonald House Townsville.

We are excited to announce that during the NQFOE Cup, we will be collecting much needed food donations to support the Ronald McDonald House Townsville. Your contributions, no matter how big or small, can make a significant difference for those in need and are so greatly appreciated. There will be designated drop-off points near the canteen for the duration of the event where you can leave your donations. Together, we can make the NQFOE Cup not only a fun weekend of soccer but also a meaningful opportunity to give back to our community.



SUPPORTING



In addition to the food drive, we will be running a fundraising challenges including Cross Bar Challenges and Penalty Shootouts across the weekend to raise further funds for the house!

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# RULES AND REGULATIONS

## 1. TEAM REGISTRATION

- 1.1. Teams participating in the NQFOE Cup are required to register a minimum of 9 players, with allowance for a maximum of 12.
- 1.2. Tournament organisers will determine the number of matches to be played in each division once the final composition is determined.
- 1.3. The top four (4) teams at the conclusion of the regular round will participate in the Finals Series.

## 2. PLAYER REGISTRATION

- 2.1. The registration of players participating in NQFOE Cup is mandatory and must be undertaken prior to a player being eligible to take the field. By the act of registration, a player agrees to abide by NQFOE's Regulations. An updated list of players must be submitted prior to first game. Changes to the team list after the first game will only be permitted on a case-by-case basis.
- 2.2. All players participating in NQFOE Cup are required to pay a registration fee. The fee is \$60 per player and must be paid prior to the player being considered eligible to compete in the NQFOE Cup.
- 2.3. A refund of a registration fees will only be issued for a player/team on a case-by-case basis.

## 3. AGE ELIBILITY

- 3.1. All players in the NQFOE Cup Tournament are required to play in their eligible age group unless prior approval has been granted by the tournament organisers. Any requests for consideration to play outside of a player's eligible age group should be made only if in the best interest of the individual player considering their technical, physical, phycological and social development.
- 3.2. Age Eligibility Table

COMPETITION	ELIGIBLE PLAYERS
8/9s Division	Male competitors born in 2016 & 2017 Female competitors born in 2015, 2016, 2017
10/11s Division	Male competitors born in 2014 & 2015 Female competitors born in 2013, 2014, 2015

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# RULES AND REGULATIONS

## 3. AGE ELIBILITY (CONT)

COMPETITION	ELIGIBLE PLAYERS
12/13s Division	Male competitors born in 2012 & 2013 Female competitors born in 2011, 2012, 2013
15/16s Division	Male competitors born in 2009 & 2010 Female competitors born in 2009, 2010, 2011

3.3. Any player playing outside of their designated competition more than 2 years up, or playing 1 year down, must apply in writing to the tournament organisers.

3.4. Any player wishing to participate in an age group one year above their age can do so without seeking approval from the tournament organisers.

3.5. If a player is granted approval to play down an age group, said player is unable to be borrowed into another team in their original age group under any circumstances throughout the tournament.

3.6. Tournament organisers reserve the right to revoke any approval regarding a player playing outside of their designated age group at any point in time.

3.7. The decision of Tournament organisers will be final.

## 4.PLAYER MOVEMENT

4.1. Player movement will not be permitted between teams unless a team has applied for and been granted approval from tournament organiser, prior to the tournament commencing

## 5.NUMBER OF PLAYERS

5.1. A match is played by two teams, each consisting of not more than seven players, one of whom is the goalkeeper.

5.2. A match may not start if either team consists of fewer than six players. If one of the teams has fewer than six players on the field of play a forfeit may be awarded to the opposing team.

5.3. Each team will have the opportunity for unlimited interchange during a match. A player interchange may be made at any time, whether the ball is in play or not, provided the referee has been informed. The interchange of a goalkeeper may only take place during a stoppage in the match, provided the referee has been informed.

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## RULES AND REGULATIONS

### 6. PLAYER EQUIPMENT / UNIFORM

- 6.1. A player must not use any equipment, or wear anything (including jewellery) that could be dangerous to him or herself or another player.
- 6.2. The wearing of shin guards that provide a reasonable degree of protection is compulsory.
- 6.3. Soccer boots must be worn.
- 6.4. Players in a team must wear the same colours shirts. In the event of a colour clash, the team listed second on the fixtures draw, must wear an alternate shirt or bib.

### 7. THE REFEREES

- 7.1. Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection to the match to which they have been appointed. The decision of the referee regarding facts connected with play, including whether or not a goal is scored and the result of a match, are final.

### 8. DURATION OF THE MATCH

- 8.1. For competitions 8/9s – 12/13s; a match will consist of 15 minute halves and a 5 minute half- time interval.
- 8.2. For competitions 14/15s & 16s; a match will consist of 20 minute halves and a 5 minute half-time interval.
- 8.3. A team not ready to start within 3 minutes of the designated match time, may forfeit the match and the fixture will be awarded to the opposing team, as a forfeit.
- 8.4. Finals Series; If the scores are equal after normal time, then a penalty shoot-out will determine the winner.

### 9. COMPETITION REGULATION

- 9.1. All matches will be played in accordance with the Laws of the Game.
- 9.2. The Rules of Competition outlined herein are complementary to the Official Laws of the Game.

### 10. START AND RESTART OF PLAY

- 10.1. A goal may not be scored directly from the kick-off.
- 10.2. For a kick-off, all players must be in their own half of the field of play with the opponents of the team taking the kick off at least 5m from the ball until it is in play. The ball must be stationary on the centre mark of the halfway line and cannot be kicked until the referee gives a signal. The ball is in play when it is kicked and moves forward.

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# RULES AND REGULATIONS

## 10. START AND RESTART OF PLAY (CONT)

10.3. After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

10.4. A throw-in will be used to restart play and is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. After delivering the ball, the thrower must not touch the ball again until it has touched another player. The ball is in play when it enters the field of play.

## 11. OFFSIDE

11.1. Offside will be played in all age divisions of the NQFOE Cup which will be called at referee discretion. Referee decision is final.

## 12. FOULS AND MISCONDUCT

12.1. Fouls and misconduct are infringements of the Laws of the Game. Fouls are penalised with a direct free kick or penalty kick. Misconduct is penalised with a caution, timeout or a sending off.

12.2. Fouls and misconduct include but are not limited to: • kicks or attempts to kick an opponent; • trips or attempts to trip an opponent; • jumps at an opponent; • charges at an opponent; • strikes or attempts to strike an opponent; • pushes an opponent; • tackles an opponent from behind to gain possession of the ball; • makes contact with the opponent before touching the ball; • holds an opponent; • spits at an opponent; • handles the ball deliberately; • plays in a dangerous manner; and • impedes the progress of a player.

12.3. A yellow card is used to communicate that a player has been cautioned. A player is sent off if he/she receives a second caution in the same match. A red card is used to communicate that a player has been sent off. A player who has been sent off must leave the vicinity of the field of play and the technical area immediately and receives an automatic one match suspension.

12.4. A player who has been sent off for serious foul play or violent conduct receives an automatic one match suspension and will be subject to further disciplinary action as deemed necessary by the tournament organisers.

## 13. POINTS TABLE

13.1. Points will be awarded as follows: Win 3 points; Bye 3 points; Draw 1 point; Loss 0 points; Forfeit 3 points (3 - 0 win, to the opposing team).

13.2. Positions on the points table will be determined in order of the following: Number of points accumulated; Goal difference; Number of goals scored; Penalty shoot out.

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## RULES AND REGULATIONS

### 14. FIXTURE CANCELLATIONS AND FORFEITS

14.1. In the event of the cancellation of a fixture, due to inclement weather, all teams will be notified by the tournament organiser.

14.2. In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the event organiser at least 7 days prior to the tournament. The tournament organiser will then notify the other team. Failure to comply by a team will result in payment of tournament fees and forfeiture of the fixture.

### 15. MATCH ABANDONMENT

15.1. The match official has the right to abandon any fixture match if, in their opinion, playing conditions compromise participant safety. This includes the physical or mental safety of players, team officials, spectators and/or match officials. If the match official abandons a match at half time or later, then the match result at the time of abandonment will stand.

15.2. Any team found to be directly responsible for the abandonment of a match will be deemed to have forfeited the match and may be subject to disciplinary sanctions.

15.3. Tournament Organisers reserve the right to determine the match result if it is satisfied that one (or both) of the competing teams, its players, officials, members or supporters were directly responsible for the abandonment of the match. The decision of tournament organisers shall be in its absolute discretion and is final and not subject to appeal.

### 16. OTHER MATTERS

16.1. Tournament organisers reserve the right to rule on any interpretation of these rules if any dispute arises. Teams are advised to seek clarification from tournament organisers if in any doubt as to the meaning of these rules.

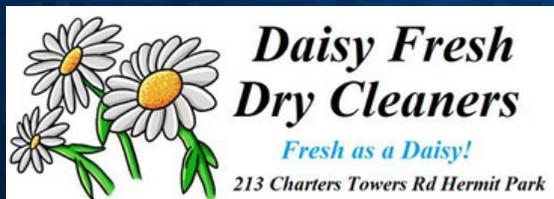
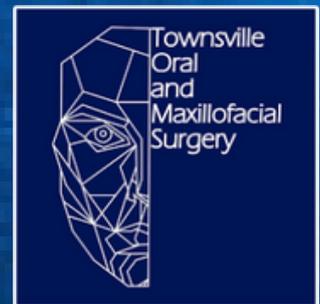
16.2. The tournament organiser, has the authority to make decisions and take action on any matter not catered for specifically in these regulations.

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