2026

Football Wagga Wagga Junior

FOOTBALL
WAGGA WAGGA

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1. GENERAL INFORMATION

a) These rules shall cover the Junior Competitions conducted by Football Wagga Wagga (FWW) and can be changed at a FWW General meeting prior to the commencement of the competition each season, by way of a motion as per the procedures provided for in the FWW Constitution.

b) These Competition Rules and Regulations are subject to alteration. Alteration requests must be made prior to the commencement of the respective season.

   i) Requests for alterations will be opened at the January meeting prior to the commencement of the upcoming season.

   ii) Clubs are to review the Competition Regulations and forward proposed alterations to the FWW Board 2 weeks prior to the February Meeting for consideration.

c) Where there is any conflict between the Rules, FWW may, at its absolute discretion, make a determination to remove the conflict.

d) Nothing in these rules prevents FWW from making a determination, if required, on issues arising during the administration of competition not addressed by these rules. There is no right to appeal any such determination made by FWW.

e) FWW reserves the right to make additional divisions or grades in any age group or in any competition throughout the season. FWW can also split current competitions or divisions for the fairness of all participating teams.

f) The first Round of competition will normally commence in April each year or as advised by FWW, depending on nominations/field availability and may commence earlier if required by the FWW Board.

g) Nominations are called for prior to and close at the General Meeting, 1st Monday of March each year or as advised by FWW.

h) Club secretaries should check scheduled dates for each round. All issues or concerns must be raised prior to the commencement of round 1, each season.

i) Club secretaries who have special club requests for any variations, please make sure you contact the Association Secretary by the club's special requests due date.

j) Clubs and coaches are to keep an accurate record of cautions (yellow cards) issued to the respective player in their teams.

k) Matters not included in these Competition Rules and Regulations, the FWW Board will be the sole arbiter.

l) The Junior competition is normally a Saturday based competition but may be played on other days if required by the Association. Deferred or washed-out rounds may be played mid-week under lights if available.

m) All FWW Junior competitions are played as the breakdown listed below:

	Junior Competition
i.	Under 11/12 Mixed
ii.	Under 13 Mixed
iii.	Under 14 Mixed
iv.	Under 15/16 Mixed
v.	Under 18 Boys
vi.	Junior Girls (13-15)

n) In the case of insufficient team numbers to create a viable competition, or considered in the best interests of the competition the FWW Board may combine age groups.

o) Junior Competitions will be conducted for approved and FWW affiliated clubs with Junior teams.

p) For the purposes of determining finalists, teams will play each other an equal number of times where

possible.

2. COMPETITION REGULATIONS

a) The FWW Junior competition kick-off times will apply as follows:

Competition	Day	Time
Under 11/12 Mixed	Saturday	Varied
Under 13 Mixed	Saturday	8:30am
Under 14 Mixed	Saturday	9:45am
Under 15/16 Mixed	Saturday	11:15am
Under 18 Boys	Saturday	1:00pm
Junior Girls (13-14)	Saturday	3.00pm
Junior Girls (15-17)	Saturday	3.00pm

b) U11/12 competition will be a 9V9 at various times depending on team nominations.

3. PLAYER ELIGIBILITY

a) It shall be the responsibility of the various Club Secretaries to nominate the club teams to be its representative(s) in the Association run competition/s. Nominated teams to consist only of players that have registered with the Association in that team.
   i) Eligible players must have turned or will turn the age specified for the competition 1st January to 31st December in the competition year
   ii) Players from a younger age group may play up into a higher age group provided the age difference does not exceed 2 years.
   iii) Should a younger aged player be more than 2 years Junior then that player needs to be assessed by FWW as to suitability and formal parental/guardian consent is held as per the official player playing up guidelines
   iv) No over age player may compete in a lower age team, special dispensation for exceptional circumstances may be sought from FWW.

b) Players from a lower age group in the same club may play up in a higher age group but only after their own match is completed, the exception to this;

c) Is where there are double rounds or games played outside Wagga Wagga where games are played at different times, or FWW have had to schedule the higher aged game prior to their own age game

d) If a club has more than one team in the higher age division the player/s playing up may only play with one team, players may not play across in any division, except for the first four (4) rounds.

e) Players in the same age group cannot play across for another team in the same age group.

f) Players from a lower age group in the same club who play up in a higher age group will be required to be listed on that team's DRIBL match sheet as a borrowed player.

g) Rule 4 also applies to the total number of registrations.

h) Players from a Junior aged team in the same club may play up in the Senior competition as detailed in the Player Eligibility Procedure (attached A)

i) An approved Junior player playing up into any senior grade can only play in the 3rd and 4th grade competitions. If dispensation is granted for the Junior player to play in 1st and 2nd grade competitions they cannot play in the 3rd and 4th grade competitions

j) The Junior player must play in the same senior team each week when a club has more than one team in that grade after round four (4)

k) Dual registration requirements are detailed in Appendix 2.

i) Players requesting dual registration approval must wait until such time as written approval is received by their club.
   1) Approval or non-approval is adjudicated by FWW & WCW.

ii) Dual Registered Juniors must play in their own age group and if eligible for seniors can only play in 1st Grade women's competition and must be accessed
   Note: dual registration approval from the FA to FNSW is sought each year for regional areas and no dual registration will be approved until this is in place

l) All team lists are to be submitted to Football Wagga Wagga for approval prior to the start of the regular season. Guidelines will be applied to determine if representative players have exceeded a level that is fair to other teams in that age group. The approval process will determine the age group and/or the division in which that team will play. The purpose of this rule is to promote fairness in our competitions by restricting representative players being introduced into a single team that will dominate the competition.

m) New players to Wagga Wagga will be directed by the Association to all Wagga Wagga clubs, with the appropriate teams.

n) No Player can play more than 2 games per day regardless of division / age played in. IE Play U13 and U14 but not U16 as well.

4. REGISTRATIONS AND TEAM NOMINATIONS

a) All player registrations must be completed via the Play Football system and approved to play in any FWW competition and mapped via the DRIBL system by the Wednesday prior to the season starts. This must be completed before the player/s taking the field and player/s first game

b) A player's photo ID should be included in their registration to be accepted. Registration of a player who has not uploaded their Photo-ID onto their Player Profile on Play football may not be accepted.

c) The minimum and maximum number of players registration per team for each competition are detailed below.

Competition	Minimum	Maximum
U11/12 Mixed	9	16
U13 Mixed	11	18
U14 Mixed	11	18
U15/16 Mixed	11	18
U18 Boys	11	18
Junior Girls – 13-15	11	18

d) A player may not be nominated in more than one team

e) Amateur Status players "only" will be permitted to register.

f) Any request for an Association Assessment must be done by email and must allow seven (7) days for the assessment to take place. The player cannot play until this assessment is completed and approved by FWW.

g) FWW may, at its absolute discretion, upon receiving a nomination from a club, provide an exemption for a player to participate in any competition. In providing this exemption, FWW must consider all applicable policies, procedures, regulations, and rules.

h) Registrations for each competition and season are to be sent to the FWW Secretary, registrations cease at COB each Wednesday evening (5 pm).

i) Fully completed late Registrations MUST be submitted to the FWW Secretary and accepted prior to the player/s taking the field in the player/s first game.

j) Registrations are permitted until 30th June. Any request for registration after this date will have to go to FWW (exceptional circumstances) for consideration who may seek approval from FNSW in special circumstances.

k) Any deregistration will also be invoiced to the club if they were completed after the date advised by FNSW memo.
l) All requests for inter-club and/or inter team transfers will be subject to approval of FWW after the commencement of the competition up until 30TH June.
m) All Junior teams must have a coach who is registered through the Play Football system and included on the team listing for each team.
   i) FWW encourages but not a mandatory requirement for coaches to hold a minimum of a Grassroots Coaching Accreditation.
   ii) FWW will, where practicable, each season schedule appropriate community coach education, as outlined by the FA and FNSW, to provide the opportunity for coaches to gain and or maintain coaching accreditation.

5. TEAMS

a) A team shall consist of 7 (minimum) players in a strip of identical color and design, one (1) of whom MUST be the goalkeeper.
b) A team shall be allowed to play late players, only to bring the team to full playing strength (11 players), providing all registration requirements are met.
c) All players' and match officials names MUST be entered on the DRIBL PRIOR to the kick off.
d) A minimum of 7 players MUST be on the field at ALL times.
   i) In the case of a team number reduced to less than 7 players, then the game MUST be abandoned.
   ii) Should the match be abandoned due to a teams playing strength reducing to below 7 then the game will be forfeited to the non-offending team. A score of 3-0 will be recorded.
e) Players from a lower age group, from the same club, may be used to make up the team, plus reserves, in a higher grade or age group game.
f) Each team MUST have a high visibility vested Ground Official displaying 'ground official' for each Senior game. This ground official cannot be either the manager or coach and MUST be an Adult. The vested ground official cannot be on the same side as the players, coaches and managers during the match and is to police their own club's spectators for behaviour or any other requirement by FWW.
g) Duties of ground officials are provided in FWW Policy FWW- POL-008.
h) High visibility vest with "ground officials" is to be provided by the club.

6. MATCH SHEETS - DRIBL

a) Both the Home Team and Away Team officials are to submit the match sheet via DRIBL **at least** thirty [30] minutes before the scheduled commencement of the game.
b) Both the Home Team and Away Team are to confirm the opposing team's submission **at least** fifteen [15] minutes before the scheduled commencement of the game. If this process is not completed the match official will not be able to see the match sheet on the DRIBL app and therefore will not commence the match.
c) Player jersey/shirt numbers must be allocated to each player who is playing in the match via the DRIBL match sheet
d) Players Available must be marked with a green tick next to each available player who is playing in the match via the DRIBL match sheet.
e) Up to 16 players must be marked with a **green P** (indicating that the player is playing in the match) via the DRIBL match sheet prior to the submission of the DRIBL match sheet or commencement of the match.
f) Up to 11 players may be marked with a **green S** (starting 11) via the DRIBL match sheet.

g) Goalkeeper(s) are to be marked with **GK** and their shirt number via the DRIBL match sheet.

h) Captain(s) to be marked with **C** via the DRIBL match sheet

i) There must be no duplication of jersey/shirt numbers listed for a team on the DRIBL match sheet

j) Before a player is included on the match sheet, the team official must have a reasonable expectation that the player will attend the game. If a listed player does not take part in the game. The club must email a list of players who did not participate in the match to operations@footballwagga.com.au. ***This must be completed by 5:30pm Monday following that weekend round. Any submissions after this deadline will be rejected and will count towards player eligibility***. A game in which a player is marked as not playing on the match sheet does not count towards finals eligibility in accordance with Clause 20 - Final Series for that player.

k) Teams can have up to four (4) team officials listed on the match sheet. Refer to 5c. These team officials must be registered on Play Football and the club must map them to the team in DRIBL.

l) Where there is any doubt about a player's eligibility to play in a game, then the game can be played under protest and noted on the match sheet via the dispute function on the DRIBL app within the match sheet tab. The issue will be referred to FWW after the completion of the game and no points shall be awarded for the game until the issue has been resolved by FWW.

m) Team and Ground Officials for ALL games from both teams are to make themselves known to the match officials, for identification purposes only, prior to the start of the match. Ground Officials are to be named in the Officials section of the match sheet in the DRIBL app, NO acting managers or acting coaches are permitted within this section of the DRIBL match sheet, this is for identification of ground officials **ONLY**.

n) The match official will not start the game until the match sheet has been confirmed via DRIBL by both teams. For ALL matches the ground official must be present and visible with a ground official vest.

o) If the match official has to delay start of play due to discrepancies on the match sheet in the specified time, they have the authority to equally reduce the half time break and/or the time of both halves of the match to ensure the game concludes at the scheduled time.

p) No player is to be added to the match sheet after the match official has started the game by blowing the whistle for kick-off.

q) At the conclusion of the match, team officials are to check that cautions or send off codes, goal scorers and full-time score is correct via the DRIBL app.

r) Any errors by the match official detected by team officials are to be brought to the match official attention in a professional manner and a dispute is to be lodged by the team official in the DRIBL app. The match official is to submit a match sheet report via the DRIBL app correcting any errors detected after the submission of the match sheet via DRIBL.

s) Until match sheets have been reviewed by FWW, all published results and competition ladders are considered to be preliminary and subject to change.

t) Incorrect match sheet completion will incur a club fine of $50 per team per offence

7. PLAYING STRIPS

a) All players MUST wear a numbered strip with NO duplication of numbers. The individual club strips must be all the same for each player in that team [goalkeepers except], shorts all the same colour and socks all the same. Goalkeeper's strip is not to duplicate or be similar to the opposing team playing strip.

b) Players WILL NOT be permitted to participate unless they are wearing approved shin pads fully covered with socks.

c) HOME TEAM is the first team mentioned in the draw, unless otherwise advised

d) Where the team's colours clash, in the opinion of the Match Official, Team 2 must change.

   i) Each teams Goalkeeper must be differentiated via a different shirt

      1) In the case of clash of colours between:

         (01) The opposing goal keeper the 'Away' team (Team 2 listed on the draw) must change

(02) The Match official, the goal keeper must change

2) Goalkeepers must not wear a predominantly black playing strip.

e) All teams MUST have available an alternate strip.

f) Interchange players on the bench must wear a training bib/vest over their playing strip and hand the bib/vest to the player they are replacing at the time of the interchange.

g) Clubs/teams must seek approval from the FWW Board to change their playing strip colour/s before it may be worn in the competition. These requests including design layouts and colors must be emailed to secretary@footballwagga.com.au

h) All clubs' team's uniforms must bear the FWW logo on the right side of the chest

8. MATCH BALLS

a) FWW will supply each Junior and Senior team with three (3) Football NSW License match balls. The full cost of these balls will be paid for by each club.

b) The home team is responsible for supplying the match balls that were supplied by FWW on game day during the regular competition.

c) FWW will supply the match balls for the Final Series

d) Match Balls are to be supplied to the match official 15 mins before start of play.

Age / Grade	Size
Under 12 to U13 Inclusive	4
Junior Girls	5
U14 and above	5

9. DURATION OF MATCHES

a) All Junior competition matches will be played as detailed below:

Age / Grade	Duration of Match
Under 11/12	2 X 25 Min Halves separated by half time break that must not exceed 15 mins (as per Laws of the Game)
Under 13 & 14	2 X 30 Min Halves separated by half time break that must not exceed 15 mins (as per Laws of the Game)
Junior Girls	2 X 35 Min Halves - separated by half time break that must not exceed 15 mins (as per Laws of the Game)
Under 15/16	2 X 35 Min Halves - separated by half time break that must not exceed 15 mins (as per Laws of the Game)
Under 18	2 x 45 Min Halves - separated by half time break that must not exceed 15 mins (as per Laws of the Game)

b) If the kick-off is delayed for any reason, the Match Official may shorten the game into two (2) equal halves of play so that the game is completed as scheduled.

c) All games are subject to injury time as per FIFA Laws of the Game and will be at the discretion of the match official (referee)

d) Stoppage time MAY be played in all competitions and tournaments at the discretion of the match official.

10. START OF PLAY/GROUND SETUP

a) All players are to be in the centre of field ten (10) minutes before schedule kick off for equipment inspections and the coin toss

b) If the match official has to delay start of play due to field not being set up, they have the authority to equally reduce the time of both halves of the match to ensure the game concludes at the scheduled time

c) For each Junior competition round the first two teams playing on any given field as per the

draw shall be responsible for setting up the field to playing standard with corner flags, goal nets and exclusion zone signs and ensure that amenities are unlocked before the scheduled commencement of the first game at that field for Junior matches in Wagga Wagga only. This does not apply to an away team playing outside of their home town **Attached B** – Map of Rawlings Park Exclusion Zone

d) For each round of the final's series (except the Grand Final), the first two teams playing on any given field as per the draw shall be responsible for setting up the field to playing standard with corner flags, goal nets and exclusion zone signs and ensure that amenities are unlocked before the scheduled commencement of the first game at that field. **Attached B** – Map of Rawlings Park Exclusion Zone

e) For each Junior competition round, the last two teams for a field as per the draw is responsible for packing up and putting away in a secure place the corner flags, goal nets and exclusion zone signs and ensure that amenities are locked after the conclusion of the last game at that field for junior matches in Wagga Wagga only. This does not apply to an away team playing out of their hometown. **Attached B** – Map of Rawlings Park Exclusion Zone

f) For each round of the final's series (except the Grand Final), the last two teams for a field as per the draw is responsible for packing up and putting away in a secure place the corner flags, goal nets and exclusion zone signs and ensure that amenities are locked after the conclusion of the last game at that field. **Attached B** – Map of Rawlings Park Exclusion Zone

g) Clubs are equally responsible to ensure their area is clean and all their rubbish is collected and placed in the bins at the grounds

h) Non-compliance with this will be advised to the FWW Board for possible disciplinary action against the offending club/s

i) Change rooms are the responsibility of both teams to ensure that all rubbish is removed, and they are swept prior to leaving the change room. If the change rooms have been deemed left dirty the club will be charged the cleaning fee

j) Any damages must be reported to FWW

k) Canteens are optional, but preferred

10.1. EXCLUSION ZONES

Attachment B – Map of Rawlings Park Exclusion Zone

a) All spectators must be on the opposite side to the technical area at all venues within the FWW footprint for all competition matches including out of town clubs

b) At the Rawlings Park complex all spectators and individuals who are not involved in the current match being played are to remain outside the marked exclusion zones. Only players and team officials (excluding the vested ground officials) who are listed on the match sheet are permitted to enter the exclusion zone

c) Players/teams who do not have an available spot to warm up when all six fields at the Rawlings Park complex are in use are permitted to enter the exclusion zone for warm up purposes only

d) You will be asked to leave the area from a FWW Board member or the Referee official on duty if you are not permitted to be in the exclusion zone.

11. COMPETITION POINTS

a) Competitions points shall be awarded for all Junior Division competitions as follow:
   - i) Win = 3 Points
   - ii) Draw = 1 Point
   - iii) Bye = 3 Points

iv) Loss = 0 Point
v) Win by forfeit/disqualification = 3 points and recorded score 3-0
vi) Loss by forfeit/disqualification = 0 points and minus 3 points

NOTE: Loss by Disqualification: playing unregistered, ineligible or suspended player/s

b) If a game has to be called off due to team falling below the minimum number of players (7) and the score is in excess of 3-0, then the score at the time of game called off will stand
c) In the event that the season is called short due to circumstances outside the associations control the first two placed teams will be declared first and second
d) Position on the competition ladder will be determined by the points accumulated by the teams and teams shall be ranked in descending order.
e) Where two or more teams have accumulated the same number of points, their ladder positions will be determined according to goal difference.
f) Where the teams' points and goal differences are equal, the team with the greater number of goals scored will be ranked higher.
g) Where the teams' points, goal differences and goals scored are equal, the team with the fewest red cards will be ranked higher.
h) Where the teams' points, goal differences, goals scored are equal and red cards are equal, the team with the fewest yellow cards will be ranked higher.
i) Where teams vying for a position in the Finals Series remain locked and equal after the application of the rules in Section 11, there will be a play-off between the two teams to determine ranking on the ladder. The format of the playoff will be determined by FWW.
j) Where a competition finishes without completion of the league series round resulting in one or more teams having one more bye than other teams in their competition, the extra bye will be calculated as follows:

$$\text{Points for bye} = \frac{\text{total points accumulated for the previous completed round}}{\text{Total games played in that round}}$$

12. MATCH OFFICIALS (REFEREES)

a) Match Official's appointments are managed by the Wagga Wagga Referee's Branch
b) The Wagga Wagga Referee's Branch will endeavour to appoint suitably qualified match officials to each Junior Scheduled Match.
   i) If no appointed Match Official is allocated, clubs are too self-officiate
      1) In the case that an Assistant Match Official is not available or only one Assistant Match Official needs to be supplied by the clubs then it will be the 1st named team (Home) who has to supply the assistant match official.
      2) In the case of 2 club assistants Match Officials are required then both teams are required to supply an official each.
      3) The Wagga Wagga Referee Branch will endeavour to schedule a club assistant Match Officials course for all clubs to attend
c) The match official has full authority to enforce the Laws of the Game in connection with the Match they have been appointed. The powers and duties of a match official are as specified in the Laws of the Game and, in particular, Law 5.
d) The match official has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark.) If, before entering the field of play at the start of the match, a player commits a sending-off offence, the match official has the authority to prevent the player taking part in the match (see Law 3.6 LOTG); the match official will report any other misconduct.
e) During a Match, the match official makes the disciplinary decisions, and these decisions are

final.

f) The only persons authorised to be within the technical area are the four (4) team officials and players named on the team sheet (excluding Ground Official). The match official may stop a game when unauthorised persons are within this area and resume the game when such persons have been removed.

g) Team captains and players do not have the authority to question a match official response during or after a game on any match official decisions. This also includes half time.

h) Team officials are only permitted to approach the match official at the start of the game to make themselves known to the match official.

i) Club officials are responsible for their players who approach a match official

j) Suspended players or suspended club officials cannot act as a club referee, unless approved to do so by FWW

k) Match Official's fees/invoices will be emailed to each club by the Association each month and will be shared equally by the clubs involved with each match unless when Rule 16d is applied

l) Match fees must then be paid within the time specified on the FWW Supplied invoice.

m) Clubs who fail to pay within invoice terms will be an automatic forfeit in their next match/s and will continue to forfeit until the account is paid in full or alternate terms have been arranged with the FWW.

n) Failure to meet this requirement may deem the entire Club to be declared un-financial

13. PLAYER INTERCHANGE

a) All FWW Junior competitions/games are played using the interchange rule
   i) The number of interchanges made during a match is unlimited.
   ii) A player who has been replaced may return to the field for another player.

b) Players are to interchange (substitute) using the designated area located one meter either side of the halfway line. This area is known as the “Interchange Zone”. The referees may also ask players to leave the pitch closest to where they are situated on the field. As soon as the player has left the field the incoming player may enter the field of play.

c) If there are no players ready in this zone interchange may be denied by the match official

d) All interchange/replacement players in the technical area must wear a covering bib over their playing shirt.

e) An interchange is one which is made when the ball is out of play (stoppage in play) and with the Match Official permission for which the following conditions shall be observed:
   i) The player leaving the field shall do so over the touch line, goal line or as instructed by the Match Official or assistant Match Official.
   ii) The player entering the field shall do so from the interchange zone but not until the player leaving the field has passed completely over the touch/goal line.
   iii) The interchange is completed when the player who was off the field enters the field.
   iv) The Match Official can immediately restart the match. From this moment they become an active player and the player whom they have replaced becomes an inactive player.

f) A player nominated for interchange shall be subject to the authority and jurisdiction of the Match Official whether called upon to play or not.
   i) All named interchange players must remain within the “Technical Area” for the duration of the match.

g) If during an interchange, an interchange player enters the field before the replaced player has completely left it, the Match Official shall ensure the replaced player leaves the field, cautions the interchange player and then restarts the match.

h) If during an interchange, an interchange player enters the field of play at a place other than the interchange zone or a replaced player leaves it from a place other than the nearest touch/goal line or as

instructed by the Match Official, the Match Official may caution the offending player/s.

i) An injured player can leave the field at the nearest point

i) The incoming (interchange) player must enter the field from the Interchange Zone when instructed by the Match Official.

j) If a field player or an interchange player change with the Goalkeeper at any time during the match the Match Official must be notified
   i) Changes to the Goalkeeper at halftime must also be notified to the Match Official

k) If players interchange without the Match Officials permission the Match Official may caution both players.

l) During interchange players who at the discretion of the Match Official deliberately waste time or delay the restart of play shall be cautioned by the Match Official, under caution code Y4 (*Delays the restart of play*).

m) The interchanging of players will cease at the completion of normal & extra time.

n) FOR FINALS ONLY: If at the 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 at this time is permissible.

NOTE: *If during the penalty kicks, the goalkeeper is injured, he can be replaced providing the replacement is listed on the team sheet.*

14. GRIEVANCE AND DISCIPLINARY

a) The FWW Disciplinary Committee will refer to the current Grievance and Disciplinary Regulations to determine any disciplinary action against clubs, players, supporters and or officials.

b) Players who have received a red card in a match shall receive the minimum suspension as per the current years Grievance and Disciplinary Regulations [except as in 14 [c]

c) A Disciplinary Committee will be convened for each incident where the FWW Board deems that a full hearing is required for the offence[s] committed or a club/individual chooses to appeal a suspension.

d) The Committee shall consist of no less than 3 (three) neutral persons

e) Where a player has been sent from the field due to a second caution, that said player shall be automatically suspended from that player's next scheduled Junior Competition Game
   i) Byes, forfeits(by that players club), abandoned, washed-out and deferred games not played are not included as next scheduled game
   ii) Said player will also be ineligible to play in a higher grade or another age division until the suspension is served.
   iii) This is not subject to appeal.

f) An appeal may be made against the severity of the suspension if the suspension is more than the minimum suspension, detailed in the FNSW grievance and disciplinary regulations, *Schedule 3: Table of Offences*.

g) Suspensions are to be served within the competition and grade that the send-off occurred.
   i) Byes, forfeits(by that players club), abandoned, washed-out and deferred games not played are not included as the next scheduled game.

h) Where a player receives five (5) yellow cards during the competition the player shall be automatically suspended from that player's next game
   i) Such player will also be ineligible to play in any other grade or age division until the suspension is served, as per 14(g)
   ii) Each time a player receives a further three (3) yellow cards (after having previously accumulated 5 yellow cards) that player will be automatically suspended from that player next two (2) competition matches as per 14(g)

i) It is each club's responsibility to keep a record of the number of infringement cards accumulated by each player.

j) It is the responsibility of the Coach to list all players / officials stood down on the match card.

k) All appeals to be in writing from the Club's President with the full grounds for appeal and direct deposit of $500.00 into the FWW's account.
    i) $250.00 non-refundable if appeal successful
    ii) Appeal's to be addressed via email to the FWW Secretary
l) Failure to comply with the above procedure will render the appeal NULL & VOID.

15. FINES/FEES

a) Withdrawal after the draw is completed $250.00

16. FORFEITS

a) Where 10 Minutes has elapsed since the scheduled kick-off time of a game and one team is ready to the field with a minimum of seven (7) players; and the other team does not have the requisite minimum 7 players ready to take the field; the match official shall declare forfeit in favour of the team with the 7 minimum players.
b) Any team being forfeited against, providing no previous notice was given, may lodge a claim for expenses (with official receipts), incurred by that team.
    i) Such claims need to be submitted to the FWW Secretary in writing within 48 hours of the scheduled game.
    ii) The FWW Board will adjudicate and determine the final decision.
    iii) The FWW Boards decision is final and will not be subject to an appeal to any other authority.
c) All forfeits not duly notified will result in the forfeiting team being liable for the full Match Official and assistants' fees appointed to the match.
d) The team that forfeits will receive minus 3 points; the team that forfeits two (2) times will receive a fine and minus 3 points; the team that forfeits three (3) times may be withdrawn from the competition at the direction of the FWW Board. Penalties for breach of rules as per Clause 22
e) If a forfeit occurs as per Clause 16a, the team sheet must be submitted via DRIBL and a forfeit request submitted by the match official in the DRIBL app via the team sheet, outlining the circumstances for the forfeit. Upon confirmation of the team sheet, it will be deemed as a match played.
f) Forfeiting a team must submit a forfeit request via DRIBL and provide notice to FWW Operations initially by phone, followed by email notification of its intention to forfeit. To avoid full match official fees being charged at least 48 hours' (2 days) notice prior to the scheduled commencement time of the game. FWW will review the request and if approved, DRIBL will be updated, the match officials and the other team will be notified

17. DEFERRED GAMES, ABANDONED MATCHES, WASH OUT and INCLEMENT WEATHER AFFECTED FIXTURES

a) DEFERMENTS

a) Clubs may apply in writing to the FWW Board for a deferment under exceptional circumstances (e.g., death) the Board will adjudicate and advise the decision which is not subject to appeal.
b) The only grounds for deferment will be exceptional circumstances or emergencies. These will be considered on a case-by-case basis by FWW.
c) Deferments requested because a team is unable to field a full team will not be accepted.
    i) In the case of a team being unable to field at least 7 players that team will forfeit that match and forfeit rules will apply.
d) Any deferred game must be played within 14 days of the original scheduled match unless agreed to by FWW. The timing and location of the match shall be in agreement with the opposing team. If an agreement cannot be reached, FWW will reschedule the match at its absolute discretion

e) If the deferred game is not played on the agreed date, no further deferment is possible without special exemption from FWW. If no exemption is granted, the game will be deemed a forfeit by the club originally seeking the deferment.
f) Deferred games are to operate under the normal competition rules
g) Deferred or washed-out rounds may be played mid-week under lights if available.

B) ABANDONED MATCHES

a) In cases where a Fixture has been abandoned by the match official, a Tribunal may investigate the circumstances of the abandonment and impose such penalties as it deems fit on Clubs, Club Officials, Players and/or Spectators as judged to be associated with the abandonment
b) When a Match is not played or abandoned for any reason for which neither Club was responsible, the Match will be replayed on a date to be arranged at the earliest reasonable opportunity by the Board, in accordance with these Regulations wherever possible.
c) When a Match is abandoned for any reason, the match may only be replayed by the authority of the Board
d) Should a Club, Club Official, its Players or Spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Club to the opposition
e) Should both Clubs be found to have caused the abandonment of the match the match will not be replayed, and no match result will be applied
f) Matches abandoned by the match official must be replayed within 14 days where possible
    i) In the case of a match having been completed less than 75% of the allotted match time the match will be restarted at the time of abandonment
        1) The original listing of players on the Match Card are only to be used in the recommencement of the match
        2) The recommencement of the match will be restarted at the time of the Match Officials decision to abandon the original Match
    ii) In the case of 60% or more of the match having been completed, the score at the time the match was abandoned will be recorded as the final result.

C) WASH OUT

a) When Wagga Wagga based rounds are declared a washout the whole round [including games played outside Wagga Wagga] will be declared washed out.
b) In the case of not re-scheduling, each team shall receive one competition point and no goals for their goal average.
c) Teams having a bye shall also receive three competition points.
d) Should a team forfeit before a wash out is declared the team receiving the forfeit shall receive one competition point and no goal for their goal difference.
e) In the case of a partial wash out, those teams unable to play their match shall have it rescheduled where possible.
f) The decision to declare a Competition Round as a Wash Out or a Partial Wash out shall be made by the FWW Board, who shall take into account any directive from any Local Council regarding the condition of the grounds.
g) In the event of field/fields becoming unavailable for play, teams will be notified via:FWW Controlled social media (Facebook) and or email
h) The games will be played within 14 Days of the original date unless a designated catch-up round is scheduled.

D) INCLEMENT WEATHER AFFECTED FIXTURES

a) In all instances, where rain or other weather conditions preceding a Fixture raised fair doubt as to the possibility of play taking place, the following rules are to apply, so that Players, Match Officials, and the public can be given correct notice of intentions:
    i) Day of the scheduled Match:

1) FWW Representative or his/her nominee is to inspect the grounds at 7:00am or the earliest possible time and decide whether play can take place.
2) The match official or his/her nominee is to inspect the ground and decide whether play can take place.

b) FWW Secretary will communicate any field closures to the Wagga Wagga Referees Appointment officer who will in turn inform the Match Officials as well as to all clubs scheduled to play on those fields

c) In the case of Fixtures outside the Wagga Wagga City area, the Home Club Secretary will be responsible for conveying the relevant information to FWW Secretary by 7:00am on match days. Match officials officiating at Fixtures outside the Wagga Wagga City area should check with the Wagga Wagga Referees Appointment officer before departure from Wagga Wagga.

18. POSTPONED FIXTURES AND MATCHES

a) Fixtures and Matches may only be postponed by the match official or the FWW Board.

b) In the event of any Fixture or Match not being played owing to weather or other causes over which neither Club has any control, on being ordered to be rescheduled or completed, it shall be played within fourteen (14) days of the first postponement
   i) If failed lighting is experienced prior to or during a match, the host club must immediately contact the FWW Secretary via a phone call for guidance prior to a match being postponed.
   ii) Once all avenues have been exhausted and the lights cannot be turned back on, the match is to be postponed. The match will be rescheduled by FWW Board at a time, date, and place of its choosing.

c) After the commencement of the Match, should play be postponed due to injury, poor weather, failed lighting, state of the pitch or any other reason as determined by the match official, and the Match cannot be completed in full, and the FWW Board has approved the rescheduled 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 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:
      1) Will not be eligible to participate in the rescheduled match
      2) Will not be able to count the match as a stand down in relation to any fixture Suspension
      3) The club will not be permitted to replace the player on the team sheet
      4) 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 if the team has available substitutions as per the Regulations
      5) If the Player was a substitute the number of available Players to substitute will decrease as they player cannot be replaced

d) No additional substitutes may be added to the list of Players on the team sheet

e) The Teams can make only the number of interchanges to which they were still entitled when the Match was postponed

f) Players sent off during the abandoned Match cannot be replaced

g) The FWW Board will endeavor to have the same Match Officials appointed officiate the completion of the Match, however, may appoint replacements should any or all of the Match Officials be unavailable

h) The match official is the sole arbiter of elapsed time, and no protest may be lodged against the actual elapsed time as recorded by the match official

i) Should a Match be abandoned due to the fault of one (1) Team, or should it be determined by the FWW Board 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

j) Where a fixture is incorrectly reported as abandoned by the match official where circumstances show clearly that the match was actually postponed, FWW Board will treat the Match as postponed.

19. GROUNDS & CROWD CONTROL

a) Each team must nominate a clearly identifiable team official, who will intervene and deal with any supporters and/or unruly behavior associated with their club AND MUST be an Adult
b) It shall be the responsibility of each team to control their supporters.
c) All supporters must remain behind the spectator line, no persons are permitted behind the goal-line for any coaching or supporting purposes.
d) The match official has the authority to remove either a Player, Spectator or Official from the playing field, Spectators area and technical area.
e) The appointed CLUB/ASSOCIATION OFFICIALS have the authority to then remove offending players / officials / spectators from the park area or contact the Police for assistance.
f) Only Reserves, Coach, Manager and Trainer shall be allowed within the confines of the technical area.
    i) Only one Coach, Manager, Trainer can remain standing during the match
    1) The Match Official has the authority to request for the coach, manager, trainer to sit in the technical area
    2) Players are to remain seated unless completing a warm up
g) All coaching is to be conveyed from the technical area and kept to a minimum.

20. FINALS SERIES - STRUCTURE OF THE FINALS SERIES

a) The first named team will be the "Home Team".
    i) All finals and grand finals will be played in Wagga Wagga
    ii) Home team if outside Wagga Wagga may host the Semi-Final.
b) The FWW Board will determine who plays in the final series
c) Times of final series matches will be determined by the FWW Board.
d) At the end of the regular Junior competition, positions 1-4 in the Junior Competition will play a finals series, unless changed by competition team numbers or FWW.
e) Final Four Positions shall be determined by Competition Points, Goal Difference. If teams are still equal, FWW Board will determine team placing.
f) Any player receiving 2 (two) cautions in the final series shall automatically stand down the next fixture.
    i) In the case of the player's team/club has completed its final series commitments the player shall stand down the first competition game in the following winter FWW season that they are registered in
g) In the event of a four (4) team final series, the format of the Finals Series will be:

Round	Match Number	Title	Teams	
1	1	Major Semi Final	1st	2nd
	2	Elimination Semi Final	3rd	4th
2	3	Final	Loser Match 1	Winner Match 2
3	4	Grand Final	Winner Match 1	Winner Match 3

h) Before each final series match, FWW shall issue an email to all clubs whose teams are contesting those finals and request that all match sheets be submitted via DRIBL as required by Rule 20(h).

a) <u>JUNIOR PLAYERS ELIGIBILITY TO PLAY IN THE FINALS SERIES</u>

i. A Junior player may play in the final series of the grade they are registered and a higher Junior division grade irrespective of the number of games they have played in either division.
ii. A Junior player registered in the Junior division may play in the final series of the senior division grade irrespective of the number of games they have played in either division. Notwithstanding this, they may only play in the Senior Division grade in which they have played the majority of their games throughout the league seniors and any higher Senior grade
iii. To be eligible to play in the Final Series, a Player MUST be on the Club Registration Sheet and Play Football system at the close of Registration (30th June).

iv. Exemptions due to exceptional circumstances are to be referred to the FWW Board for adjudication. The decision of the FWW Board is final and not subject to appeal. Exemptions may include missed games due to injury and/or sickness. Proof of such nature will be requested for a final determination from the FWW Board

a) <u>TEAM LISTS</u>

i) Team lists for each round in the Finals Series are to be submitted to FWW via the DRIBL match sheet for that match by 5:00pm Wednesday for ALL teams. FWW will check Teams submission when received for validation and provide feedback for player eligibility. Once player eligibility has been confirmed, FWW will approve (confirm) the match sheet in DRIBL. Teams are no longer required to confirm the opposing team's submission throughout the final's series, this is the responsibility of FWW due to finals eligibility criterion.

ii) Submission of a team list is to allow time for player eligibility to be confirmed prior to each final, although it is the responsibility of each club to make sure they only name players who are eligible. i.e., playing a suspended or ineligible player will or may result in disqualification.

iii) Amendments to the team sheet can be made on the day of the game, prior to kick-off, subject to player eligibility. These amendments to the submitted team list must be made at the administration table to confirm player eligibility

iv) The player's shirt number and the first and last name of each player shall be recorded. Names shall be as per the players registration details.

v) No nicknames or shortened names are permitted. A maximum of four (4) Team Officials are to be listed on the team sheet. These match officials must be registered on DRIBL and mapped to the team by the club

b) <u>MATCH SHEETS- DRIBL</u>

i) 30 Minutes before kick-off, a team official must present themselves to the administration table and provide a final confirmation of the submitted match sheet for their team.

ii) As soon as practicable after the conclusion of the game, the official is to return to the administration table to confirm the result of the game.

iii) Any dispute regarding the outcome as recorded on the team sheet shall be referred to the attending administrators at the administration table with both teams' officials and the match official present

c) <u>DRAW AT FULL TIME</u>

i) If a game is drawn at completion of normal playing time extra time will be played.

ii) 10 minutes each way of extra time will be played.

iii) A break of up to five [5] minutes is allowed before commencement of extra time.

iv) No break of play is permitted after the first period of extra time. Teams shall change sides promptly and Team Officials are not permitted onto the field of play.

v) If the game is still drawn at completion of extra time, then "Penalty kicks" shall take place.

d) <u>PENALTY KICKS</u>

i) Penalty Kicks shall consist of each team taking five (5) penalty kicks alternatively.

ii) Only the eleven [11] players from each team on the field at the conclusion of extra time are eligible to take part in the penalty kicks, or as per LOTG. No player is to take more than one [1] penalty kick until all players on the field have taken part.

iii) If, before either team has taken 5 kicks, one team has scored more goals than the other could, even if they were to complete its 5 kicks, no more kicks are to be taken.

iv) If, after both teams have taken 5 penalty kicks, both have scored the same number of goals,

or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.

v) No member of either team is permitted to leave the field of play until a result has been determined by indication of the match official full-time whistle.

vi) Substitutes & Officials are not allowed onto the field until a result has been determined by indication of the match official full-time whistle

21. BREACH OF RULES - RED AND YELLOW CARD OFFENCES AND SUSPENSIONS

a) All Yellow and Red Card offences and suspension shall be as per the FWW Grievance and Disciplinary Guidelines.

b) All Clubs, Players, Team Officials, Match Officials, spectators, or any person participating in any manner at a FWW Fixture, Match or event are subject to the jurisdiction of the Grievance and Disciplinary Regulations.

22. PENALITES FOR BREACH OF RULES

a) The issuing of penalties and fines may be done at the absolute discretion of Football Wagga Wagga

b) A breach of a rule in the Junior Competition may attract the following penalties

c) In considering the application of penalties listed in Clause 22b, FWW may determine to sanction clubs or issue a monetary penalty where it determines, as its sole discretion, that such a penalty is in the best interests of football

d) The person/s responsible for breaches may be subject to further disciplinary action by FWW. The breaches cited below are not exhaustive. Where a breach of a rule occurs that is not expressly dealt with the matter will be referred to FWW

*** Disqualification, means from that competition game only**

	Junior Breach of Rule	Penalty
i.	Playing an unregistered player	Team Disqualified*
ii.	Playing a suspended player	Team Disqualified*
iii.	Playing a player not listed on team sheet if ineligible If eligible to play in that grade a) 1st offence b) 2nd offence	Team Disqualified* $100 fine Team Disqualified* for each team not club
iv.	Playing more than eleven [11] players on the field at the same time during a match	Team Disqualified*
v.	Two or more players playing with the same number on their shirt or a player playing with the wrong shirt number:	a) First Offence (per team) – Club warned b) Second and further offence (per team) - Club fined $100
vi.	Altering a team sheet after start of play	Discretion of FWW
vii.	Altering the referee's information on team sheet	Discretion of FWW

viii.	Playing a player nominated in a higher grade down into a lower grade unless specific exemption has been provided for in these Rules	Team Disqualified* to the lower grade
ix.	Not putting a player's correct shirt number on a team sheet:	Deduction of 3 Points & Club fined $50
x.	Incorrect team sheet details	Club fined $100
xi.	Forfeiting any Junior games a) 1st offense b) 2nd offence c) 3rd offence	 Deduction of 3 points Deduction of 3 point & $250 fine Discretion of FWW
xii.	Leaving the change rooms dirty	Club to pay cleaning costs

ATTACHMENT A: PLAYER AGE ELIGIBILITY PROCEDURE

Age eligibility

Players can play 1 age division up freely

Players wanting to play 2 age divisions up require parental signed consent form to be held by Clubs

Players wanting to play 3 or more age divisions up require parental signed consent form and signed player assessment form to be completed by Development Officer FWW / General Manager FWW.

U18 Youth Boys - Players turn 15 in 2026 are eligible to play U18 Youth without a signed FWW players assessment form but MUST complete a parental permission signed form and be held by the club.

Females playing in Youth U18 must be turning 17+ and have parental and club permission forms signed.

Junior boys must be turning 16+ in 2026 to be eligible to play grade football. All players under the age of 18 MUST have a parental permission form signed and held by the club.

Junior girls must be turning 15+ in 2026 to be eligible to play grade football. All players under the age of 18 MUST have a parental permission form signed and held by the club which the club's coach must also sign off the exemption form.

Any talented and developing junior boy turning 15 in 2025 can request an exemption and dispensation to be eligible to play grade football. They will need to be assessed and granted permission from the local Development Officer and FWW General Manager. They will also need to have a parental permission form signed by the parents and held by the club.

Players looking to play down an age group must seek special consideration sent to the FWW Secretary.

All forms need to be sent and filed by both the club and FWW. Any Club Permission forms will also need to be formally approved by FWW and signed.

ATTACHMENT B: MAP OF RAWLING PARK EXCLUSION ZONE:

APPENDIX 1:

FOOTBALL FEDERATION AUSTRALIA CODES OF FAIR PLAY

OFFICIALS CODE OF FAIR PLAY

1. Modify rules and regulations to match the skill levels and needs of young people.
2. Compliment and encourage all participants.
3. Be consistent, objective and courteous when making decisions.
4. Condemn unsporting behaviour and promote respect for all opponents.
5. Emphasise the spirit of the game rather than the errors.
6. Encourage and promote rule changes, which will make participation more enjoyable.
7. Be a good sport yourself. Actions speak louder than words.
8. Keep up to date with the latest trends in officiating and the principles of growth and development of young players.
9. Remember, you set an example. Your behaviour and comments should be positive and supportive.

PLAYERS CODE OF FAIR PLAY

Play by the rules

1. Never argue with a referee or assistant referee. If you disagree, have your captain, coach or manager approach the official on your behalf
2. Control your temper. Verbal abuse of officials and sledging other players deliberately, distracting or provoking an opponent is not acceptable or permitted behaviours in Football.
3. Work equally hard for yourself and your team. Your team's performance will benefit so will you.
4. Be a good sport; recognise all good plays whether they are part of your team or the opposition.
5. Treat all participants in Football as you like to be treated. Do not bully or take unfair advantage of another opponent.
6. Cooperate with your coach, teammates and opponents. Without them there would be no game.
7. Participate for your own enjoyment and benefit, not just to please parents and coaches.
8. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

COACH'S CODE OF FAIR PLAY

1. Remember that Junior players participate for pleasure and winning is only part of the fun.
2. Never ridicule or yell at a junior player for making a mistake or not winning.
3. Be reasonable in your demands on the player's time, energy and enthusiasm.
4. Operate within the rules and spirit of the game and teach your players to do the same.
5. Ensure that the time players spend with you is a positive experience. All Junior players are deserving of equal attention and opportunities.
6. Avoid overplaying the talented players, the just average need and deserve equal time.
7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
8. Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same.
9. Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
10. Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.

PARENTS CODE OF FAIR PLAY

1. Remember that children participate in sport for their enjoyment.
2. Encourage children to participate, do not force them.
3. Focus on the child's efforts and performance rather than winning or losing.
4. Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
5. Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
6. Support all efforts to remove verbal and physical abuse from all of Football's activities.
7. Respect official's decisions and teach children to do likewise.
8. Show appreciation for volunteer coaches, officials and administrators. Without them your child could not participate.
9. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

SPECTATORS CODE OF FAIR PLAY

1. Remember that young people participate for their enjoyment and benefit, not yours.
2. Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the game's outcome.
3. Respect the decisions of officials and teach Junior players to do the same.
4. Never ridicule or scold a player for making a mistake. Positive comments are motivational.
5. Condemn the use of violence in any form, whether it is by spectators, coaches, officials or players.
6. Show respect for your teams' opponents. Without them there would be no game.
7. Encourage players to follow the rules and the official's decision.
8. Do not use foul language, sledge or harass players, coaches or officials.
9. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
10. Any physical contact with a Junior player should be appropriate to the situation and necessary for the player's development.
11. Respect the rights dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

ADMINISTRATORS CODE OF FAIR PLAY

1. Provide opportunity for involvement of young players in planning, leadership, evaluation and decision making related to their activity.
2. Give all young players equal opportunities to participate.
3. Create pathways for young players to participate in Football not just as a player but also as a coach, referee, administrator etc.
4. Ensure that rules, equipment, length of games and training schedules are modified to suit age, ability and maturity level of young players.
5. Provide quality supervision and instruction for Junior players.
6. Remember that young players participate for their enjoyment and benefit. Do not overemphasise awards.
7. Help coaches and officials highlight appropriate behaviour and skill development, and help to improve the standards of coaching and officiating.
8. Ensure that everyone involved in Junior sport emphasises fair play, and not winning at all costs.
9. Give code of Fair Play sheet to spectators, officials, parents, coaches, players and the media and encourage them to follow it.
10. Remember, you set an example. Your behaviour and comments should be positive and supportive.
11. Support implementation of Football Australia's National Development Policy.
12. Make it clear that abusing young players in any way is unacceptable and will result in disciplinary action.
13. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
14. Place the safety and welfare of the participants above all else.
15. Give Junior players a fair go regardless of their gender, ability, cultural background or religion.

APPENDIX 2:

DUAL REGISTRATION for Female Players only

Memo – Football Wagga Wagga

Process on dual registration applications

As per FNSW guidelines dual registration is permissible in some cases for Regional Associations/Branches in individual circumstances where there is a benefit to player development or football competitions noting the below is followed: -

a) The club seeking to register a dual registered player must apply through their association in writing to Football Wagga Wagga.

b) The application from the club must be accompanied with

   i. A letter (email acceptable) from the first registered club of approval

   ii. A letter (email acceptable) from the player stating the reason why such dual registration is sought.

   iii. Any other supporting document

   iv. Failure to do so may result in a delayed decision.

c) Dual registered senior players can only play in the 1st Grade Women's competition

d) Dual registered Junior players can only play in their own age group and if eligible (see eligibility table) for seniors can only play in 1st Grade Women's competition and must be accessed

e) Players will be considered for dual registration pending local Association guidelines.

f) A Junior team can only have a maximum of five (5) academy players per team

g) Finals eligibility for dual registered players is the same for Rule 20 (a)

DEFINITIONS

AA All Age

A Club or The Club is a club which is an affiliated member of FWW

Away Team is the second named team on the draw.

Close of business is 5pm

Competition comprises the League Series and Finals Series

Coach is a person appointed by the club to train and instruct players

Coaching is the training and the instruction of players.
Manager is a person that assists the coach in the administration of a team during training and games
Disqualification as refereed to in Section 22 means from that game

DNP means Did not Play
FA is Football Australia

Finals Series is an elimination contest between the qualifying teams played at the completion of the league series
FNSW is Football New South Wales
FWW is Football Wagga Wagga
FWW Board is the elected officials of Football Wagga Wagga
Junior Player is a player registered to play in any u12-u16 competition

League Series is that part of the competition played on a home and away basis between teams in the same grade to earn points to determine positions on the competition ladder
League Series Round is all competition match rounds required so that all teams have played other teams once

Match Official is the referee, assistant referee/s and qualified referee assessor/coach.
DR Dual Registered Player is any player registered with both the Wagga City Wanderers and a FWW affiliated club subject to association regulations/rules

May allows FWW to consider all circumstances surrounding the breach of Rules and impose an appropriate penalty based on the facts presented.

MiniRoos is the form of football played in the u5 to u11 age groups. Unless otherwise stated in these Rules, the rules for MiniRoos will be as detailed at http://www.miniroos.com.au/about-miniroos/rules-playing-formats.
MiniRoos Player is a player registered to play in the MiniRoos format of the game.
Player Eligibility refer to table in Attachment A
Competition Round is all fixtures on a particular weekend. E.g., Round 3

Starting of Game is when the Referee blows the whistle for commencement of play
Team Official includes coaches, managers and ground officials of a team

Where no definition exists FNSW documentation prevails.

Where information is to be supplied to Football Wagga Wagga, unless otherwise stated, this should be e-mailed to secretary@footballwagga.com.au

COMPETITION PRE-AMBLES

This section provides an introduction to Football Wagga Wagga's (FWW) competitions and serves as a guideline to implementing the Competition Rules

NPL/CPL/STATE LEAGUE

The Men's and Women's NPL/CPL/STATE LEAGUE is a competition administered by Capital Football. The purpose of participation is to provide football players in the FWW footprint with the opportunity to play in a high-level competition.

Objectives include:

- Promote football
- Provide opportunities for players to develop to their full potential
- Give players to the opportunity to play in a state-wide league to be noticed by top-flight football entities (e.g. Premier League teams, A-League teams)

1st Grade Men's – Pascoe Cup

The Pascoe Cup is the premier community-based football competition in the FWW district. Designed to be played by men, this competition aims to be a platform for showcasing the best local football talent.

2nd Grade Men's – Gardiner Shield

The Gardiner Shield is the second-tier men's community-based football competition. It is designed to perform dual functions:

- A platform for developing the football skills of young players, generally 16 and above, to allow them to grow their football skills and potentially play in the 1st grade competition
- A playing option for players not willing or able to commit to the rigours of 1st grade

3rd Grade Men's - Blake Trophy

The Blake Trophy is a development grade for men of all abilities. Its aim is to provide a pathway for all players out of the Junior competitions, either as a transition between Junior and 2nd grade/1st grade football, or as a competition in its own right.

4th Grade Men's – Nankivell Cup

The Nankivell Cup is a social male grade. It is to be played in the spirit of social, competitive football amongst younger and older men, who are playing for the enjoyment of the sport.

1st Grade Women's – Leonard Cup

The Leonard Cup is the premier community-based football competition designed to be played by women in the FWW competition. This competition aims to be a platform for showcasing the best local football talent.

2nd Grade Women's – Madden Shield

The Madden Shield is the second-tier community-based football competition designed to be played by women in the FWW competition. It is designed to perform dual functions:

- A platform for developing the football skills of young female players, generally 16 and above, to allow them to grow their football skills and potentially play in the 1st grade competition
- A playing option for players not willing or able to commit to the rigours of 1st grade

U12-U18 Junior Competitions

The Junior Competitions provide opportunities for children to play competition football appropriate to their skill level and physical capabilities. The aim is to provide for both social, recreational and participation goals, as well as player development goals.

MiniRoos

The MiniRoos program provides opportunities for children to be introduced into football, to improve their skills in accordance with the program's objectives, and for them to enjoy and participate fully in football.

Ethical Behaviour

It is an expectation that by entering teams, all clubs will fill and field teams from the top grade down so that they place importance on the higher graded teams over their lower graded teams.