



COLLARROY CROMER STRIKERS FOOTBALL CLUB INC.



STRIKERS CUP RULES 2009

1. The Strikers Cup is a club competition **not** open to representative or composite teams. All players must be registered and playing as Under 9 players at the commencement of the season, with a single club in their district football/soccer association. Each club can nominate a maximum of fourteen (14) players on the registration form.
2. All players are to submit to an identification check prior to their first game. Only approved Association photo identification will be accepted.
3. The competition will consist of an initial group stage/round robin consisting of seven (7) groups each with four (4) teams. Each team will play three (3) games, with three (3) points for a win, two (2) points each for a score draw, one (1) point each for a scoreless draw and zero (0) points for a loss. The winner of each group will be the team with the most points, and that team will automatically advance to the quarterfinals. If there is no clear winner in a group, the group winner will be determined based on the following, in this order: -

- (a) the team with the greater goal difference
- (b) if still equal, the team with the most goals scored
- (c) if still equal, the team with the greater corner count difference
- (d) if still equal, the team with the most corners for, and
- (e) if still equal, decided by names drawn from a hat

NB: Corners awarded includes all corners, whether taken or not.

4. In addition to the seven (7) group winners, the eighth (8th) team in the quarterfinals will be the second (2nd) placed team with the best record. "Best record" will be determined by: -
 - (a) the team with the greatest numbers of points accumulated
 - (b) if equal, according to the factors listed at 2 (a) - (e), in the order listed above

THE DRAW FOR THE QUARTER AND SEMI FINALS WILL TAKE PLACE AT THE OFFICIAL DESK AFTER COMPLETION OF THE LAST ROUND OF GROUP MATCHES.

5. **Quarter and Semi Finals**

If the score is level at full time, then the game will be decided first on a count back of corners in that game and, if still equal, a count back of previous games. In the count back of previous games, the winner will be the team to have accumulated the most points in the group stage/round robin, and if still level will be decided by goals and then corners, in the order listed at 2 (a) - (e). In the event of a tied semi-final, goals and corners from the quarter-final in the order listed at 2 (a) - (e) will be taken into account in the count back, prior to goals and corners from the group stage/round robin.

6. **Final**

Fifteen (15) minutes each way with a three (3) minute interval. Goals ONLY will count. If the scores are equal at full time, extra time will be played, two (2) x five (5) minute halves, during which the "Golden Goal" rule applies - the first team to score a goal will be the winner. If still equal after extra time both teams will be declared the joint winners.

7. Full Club uniforms (with individually numbered shirts), including boots and shin pads are to be worn in all games. Every participating club must provide an alternative strip. If a clash of strips/colours does occur, the second named team in the draw must wear the alternate strip.
8. Only the fourteen (14) players nominated at the commencement of the competition will be allowed to participate. Registration cards/proof of age documentation must be presented at registration and/or may be asked for during the competition.
9. If a team cannot field a minimum of seven (7) players at the notified kick off time, they will forfeit the game. Forfeits will be recorded as a 0-3 win to the opponent.
10. All rules and regulations of FIFA will apply unless otherwise directed herein.
11. With the exception of the final, matches will be of twenty four (24) minutes duration, twelve (12) minutes each way, with no half time break.

ALL GAMES WILL START ACCORDING TO THE TIMES IN THE OFFICIAL PROGRAM WITH NO EXCEPTIONS. REFEREES TO START PLAY.

12. The first team named on the draw will kick off.

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13. Time keeping will be according to the referee who will start and stop all games.
 14. A size four (4) ball will be used in all games.
 15. Goal kicks shall be taken from an imaginary line parallel to the goal line passing through the penalty spot. For infringements by the attacking team occurring in the penalty area, the defending team will take the kick from that imaginary line.
 16. Corners shall be taken three (3) metres from the corner flag on the goal line.
 17. Games will only be stopped for serious injury, but coaches may enter the field of play at their discretion to remove an injured player for treatment. If, in the case of serious injury, substantial game time is lost, this may be replayed at a later time in the competition, e.g. during lunch breaks, if the result of the game will have a bearing on the competition and at the discretion of the Disputes Committee.
 18. Unlimited interchange rules will apply.
GAMES DO NOT STOP FOR INTERCHANGE. PLAYERS MUST BE SUSTITUTED AT THE HALFWAY LINE AND THE PLAYER MUST BE OFF BEFORE BEING REPLACED.
 19. The area behind the goal line bounded by the penalty area is out of bounds to ALL.
 20. **Disciplinary Sanctions**
 - (a) Yellow cards may be issued by referees at their discretion. An accumulation of three (3) yellow cards will result in an automatic one (1) match suspension.
 - (b) Red cards may be issued by referees at their discretion to send players from the field. Sent off players may not be substituted. Players sent off will normally receive an automatic one (1) match suspension. However, severe misconduct or foul play may result in a suspension of more than one (1) game. This will be at the discretion of the Disputes Committee (Adam Bevan, Richard Hooker, Phil Auton and Graeme Powell).
 - (c) Appeals against suspension must be made to Disputes Committee at the Official Desk within ten (10) minutes of the completion of the game in which the automatic suspension has been incurred.
 21. Coaches and Managers to wear "Officials" identification provided.
 22. Game results and scores will be displayed at the Official Desk as soon as they are received from the official scorers or referees.
 23. The referees decision is final on matters of play and timekeeping only. Decisions of the outcome of games will be determined by the Strikers Cup Committee ONLY.
 24. The Disputes Committee, whose decision will be final, will deal with all matters not provided for in these rules.
IF ANY DISPUTES ARISE, **ONLY THE COACH AND MANAGER NAMED ON THE TEAM SHEET WILL BE ALLOWED TO REPRESENT THEIR TEAM. EITHER THE COACH OR MANAGER MUST REPORT ALL DISPUTES TO THE OFFICIAL DESK WITHIN TEN (10) MINUTES OF THE COMPLETION OF THE GAME.**
 25. If weather is doubtful on the day, please contact **Phil Auton on 0405 382 949.**
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Collaroy Cromer Strikers Football Club are proudly supported by: -



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