



Great Lakes United Football Club

Viking Challenge Rules and Regulations Updated 2021

1. COMPETITION DETAILS

1.1. This Six Aside Competition is hosted by GREAT LAKES UNITED FOOTBALL CLUB herein known as Host Club.

1.2. The Senior Competition will be played at HARRY ELLIOT OVAL and PETER BARCLAY SPORTS FIELDS, BEACH STREET, TUNCURRY, NSW 2428.

1.3. Competition Team Structure

- a) Each team may nominate no more than eleven (11) players.
- b) A team cannot take the field with less than four (4) players.
- c) A team may not have more than six (6) players on the field at any one time during a game; however, an additional five (5) players are allowed as substitutes during a game.
- d) Each team will hand in a signed team sheet prior to the release of the draw. No name changes will then be allowed.
- e) Teams outside of the jurisdiction of NNSWF shall supply the Host Club with a letter from their home association sanctioning their participation in this competition, for the purposes of insurance coverage, by the closing date for entries.
- f) Each team is to provide its own clearly marked match ball.

1.4. Competition Player Eligibility

- a) A player must be a member of the club they represent, and a letter sanctioning his/her entry from their home association must be presented (if not previously presented as per 1.3.e), or they must pay for separate insurance prior to them taking part in the competition.
- b) A player may be entered in one team only.
- c) Male players must be at least 15 years of age.
- d) Female players must be of 14 years of age.
- e) Replacement players may be added to the team only with the permission of the organising committee.
- f) Each player who undertakes to play in the Viking Challenge, acknowledges by their entry into the competition that they will abide by the rules of play as set out below.

2. LAWS OF THE GAME

2.1. All matches shall be played in accordance with FIFA Laws of the Game, with the exception of the following specific rules

- (a) The field of play – as noted in regulation 8
- (b) Number of players in each team – as noted in regulation 1
- (c) Offside
 - (i) There shall be no offside rule applied to the Viking Challenge tournament;
- (d) Player Equipment;
 - (i) Players are not required to match the colours of any undergarments with their player shirt or shorts
 - (ii) All players must wear approved shin pads and footwear
 - (iii) Jewellery is NOT to be worn
- (e) Player Identification;
 - (i) Each player must wear a strip numbered to correspond with the player's number on the team sheet
 - (ii) The colours and markings of individual player's strips shall be the same for any one nominated team
- (f) Clash of strip colours
 - (i) In the event of a clash of colours the second team on the draw will change strips.
 - (ii) If team strips clash in semis or finals then both teams will change to avoid any advantage to either team.
- (g) Fouls & misconduct;
 - (i) Slide tackles ARE permitted in the Viking Challenge Competition.
- (h) Start & Restart of Play
 - (i) All defenders, including any defensive wall, must be a minimum of 5m from the ball at any free kick or penalty.
 - (ii) Players may not take more than 2 steps when taking a penalty kick.
- (i) Free Kicks
 - (i) All free kicks will be direct free kicks.
 - (ii) Direct free kicks will be taken in accordance with FIFA rules except that the offending side will be no nearer the ball than five (5) metres at the time of the kick.
 - (iii) Where a free kick is awarded to the defending side, and where the offence occurs within the penalty area, the free kick will be taken from the goal arc of the penalty area nearest to where the offence occurred.

2.2. Goal Scoring

- (a) A goal may be scored from any position on the field

2.3. Goal Kicks

- (a) Goal kicks must be taken from the goal line.

2.4. Corner Kicks

- (a) Corner kicks awarded as per normal FIFA rulings.
- (b) A goal can be scored directly from a corner kick.

2.5. Goal Keepers

- (a) In addition to the rule regarding substitution of goalkeepers, teams must nominate a goalkeeper prior to the commencement of play and this player must wear a strip to distinguish them from all the other players on the field of play. The goalkeeper must wear this strip at all times, as well as any substitute goalkeeper.
- (b) When a goal keeper comes into possession of the ball (as per FIFA Rules) in his/her hands, he/she may only release the ball into play by throwing it, and he/she cannot touch the ball a second time without the ball having first been played by either one of his/her players or an opposing player.
- (c) Breach of this rule will result in the awarding of a direct free kick.
- (d) A goalkeeper cannot punt or drop kick the ball from the penalty area once he has held the ball. Normal rules with regard to back passes to goalkeepers (FIFA Ruling) will apply.

2.6. The interchange rule will apply for all Viking Challenge Competitions.

- (a) Interchanges may be made at any time during the fixture, whether the ball is in play or not.
- (b) Unlimited interchanges may be made during the fixture.
- (c) Substitutes do not have to notify the referee of the change, except in the case of the goalkeeper, who must notify the referee and wait for a stoppage in play before making the change.
 - (i) Breach of this rule will result in a direct free kick being awarded against the offending side.
- (d) Substitutes may only enter the field of play at the halfway line, and only when the player being substituted has left the field of play.
 - (i) Breach of this rule will result in a direct free kick being awarded against the offending side, at the point the ball was at the time of the offence.
- (e) Players are to enter the field of play from the area between fields.
- (f) Players in uniform other than the five substitutes and spectators are to stay well away from this area.

3. POINTS TABLE

3.1. It is the responsibility of the Competition Administrator to determine the structure of the competition and the number of fixtures.

3.2. Points - Determination of Placing:

- (a) Competition points shall be awarded as follows:
- (b) Win - three (3) points
- (c) Scored Draw – two (2) points
- (d) Scoreless Draw - one (1) point

- (e) Bye - nil (0) points
- (f) Loss - nil (0) points
- (g) Forfeit (awarded to) - three (3) points and 5 goals (Unless the knock out stage has been reached whereby the team receiving the forfeit will progress to the next round).
- (h) Bonus point will be awarded to sides that win with a clear 5 goal advantage (excluding forfeits)

3.3. When all Competition Fixtures are concluded and the competition points have been allocated, all teams will be ordered by the highest number of points.

- (a) Where teams are equal on points at the conclusion of all competition fixtures, their placing is determined by the following process being applied in this sequence:
 - (i) Highest positive goal difference;
 - (ii) Highest number of goals scored;
 - (iii) toss of a coin

3.4. Finals shall be determined by the Competition Administrator based on the following parameters;

- (a) [The Finals break will progress as follows:
 - (i) Division Games
 - (ii) Quarter Finals
 - (iii) Semi Finals
 - (iv) Finals
 - (v) Major Finals
- (b) Determining Winners
 - (i) Division Games – All games must have a result. If a match is drawn, the following will determine the winners:
 - If a scored draw, the first goal scorer will be the winner
 - If a scoreless draw, the first corner scorer will be the winner
 - If still drawn then coin toss will determine winner
 - (ii) Quarter Finals – All games must have a result. If a match is drawn, the following will determine the winners:
 - If a scored draw, the first goal scorer will be the winner
 - If a scoreless draw, the first corner scorer will be the winner
 - If still drawn then coin toss will determine winner
 - (iii) Semi Finals – All games must have a result. If a match is drawn, the following will determine the winners:
 - If a scored draw, the first goal scorer will be the winner
 - If a scoreless draw, the first corner scorer will be the winner

- If still drawn then coin toss will determine winner
 - The exception being with A Division
 - o If still drawn at full time, 6 minutes extra time (3 minutes each way)
 - o Then follow the above – first goal, first corner, coin toss.
- (iv) Finals – All games must have a result. If a match is drawn, the following will determine the winners:
- If a scored draw, the first goal scorer will be the winner
 - If a scoreless draw, the first corner scorer will be the winner
 - If still drawn then coin toss will determine winner
 - The exception being with A Consolation, B Division, B Consolation and Ladies B
 - o If still drawn at full time, 6 minutes extra time (3 minutes each way)
 - o Then follow the above – first goal, first corner, coin toss.
- (v) Major Finals – All games must have a result. If a match is drawn, the following will determine the winners:
- Teams change ends and continue to play 10 minutes extra time (5 minutes each way)
 - The first team to score a goal will be the winner (Golden Goal)
 - If still drawn after extra time, player “Drop Off” will commence
 - o Every two minutes a player from each team will leave the field
 - o “Drop Off” will continue until there are a minimum of three players, until a result occurs
 - o “Drop Off” players will be nominated by the captain or manager of the team.
 - o Once “Drop Off” begins, no further substitutions will be allowed.

4. HOST CLUB RESPONSIBILITIES

4.1. Commercial

(a) The Host Club is required to:

- (i) Seek written approval from Northern NSW Football of any commercial arrangements surrounding the Viking Challenge Competition.
- (ii) Implement commercial arrangements as identified and advised by Northern NSW Football at any time during the competition period.

4.2. Fixtures

(a) It is the Competition Administrators responsibility to create, publish and maintain fixtures for all competitions at the Viking Challenge Venue.

4.3. Ensuring players are registered

(a) It is the Competition Administrators responsibility to ensure all players competing at the Viking Challenge are registered in accordance with regulation 5.

(b) The Host Club is responsible for ensuring that all of its Players have been registered and made active prior to the player participating in any fixture.

5. REGISTRATION OF PLAYER

5.1. The registration of players is mandatory and must be undertaken prior to a player being considered eligible to participate in the Viking Challenge competition.

5.2. By the act of registration, a player agrees to abide by the Host Club or Zone and NNSWF's Regulations, as well as FFA Statutes, and if applicable, FIFA Statutes and AFC Statutes.

5.3. In accordance with FFA requirements, all players participating in the Viking Challenge must be registered to the Viking Challenge competition online through [Play Football](#)

5.4. Player Registration Fees (**REFER 6.2 Team Fee**)

(a) All players participating in the Viking Challenge are required to pay an upfront registration fee to NNSWF, as per below:

(i) Registered Junior	\$0.00
(ii) Unregistered Junior	Determined by NNSWF prior to each season
(iii) Registered Senior	\$0.00
(iv) Unregistered Senior	- Determined by NNSWF prior to each season

(b) A Registered Junior/Senior is considered to be any player that has registered to play winter football in the same registration period in NNSWF only.

(c) An Unregistered Junior/Senior is considered to be any player that has not registered to play football in the same registration period in NNSWF.

5.5. A player's age, in relation to fees outlined in regulation 5.4, is determined by the age they turn during the calendar year of the commencement of the Viking Challenge Competition.

(a) Players aged 14-18 based on regulation 5.4 will be considered a junior player

(b) Players aged 19 or over based on regulation 5.4 will be considered a senior player.

5.6. A player's registration fee must be paid prior to the player being considered eligible to compete in the Viking Challenge competition.

6. TEAM REGISTRATION

6.1. It is the responsibility of the Competition Administrator to determine the team entry process for all teams competing in the Viking Challenge.

6.2. The Team Fee for the Viking Challenge is:

(a) [Senior Teams – is set and announced by the Competition Administrator prior to the opening of team nominations]

7. MATCH BALLS

7.1. The following match balls are to be used in the following age groups:

(a) Competitions aged 14 and over must use size 5 ball.

7.2. In the event that a competition spans across age groups noted in regulation 5.5, the Competition Administrator shall determine the appropriate ball for the competition.

8. FIELD OF PLAY

8.1. The Host club will determine the field size for the Viking Challenge Competition based on the following recommendations from Northern NSW Football:

(a) 5 v 5 - 25m x 40m (4 fields per standard full-size pitch)

(b) 6 v 6 - 35m x 65m (3 fields per standard full-size pitch)

(c) 7 v 7 - 45m x 65 (2 fields per standard full-size pitch)

8.2. It is recommended that goals are approximately 3m wide x 2m tall for the Viking Challenge and and comply with Australian Standards.

9. MATCH DURATION

9.1. Match duration is at the discretion of the Competition Administrator, however, unless advised otherwise will abide by the following:

(a) Games will be played in thirteen (13) minute halves with no half time break, with the exception of the A Division Finals, which will be played over twenty (20) minute halves with a three (3) minute half time break.

- (b) NO injury time will be played EXCEPT in the A Division Finals, and then only at the referee's discretion. This time will be recorded by an appointed timekeeper and added to the match at the completion of normal time.
- (c) Teams not ready to start at the designated time will forfeit the match and the opposing team, if they were ready to play, will receive full match points, with a two (2)-goal tally.

10. PRIZE MONIES

- 10.1.** Prize monies and prizes are to be determined by the Competition Administrator and advertised prior to the commencement of the tournament.

11. BEHAVIOUR OF PLAYERS, OFFICIALS AND SPECTATORS

- 11.1.** The Host Club shall be responsible for the behaviour of all Players, Team Officials, and Supporters at all times in accordance with the FFA National Code of Conduct and FFA Spectator Code of Behaviour.
- 11.2.** Any players entering the pitch as other than a substitute, the match and points will be awarded to the opponent.
- 11.3.** If more than one player enters the field of play as other than a substitute, the team will be automatically and immediately excluded from the remainder of the competition and may also be excluded from future Viking Challenge fixtures.
- 11.4.** Any team's spectators/supporters that enter the field of play will result in the team being automatically and immediately excluded from the remainder of the competition and may also be excluded from future Viking Challenge fixtures.
- 11.5.** Any team or their spectators/supporters that interfere with any match in progress will be automatically and immediately excluded from the remainder of the competition and may also be excluded from future Viking Challenge fixtures.

12. FIXTURES NOT PLAYED AS SCHEDULED

- 12.1.** In the event of the cancellation of a fixture, due to inclement weather, all teams will be notified by the Host Club.

- (a) The following policies in relation to inclement weather will apply to all Viking Challenge Competitions.

- (i) Northern NSW Hot Weather Policy and;
- (ii) Northern NSW Lightning Policy.

- 12.2.** In the event of the cancellation of a fixture due to unavailability of a team, the unavailable team must notify the club administrator as soon as they become aware of their unavailability.

- (a) The unavailability of a team will result in the forfeiture of the fixture.

12.3. If a team forfeits two fixtures during a Viking Challenge Competition, it may be removed from the competition at the discretion of the Host Club.

13. MATCH OFFICIALS

13.1. Viking Challenge fixtures shall be played under the control of a registered Match Official, who has full authority to enforce the FIFA Laws of the Game, subject to the exceptions outlined in regulation 2, in connection to the match to which they have been appointed.

13.2. In the instance of the appointed referee not attending a match, or no registered Match Official being appointed, the club shall appoint a substitute referee for the fixture.

(a) The appointed person shall assume the full authority of a Match Official and shall be recognised as such.

13.3. 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. The only appeal that may be considered will be for a case of mistaken identity.

13.4. Dissension to rulings will not be tolerated and an automatic “Sin Bin” will result.

13.5. Where no specific rule is given here, then the referee will use the latest “Referee’s Chart and Players Guide to Laws”, such as:

- (a) Goal kicks
- (b) Corner kicks
- (c) Time wasting
- (d) Rule XII, back pass to goal keeper
- (e) Sin Bin for breach of any law of the game

14. DISCIPLINARY PROCEDURES

14.1. The Competition Administrator may (in accordance with the FFA National Disciplinary Regulations):

(a) Determine and impose mandatory disciplinary sanctions and or impose fines and/or suspensions as per these Competition Regulation or relevant Competition Rules.

(b) Cite a Player, team Official or Club to appear before its Disciplinary Committee.

(c) The Disciplinary Committee will consist of members of the Viking Challenge Organising Committee

14.2. Suspensions

(a) A Suspension is a ban or prohibition imposed on a Club or Club Associate from participating in a Match in a specific capacity, either for a period of time, or for a number of Matches.

(b) Minimum mandatory suspensions for Red Card offences are outlined in table 14.3:

Table 14.3 – Guidelines

CODE	OFFENCE	GRADING GUIDELINES	PENALTY
R4	Denying goal scoring opportunity – Handling the ball		Auto
R5	Denying goal scoring opportunity – Foul		Auto
R1	Serious Foul Play (typically, but not limited to, serious foul play when the ball is in play)	1. Careless or reckless tackle	Auto
		2. Attempting to gain possession of the ball using excessive force	Auto
		3. Conduct that endangers the safety of an opponent in a contest for the ball or has the potential to cause serious injury.	Auto +1
		4. Conduct causing serious injury	Auto +2
R3	Spitting	1. Spitting at an opponent or another Club Associate	Auto +4
		2. Spitting on an opponent or another Club Associate	Auto +8
R2	Violent Conduct (typically, but not limited to, serious foul play when the ball is not in play, and/or playing distance)	1. Minimal contact with an opponent or Club Associate	Auto +1
		2. Violent conduct and/or attempted violent conduct towards an opponent or Club Associate	Auto +1
		3. Serious and/or premeditated violent conduct towards an opponent or Club Associate	Auto +2
		4. Serious violent conduct that has caused bodily harm or responsibility for a Melee (violent)	Auto +3
		5. Violent conduct causing serious injury	Auto +4
R6	Offensive, insulting,	1. Using language and/or gestures in frustration	Auto

	abusive or intimidating language and/or gestures	2. Using language and/or gestures directed at another player or Club Associate	Auto +1
		3. Incitement to violence, or repeated use of offensive language and/or gestures, to another Player or Club Associate	Auto +2
		4. Use of discriminatory, homophobic, racist, religious ethnic or sexist language and/or gestures	Auto +4
R7	Second caution (Yellow Card)		Auto
R8	Offences against match Officials	1. Unsporting conduct	Auto +1
		2. Using offensive language and/or gestures	Auto +1
		3. Repeated use of offensive language and/or gestures	Auto +2
		4. Inappropriate contact with and/or conduct with a Match Official	Auto + Code of Conduct
		5. Threatening or intimidating language and/or conduct towards a Match Official or conduct reasonably perceived as a threat of physical violence towards a Match Official or their family or property	Auto + Code of Conduct
		6. Spitting on a Match Official	Auto + Code of Conduct
		7. Violence towards a Match Official and/or their family or property	Auto + Code of Conduct
		8. Violence towards Junior Match Official and/or their family or property	Auto + Code of Conduct
R9	Team Official Specific Offences (not covered in R1-R8)	1. Delaying the restart of play for the opposition	Auto
		2. Deliberately throwing / kick an object onto the field of play	Auto
		3. Physical aggressive behaviour towards any person other than a match official	Auto +1
		4. Entering the field to confront a match official at half time or full time	Auto + 1
		5. Entering the field to confront a match official	Auto + 2

		during a match	
		6. Entering the field to interfere with play or an opposing player	Auto + 1
		7. Entering the opposing technical area in an aggressive or confrontational manner	Auto + 1

14.3. In the event regulation 14 does not cover any offences or misconduct committed, matters should be referred to Northern NSW Football.

14.4. Any Red Card issued for R8 - Offences against match Officials must be referred to NNSWF within 72 hours of the offence.

14.5. Any offences which attract a minimum mandatory sanction of 'Auto +3' or more must be referred directly to Northern NSW Football.

14.6. Local Disciplinary Rules

(a) A player who is sent from the field of play for serious foul play, violent conduct, foul or abusive language or persistent misconduct after having received a caution (ie offences that warrant a referee issuing a red card), shall immediately leave the field of play, and take no further part in the match.

(b) A player sent from the field of play CANNOT be substituted by another player. Players receiving a red card will also receive an automatic one (1) match suspension, that suspension being the next game the team was drawn to play. In addition if directed to appear before the Disciplinary Committee, the said player will incur any further penalty as determined by that committee.

(c) The referee may use the "Sin Bin" at his discretion. The referee will not nominate the period of time the offending player will spend off the field, and will call the player back onto the field when the period of time has elapsed. A player in the "Sin Bin" cannot be substituted.

(d) Teams, which substitute a sinbinned or red carded player, will forfeit the match.

(e) A player can be sin binned any number of times during a game.

15. SALE OF ALCOHOL

15.1. If the Host Clubs seeks to sell or supply alcohol it must obtain the applicable liquor license and comply with all legislative requirements.