



## SYDNEY FC CUP - JDL/GJDL RULES AND REGULATIONS 2026

### (A) GENERAL

All fixtures will be played in compliance with the FNSW and FA Regulations in force at the time, as well as the FNSW and FFA Codes of Conduct relative to players, coaches, and spectators as well as in accordance with the FIFA Laws of the Game (where applicable).

Sydney FC reserves the right to alter or add to the competition rules at any time and will provide written notice when amendments have been made (if required).

### (B) TECHNICAL INFORMATION

#### REGISTERED TEAMS/PLAYERS

1. All players participating in the competition must be a registered player with a current FA identification number confirming the player's current registration to their club.
2. Up to twelve (12) players may be entered for each JDL team. Up to fifteen (15) players may be entered for each GJDL team. Registered players may only participate for the team they are registered in. ***There is strictly NO combining of players (at any time) from players within the same club but from separate teams and/or players from another club competing in the tournament.***
3. There is strictly no player replacement permitted before OR mid-way through the tournament, unless authorised by the tournament officials. Dispensation must be granted in advance.
4. R.A.E exempted players are eligible to participate in the competition. Production of FNSW exemption approval is required.

***Failure to adhere to these rules will result in immediate disqualification from the tournament.***

#### PLAYER EQUIPMENT

5. Normal conditions of Law 4 (FIFA Laws of the Game) will apply.
6. Players must wear shin pads covered by their socks at all times throughout any match.
7. Colours of undergarments and sock tape must comply with Law 4.
8. Jewellery cannot be worn at any time throughout any match.

#### INTERCHANGE

9. An interchange must occur during a stoppage in play and when authorised by the match referee.
10. The player leaving the field must exit at the interchange zone (halfway) or where otherwise directed by the referee.
11. A player entering the field must only enter from the interchange zone (halfway).
12. Players who have been dismissed from the field by the match referee cannot be replaced by an interchange player as per **Rule D (10)**.



### (C) COMPETITION FORMAT/STRUCTURE

1. Games will be played in accordance with the FNSW/FA JDL and GJDL applicable to each age group.
2. Games will be refereed by official referees and/or Sydney FC authorised officials.
3. The tournament will be conducted as a round robin for group stages, followed by a knock-out final series.
4. Teams will be placed in Four (4) groups (A, B, C, D) each group comprising of four (6) teams\*. Each team will play against all other teams in its group, thus allowing teams to play a minimum of Five (5) group stage games\*\*.

\*Group numbers and sizes are subject to change pending the number of team registrations.

\*\* Total games to be played are subject to final group sizes.

5. Points throughout the group stages will be awarded as follows:
  - 3 points for a WIN.
  - 1 point for a DRAW.
  - 0 points for a LOSS.
  - Should a team forfeit their match, 3 points and a 3 nil win will be awarded to the opposing team.
6. Games will be 30 minutes in total with a straight swap at half time.
7. All Players must be in position on the field ready to commence play at their scheduled starting time, as well as leaving the field immediately after their match ends. Should a team fail to be ready for kick off after 3 (three) minutes from the scheduled kick-off time (as determined by the appointed referee), they will automatically be deemed to have forfeited their match and will be penalised in accordance with **Rule C (5)**.
8. At the conclusion of the group stage games, there will be a finals series conducted as follows: \*\*\*
  - a. The First and Second placed teams in each group will compete in the First Division "Sydney FC Cup".
  - b. The Third and Fourth placed teams in each group will compete in the Second Division "Sydney FC Shield".
  - c. The Fifth and Sixth placed teams in each group will compete in the Third Division "Sydney FC Plate".
  - d. In the event that there are 2 (two) or more teams with equal goal difference (both for and against, with for being preferred in the first instance) and equal points, progression between divisions will be determined by way of a penalty shootout in the same fashion as per **Rule C (9)**.
9. Throughout the finals series, in all 3 (three) divisions, if scores are level at the conclusion of regular time, the match will proceed directly to a penalty shootout to determine the winner. The penalty shootout will be in accordance with the FIFA Laws of the Game, current as at the time of the tournament.

\*\*\* Format of final series is subject to change pending number of team registrations.



## (D) GAME PLAY

All games will be played in line with the FNSW JDL and GJDL game play format and as follows:

1. 9v9 (including goalkeeper).
2. Maximum of 12 players per JDL team, and a maximum of 15 players per GJDL team.
3. Field sizes will equate to approximately 50x70m, or half a full-sized pitch.
4. Goal sizes will be in accordance with FNSW JDL and GJDL regulations and be a size of 5x2m.
5. From a goal kick, the defending team will be required to be outside the marked exclusion zone, as managed by the match referee. Once the goalkeeper/player has restarted play, it will be deemed live from the first pass. A defending player **is not** required to wait for a second touch before entering the exclusion zone.
6. Goalkeepers **cannot drop-kick the ball** – players will be given a warning, and then a foul.
7. Obvious offsides will be called at the referee's discretion should the player be deemed, **in the eyes of the referee only**, to be intentionally maintaining an offside position to gain an unfair advantage.
8. All free kicks and corner kicks are **indirect**.
9. Penalties **will not** be awarded from open play throughout the competition.
10. Penalties/penalty shootouts will only be in effect as per **Rule C (9)**.
11. All referees will have the authority to issue Yellow and Red Cards where appropriate. Yellow cards will not accumulate over multiple games; however, a red card will result in a 1 (one) match carry over suspension.
12. If a player is sent off by way of a red card, they **cannot** be replaced for the remainder of the game.
13. Should the match referee deem a player to be in violation of the Laws of the Game in a circumstance related to violent conduct or unsportsmanlike behaviour, the referee has the power and authority to send the player off and report the behaviour to a Sydney FC Official for further action.

## (E) DISCIPLINARY POLICY

Sydney FC has a ZERO Tolerance stance on any form of anti-social behaviour or violent behaviour or conduct.

All players, spectators and officials are to abide by the FNSW and FFA Code of Conduct (*The Code*). *The Code* will be made available prior to the event and will be available on the day.

Any person(s) that are found guilty by a Sydney FC Official or Match Official will be subject to immediate disciplinary action appropriate to the offence. This may include referral to governing bodies within FNSW or FFA, or in the event of a breach deemed to be punishable by law enforcement, a referral may be made to the NSW Police.

Sydney FC reserves the right to remove or disqualify any team found to be in breach of *The Code* and in breach of the ZERO Tolerance stance on anti-social and violent behaviour. Sydney FC also reserves the right to remove any spectator from the venue who is deemed to have breached *The Code* or the ZERO Tolerance Policy.