



2026 SUMMER CUP COMPETITION REGULATIONS

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SECTION 1: ORGANISATION

1.1 Application and Definitions

- a. Where the Summer Cup Competition Regulations are silent on any particular aspect, then all Teams, affiliated bodies, and organisations shall first have regard to the Constitution, By-Laws, FA rules and regulations and where applicable rules and regulations of the Asian Football Confederation and FIFA.
- b. If any part of the Summer Cup Competition Regulations is void, then that part shall be severable and will not affect the enforceability of the remaining sections of these Regulations.
- c. The SCOC will interpret and apply all articles of these, and any such interpretation or application will be final and binding on all parties.
- d. These Regulations apply to Participants in the following Tournament unless stated otherwise:
 - Summer Cup
- e. Unless stated otherwise, within these Regulations:

Away Team means the Team listed second in the draw.

CF means Capital Football.

Championship Stage means the Matches played as part of the Finals series following the conclusion of the Group Stage.

Competition means all Matches that are played during the Summer Cup, encompassing the Group Stage, Championship Stage and Consolation Matches.

Consolation Matches means Matches which are played after the Group Stage for Teams who do not qualify for the Championship Stage.

Division means the playing level in which the Team is participating.

FA means Football Australia.

FFA Number means a Player's national registration number.

FIFA means Federation Internationale De Football Association.

Group Stage means those Matches included in regular season played between Teams in the group, not including the Championship Stage or Consolation Matches.

Home Team means the Team listed first on the draw.

SC means Summer Cup.

SCDR means the Summer Cup Disciplinary Regulations.

SCOC means the Summer Cup Organising Committee.

Match means a game of Football.

Match Official means a referee, game leader, assistant referee, fourth official or referee coach, whether they are paid or volunteer.

Match Card means the card where team lists, shirt numbers and scores are posted.

Player means a person who is registered to play in a Team in the Tournament

Pools means the arranging of Teams within a Division into smaller groups for Competition purposes.

Regulations means the Summer Cup Competition Regulations

Team Official means any registered participant of the Team other than a Player.

Team means a group of Players fielded by a Club to participate in the Summer Cup

Tournament means the entire Summer Cup, encompassing all Matches, events and ceremonies which may take place

TUFC means Tuggeranong United Football Club

1.2 Control of Competitions

- a. The administrative control and conduct of the Competition are vested in the Summer Cup Organising Committee (SCOC) which is populated by TUFC.

1.3 Alterations

- a. The SCOC will have the power to make changes to or rescind the Tournament program, Tournament Regulations and/or scheduling of fixtures at any time in the lead-up to and during the Tournament. The organisers also reserve the right to change, amend and/or update any information in these Regulations.

1.4 Disciplinary Sanctions and Proceedings

- a. All teams, players, team officials, referees, spectators, or any person participating in any manner at the Tournament will submit exclusively to the jurisdiction of the Summer Cup Disciplinary Regulations

1.5 Consequences for Breach

- a. Any breach of these Regulations or failure to comply with any direction therein may result in a fine or other sanction pursuant to the SCDR.

1.6 Unforeseeable Circumstances

- a. Nothing in the Regulations shall prevent the SCOC from approving a course of action to meet unforeseeable circumstances not covered within the Regulations.

1.7 Special Consideration

- a. In applying the regulations, the SCOC has the authority to consider special circumstances outside the prescribed limits of the regulations in the interest of football.
- b. Fairness, competitiveness, competition integrity, and player development may be considered as elements in any special circumstance determination.
- c. A determination by SCOC under this special circumstance provision is not subject to appeal or review and need not be made public where privacy is also an element of the consideration.

- d. Nothing in these Regulations will prevent SCOC from approving a course of action to meet unforeseeable circumstances not covered by the Regulations, including but not limited to scheduling, number of divisions, venues, and composition of divisions.

SECTION 2: TECHNICAL REGULATIONS

2.1 Matches Played in Accordance with the Laws of the Game

- a. All fixtures shall be played in compliance with the Regulations in force at the time and in accordance with FA and Capital Football By-Laws, regulations, codes, and directives, and under the Laws of the Game as approved by FIFA except where specifically stated in these Regulations.

2.2 Competition Format

- a. The Tournament will be played as a group stage followed by a Championship Game (final), where first place will be play second place. A consolation match will be played between third and fourth place.

2.3 Group Stage (Pool Matches)

- a. The Group Stage will comprise of four (4) teams playing each other team once.
- b. The positions within the group stage will be determined using the following points for results.
 - i. Win: 3 Points
 - ii. Draw: 1 Point
 - iii. Loss: 0 Points
 - iv. Forfeit For: 3 Points (+3 Goal Difference)
 - v. Forfeit Against: *0 Points (-3 Goal Difference)
(*unless Section 2, Article 1.16c applies)
- c. In instances where teams are equal on points at the conclusion of the group stage, the following will be used to determine positions (in order as listed below):
 - i. The team with the greater goal difference
 - ii. The team with the most goals for
 - iii. The team with the least goals conceded
 - iv. Head-to-head result/s between the involved teams (where only two teams are to be separated)
 - v. Head-to-head goal difference between the involved teams (where only two teams are to be separated)
 - vi. The team that scored first in the head-to-head game (where only two teams are to be separated)
 - vii. The team with the least red cards in the tournament
 - viii. The team with the least yellow cards in the tournament
 - ix. Random draw by the SCOC

2.4 Championship Stage/Grand Final

- a. The Championship Stage/Grand Final will consist of a first v second place match.
- b. Grand finals for all divisions will take place on the final day of the tournament.

2.5 Divisions

- a. The Boys competition is by invite only and limited to four (4) teams.
- b. The age groups offered are the same as the CF National Premier League Boys Competition (14s, 15s, 16s, 18s)

2.6 Team

- a. The maximum number of players allowed to participate in a Match in each of the different age groups is 16.
- b. Players may play up or down divisions so long as they are age eligible as per CF’s NPL Boys competition regulations.
- c. Only Players who are listed on the Match Card will be eligible to take part in a Match.
- d. Teams who have more Players registered than the maximum number allowed, will still only be allowed to use the maximum number in each Match.

2.8 Match Balls

- a. The home team (the team listed first on the match card/draw) needs to supply three match balls for each match, matching CF NPL Boys competition regulations.
- b. Match balls may not be changed at any time during the Match without the permission
 - c. Size 5 footballs are to be used for all matches and age groups.

2.9 Match Duration

- a. Playing times will be as follows in the different age groups

Age Group	Playing time	Half time interval
U14	2 x 30 minutes	10 minutes
U15	2 x 35 minutes	10 minutes
U16	2 x 40 minutes	15 minutes
U18	2 x 40 minutes	15 minutes

- b. Due to tight scheduling, there will be no stoppage/injury time added on to any Match under any circumstances (including finals Matches)
 - i. In the event of a serious injury to a Player, the referee will stop the Match to allow the Player to be removed from the field of play (if appropriate) however the clock will continue.
 - ii. The clock will also continue for stoppages that occur during half time.

- iii. At the SCOC's discretion, water breaks may be afforded once in each half of each match (two (2) per game). If the SCOC determines that it is in the interest of player safety to provide water breaks, participating teams will be notified. As close as is practical, in the middle of each half, the referee will stop the game during a naturally occurring stoppage e.g. throw-in, free kick, etc, and afford players a two (2) minute stoppage. This time will not be added to the total match time. The referee will be the sole person responsible for stopping the game, timing the break, and restarting the game.

2.10 Extra Time and Determining a Winner by Penalty Kicks

- a. There will be no extra time played in any matches (group, grand final, or 3 v 4 playoff) in the event of a draw at the conclusion of normal time.
- b. Should scores be equal at the conclusion of a Grand Final or 3 v 4 Playoff, teams will progress immediately to alternate kicks from the penalty mark to determine the winner, in accordance with the procedures described in the Laws of the Game.

2.11 Results

- a. Results will be uploaded and available through Dribl (Summer Cup's competition management system) as soon as practical after the completion of the Match.

2.12 Interchanges

- a. Unlimited interchanges of Players listed on the Match Card in accordance with the FIFA Laws of the Game will be allowed during all Matches in all age groups at the Tournament.
- b. An interchange is only permitted when the referee has indicated that a change can be made, from the halfway line while the ball is out of play.
- c. If a Referee deems that a Team is contravening the spirit of the game by interchanging excessively to waste time or disrupt the flow of the Match, they may refuse to allow an interchange and caution the offending Team if deemed appropriate.

2.13 Technical Area and Code of Conduct for the Technical Area

- a. Only registered and eligible Players and Team Officials are allowed in the technical area during Matches.
- b. A maximum of three (3) Team Officials are allowed in the technical area at any one time.
- c. Coaching and encouragement in suitable language is permitted from the team bench and technical area but no comments are to be directed to or about referees, or opposing players or officials
 - i. Abusive or derogatory comments will not be tolerated. Offenders may be removed from the facility by Summer Cup staff.
 - ii. Players or Team Officials found to have made abusive or derogatory comment/s will be subjected to sanctions within the SC disciplinary regulations.

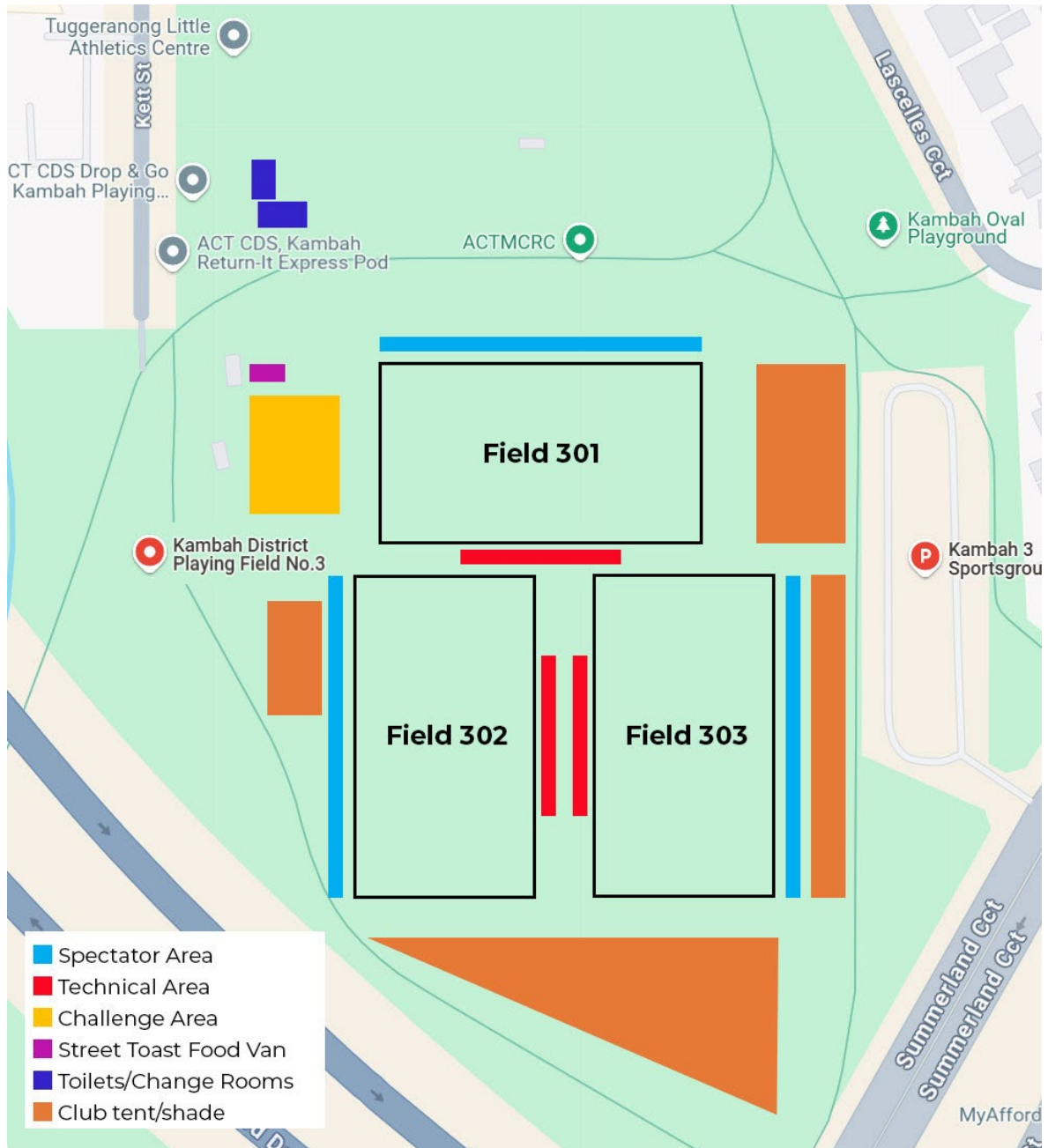
- d. Teams are permitted to erect sun shades in the technical area. Such shelters are to be provided by each club for their own use.

2.14 Match Schedule

- a. The SCOC reserves the right to make changes in the Match schedule concerning Divisions, timings, and fields at any time in the lead-up to and throughout the Tournament.

2.15 Venues

- a. The Summer Cup is played at Kambah 3 District Playing Fields, Kett Street, Kambah
- b. Parking is available on Kett Street and off Summerland Cct.



2.16 Forfeits

- a. Teams will be deemed to have forfeited a Match if:
 - i. They fail to fulfil an engagement to play a Match on the appointed date, time, or venue; or
 - ii. For the start and duration of a Match they are unable to field a minimum of Seven (7) of their registered players; or
 - iii. They are unable to commence a Match within five (5) minutes of the scheduled start of play.

- 1) If both Teams are not ready to commence, the referee and assessor may consult with the SCOC to come to a decision regarding the result of the Match.
 - 2) The referee is the sole arbiter of time and no protest may be lodged or accepted against the time as applied or recorded by the referee.
 - 3) For a Team to claim a forfeit under the above regulation they must have taken the field and be ready to play
- iv. They field or list on the match card an ineligible player; or
- b. If any team forfeits its match:
- i. Three (3) points and three (3) goals will be allocated for the match to the opposition team, with the forfeiting team receiving zero (0) points and three (3) goals against.
 - ii. If a team plays an ineligible player, point i. above applies. If the match is played, and the goal difference is more than 3 to the team receiving the forfeit, the score of the match will remain the same, with goal scorers for the forfeiting team to be removed.
- c. If the SCOC deems a club/team to have forfeited against the spirit of the game, the team guilty will be subject to deduction of competition points as stated in these regulations.

2.17 Abandoned Matches

- a. Matches may only be abandoned by a decision of the match official
- b. A match will be abandoned if:
 - i. Any team has its playing numbers reduced for any reason to below seven (7) of their registered players.
 - ii. The Match Official, in consultation with security staff, SC staff and, ground officials, will determine that the conditions for players, coaches, match officials, or supporters have become unsafe or untenable for any reason.
- c. If 50 percent or more of normal time of a match has been played, then the score at the time of abandonment will stand unless the matter is referred to the SCOC.
- d. If less than 50 percent of normal time of a Match has been played before the time of abandonment, the score at the time of the abandonment is null and void. The match may be replayed in full at a time to be determined by SCOC, however, there is no obligation to do so.
 - i. Where abandonment occurs and the SCOC determines that one (or both) of the competing teams, or its team associates were directly responsible for the abandonment then one of the following outcomes may be imposed:
 - 1) Match to be awarded as a 'No Result'. In this situation, no points will be awarded to either team for that match.

- 2) Award the match result as 0-0 draw (1 (one) point will be awarded to both teams.
 - 3) Award result 3–0 to the non-offending team unless the score at the time of abandonment was greater and in favour of the non-offending team.
 - 4) Match result to stand.
 - 5) One or both teams involved may be expelled from the tournament.
- ii. In the event that the conduct of a particular team brought about the abandonment, then that team shall be asked to show cause as to why they should not be banned from the remainder of the tournament. That advice should be in writing and emailed to the SCOC at president@tufc.org.au no later than three (3) hours after the match completion.

SECTION 3: ELIGIBILITY AND REGISTRATION

3.1 Team Eligibility

a. Australian Teams

- i. Entry to the Summer Cup is by invitation only, made by Tuggeranong United Football Club.
- ii. All teams must be sanctioned by their association and Member Federation
- iii. If an Australian Team, from outside the Capital Football Association accepts and invitation, that team must include a letter of sanction from their Member Federation to fulfil the protocols involved with visiting another part of the Australian Football Family. Letters of sanction need to state that the registered participants of the travelling team are covered by the Member Federation's insurance. Please check with your Member Federation that this is the case.
- iv. In the case of interstate teams, an official club letter verifying that the information provided is accurate must also be sent through to the SCOC.
- v. SCOC reserves the right to decline any team entry to the Summer Cup.

3.2 Player Eligibility

- a. All Australian Players must be registered with FA (as per the National Registration Regulations), indicated by a current FFA number.
- b. All international Players must be registered with their respective club/school or National Association.
- c. All Players must be registered to and play for the Team they are representing in the Summer Cup.
- d. Players must be registered to their appropriate Team for the Summer Cup and can only play for that Team for the duration of the Tournament.
- e. Players must be listed on the Electronic Team Sheet for any Match in which they take part.
- f. Players must meet the age requirements for their particular age category.
- g. Players agree to be bound by the Summer Cup Competition Regulations, SCDR and the Summer Cup Code of Conduct.

3.3 Team Official Eligibility

- a. All Australian-based team officials must possess a Valid Working with Vulnerable People card issued from the ACT Government, or state equivalent.
 - i. A letter/email from participating clubs must be sent to president@tufc.org.au stating that all registered officials meet the above requirement and that the club has copies of the WWVP card.
 - ii. SCOC reserves the right to request copies of team officials' WWVP card either from their club or individually.
 - iii. SCOC reserves the right to confirm the validity of cards through the relevant authorising organisation.
- b. Failure to comply with clause 3.3.a may result in disciplinary action, including but not limited to:
 - i. Individual will not be able to participate in the event as a team official.
 - ii. Individual may be banned from attending the tournament.
 - iii. The team may be de-registered from the tournament.
- c. Team officials must be registered to all teams for which they will be acting as a team official.
- d. Each Team can only have three (3) team officials in the technical area during the game.

3.4 Age Eligibility

- a. Age eligibility is determined by the Player's age as at 31st December in the year of the relevant Summer Cup.

Age Group	Birth Date
U14	Born on or after 1 st January 2012
U15	Born on or after 1 st January 2011
U16	Born on or after 1 st January 2010
U18	Born on or after 1 st January 2008

3.6 Player Identification

- a. All Players will be required to have an image uploaded in Dribl prior to commencement of the Tournament, unless otherwise raised with the SCOC.
- b. Opposition team managers will be able to view the player identification photos in

Dribl. Disputes raised in relation to player identification should be raised with the SCOC.

c. Before kick-off, the Referee may check that all Players and officials are listed on the match card.

3.8 Dispensation Requests

- a. Teams wishing to use a Player who does not fulfil all eligibility criteria mentioned above must make a formal request to the SCOC and provide the following details:
 - i. Player's name, FFA Number, Date of Birth
 - ii. Team name and Division
 - iii. Dispensation type
 - iv. Why the dispensation is required.
- b. Teams wishing to loan Players from another club must make a formal dispensation request, and must also provide:
 - i. Written permission from the Player's usual club releasing them for the duration of the Tournament.
- c. In considering the requests submitted, the SCOC will take into account That no unfair advantage should accrue to a Team through the granting of the request.

3.9 Dispensation Approvals

- a. There is no guarantee that requests submitted by Teams will be approved by the SCOC. All decision on dispensation by the SCOC are final.
- b. Approval of a request by the SCOC shall be for the current playing year only and shall be subject to renewal in any subsequent year. Failure to seek such approval will result in the imposition of a penalty up to the discretion of the SCOC.

3.10 Underage Players

- a. Players can play up to two age groups above their birth year. Players wishing to play more than two years above their birth year must have made a formal exemption request to Capital Football and provide approval evidence to the SCOC.

3.11 Overage Players

- a. A Team wishing to play a player in an age group below their birth year must make a formal dispensation request.
- b. No Team shall be permitted to include more than one (1) overage player except in special circumstances.
- c. In considering the request, the SCOC will take into account whether the player has an impairment that renders them uncompetitive in their actual age group.

- d. If an impairment renders them uncompetitive in their actual age group a letter from their doctor will be required.

3.12 Biological Maturation & Relative Age Effect

- a. Players who have received a Biological Maturation or Relative Age Effect exemption from their Member Federation or association are required to show proof of this.
- b. All Biological Maturation and Relative Age Effect exemptions must be consistent with the age groups in which they are participating in during the Summer Cup.
- c. Each Club will be permitted to register a maximum of one (1) approved Biological Maturation or Relative Age Effect exemption per team.

3.13 Player Loans

- a. Under the FA National Registration Regulations, players are only allowed to be registered to one club at a time in the same form of the game and play for that club.
- b. For Summer Cup, a team may loan up to three players maximum from another club/s to play for them during the entire Tournament.
- c. Member Federations may choose not to sanction teams with loaned players. Clarification should be sought at the earliest opportunity.

3.15 Female Players in Open Teams

- a. Female players are permitted to play in open teams. A team may seek permission for a Female Player to register and play in an open team who is outside the age eligibility criteria for that Team.

SECTION 4: TEAM SHEETS AND ONLINE RESULTS

4.1 Match Cards

- a. Only Players who are listed on the Electronic Team Sheet (ETS) in Dribl will be permitted to take part in the match.
- b. The ETS is required to contain the shirt number that each player will wear for the duration of the match.
- c. An official for each team will be responsible for selecting the players who are participating in the match, 30 minutes prior to the Match commencing using the Dribl app. Any player who is selected as 'Playing' on the ETS will be deemed to have played in that match.
- d. After selecting your players, an official from each team is required to 'submit' their team, and 'confirm' the opposition team.
- e. No alteration to the match card may be made without the consent of the opposing team manager, who will be required to 'unconfirm' the team sheet to allow the alterations to be made.

- f. Results will be deemed final once both team officials have confirmed the result with the referee. Once confirmation is received, scores will not be altered unless deemed necessary by the SCOC.
- g. The Electronic Team Sheet (ETS) will be locked at kick-off.

4.2 Online Results

- a. Results will need to be confirmed by each Team Manager within 30 minutes of the match concluding.
- b. Results and ladders will be updated by SCOC staff within one hour of the match concluding. They can be viewed at tufc.org.au/home/summer-cup
- c. If a Team has a score dispute, please refer to the guidelines in the SCOC.

SECTION 5: REFEREES

5.1 Referees

- a. SCOC will aim to appoint Australian or internationally registered referees to Matches.
- b. Teams must be prepared to provide an Assistant Referee if necessary.
 - i. In Matches where just one (1) Assistant Referee has been allocated, the Team listed first on the draw will be responsible for providing an Assistant Referee.
 - ii. In Matches where no Assistant Referee has been allocated, both Teams will be responsible for providing one (1) Assistant Referee each.
 - iii. Assistant Referees provided by Teams will only be permitted to determine whether a ball is in/out of play

5.2 Referee Appointments

- a. The appointment of referees to Matches will be made by Capital Football and SCOC, who may utilise such other persons as deemed necessary to assist in the carrying out of this responsibility.

5.3 Working With Vulnerable Check

- a. All Australian based Referees over the age of 18 must possess a Valid Working with Vulnerable People card issued from the ACT Government, or state equivalent.
 - i. SCOC reserves the right to confirm the validity of cards through the relevant authorising organisation.

SECTION 6: EQUIPMENT REGULATIONS

6.1 Players' Basic Equipment

- a. Players' basic equipment includes shirts, shorts, socks, shin guards, and boots.
- b. All Players are required to wear all items of basic equipment for each match.

6.2 Playing Uniforms

- a. Each team must have both a primary playing strip and alternate strip of another colour
 - i. Teams are responsible for informing the SCOC of their proposed primary and alternate playing strip colours during registration, as well as any changes to this afterwards.
 - ii. If two teams playing in a Match are wearing similar colours in the opinion of the referee, the team named second (away) in the draw will be responsible for using their alternate strip.
 - iii. Team shirts must be the same across the team, with a unique number on the back for each player, as recorded on the Electronic Team Sheet
 - 1) The numbers on the jersey must be of a contrasting colour to the jersey in the opinion of the referee.
 - 2) The sharing of shirts is not permitted during a match.
- b. Socks must be long and matching across the entire team.
- c. Goalkeepers must wear a unique numbered shirt in a different colour to distinguish them from other team members. They are also required to have an alternate strip in a different colour.
- d. Goalkeepers can wear either shorts or long pants.
- e. Non-dangerous protective equipment, for example headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted, as are goalkeepers' caps and sports spectacles.
- f. Gloves and can be worn.

6.3 Compression/Thermal Undergarments

- a. Undershorts and undershirts are permitted to be worn.
 - i. Colours of undergarments must closely match the last major colour of the playing strip under which they are being worn i.e the last major colour at the end of a shirt sleeve or short.
 - ii. If undergarments are worn, all players must wear the same colour i.e. every player wears black compression shorts.
 - iii. The referee will determine whether undergarments meet requirements and/or they are satisfied with compliance.

6.4 Jewellery

- a. All items of jewellery (including but not limited to necklaces, rings, bracelets, earrings, leather or rubber bands) are forbidden and must not be worn during Matches.
 - i. Piercings or jewellery which are required for medical reasons may be granted an exemption by the SCOC if properly covered or taped for safety reasons.

SECTION 7: PHOTOGRAPHY

7.1 Photography of Participants

- a. The Summer Cup will adopt FA's [Safeguarding Policy](#) on Taking Images and Videos of a Child as per the National Member Protection Framework.
- b. If any participant/s do not wish to be photographed or filmed, they must inform the opposing team and the SCOC.

7.2 Filming of Matches

- a. Any filming of matches must occur in accordance with Capital Football's existing NPL regulations. Teams are responsible for familiarising themselves with them.
- b. Video evidence will not be accepted for score alteration purposes. The only time the SCOC will accept video footage is in the case of Mistaken Identity.

Section 8 - Enquiries

For more information or assistance needed regarding the tournament, please contact the Summer Cup Organising Committee

Email: danieloyston@gmail.com

Phone: 0411 377 725

Website: <https://tufc.org.au/home/summer-cup/>