
TIGERS CUP 2025

RULES AND REGULATIONS



**NORTHERN
SUBURBS
FOOTBALL**
EST. 1957



MAIN CONTACTS

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Draw and Results	www.tournifyapp.com/live/tigerscup2025		

Contents

1. GENERAL INFORMATION	2
2. TOURNAMENT VENUE	3
3. TEAM AND PLAYER REGISTRATION.....	4
4. COMPETITION STRUCTURE	6
5. MATCH OFFICIALS	7
6. TIGERS CUP RULES	8
7. TEAM UNIFORM & PLAYER EQUIPMENT	10
8. ADDITIONAL INFORMATION	11

1. GENERAL INFORMATION

The Tigers Cup will take place during the April 2025 NSW school holidays.

See details below:

Date	Age Groups/Format	Times	Game Details
Tuesday 22 April 2025	U8 – 7v7	8:30am to 4pm**	6 games minimum per team 20 to 25 minutes per game#
Wednesday 23 April 2025	U9 – 7v7		
Monday 14 April 2025	U10 – 9v9		
Tuesday 15 April 2025	U11 – 9v9		
Wednesday 16 April 2025	U12 – 9v9		
Thursday 17 April 2025	U13 – 8v8		
Thursday 24 April 2025	Girls U9/U10 + U11/U12 – 7v7		

** Finish times for each age group will be communicated in the tournament draw; first games of the day will kick off at 8.30am, 4pm will latest game finish time.

Game duration might vary depending on the number of games played

The Draw for each age group will be released soon after all Team Registrations are finalised.

The Tigers Cup Tournament Manager reserves the right to alter or add to the tournament rules and regulations at any time for the benefit of the tournament. Any alterations or additions will be communicated to each Team Representative.

2. TOURNAMENT VENUE

The tournament will take place at North Turrumurra Recreation Area (NTRA):
361 Bobbinhead Road, North Turrumurra.

All games will be played on NTRA #1 which is a synthetic grass field.

<https://maps.app.goo.gl/aE8yRuRYEK8XfgAx8>

Amenities/Services Available Onsite

- Parking
- Public Toilets
- Canteen serving hot food, cold drinks and coffee
- First Aid
- Games will be filmed using VEO cameras with game footage provided to Clubs
- Clubs are welcome to bring their own Marquee to set up outside the field of play

3. TEAM AND PLAYER REGISTRATION

- a) All players participating in the Tigers Cup must be registered with a current FA number confirming the player's current registration to a club.
- b) Each team must register:

U8 Team	Minimum 7 players	Maximum 12 players
U9 Team	Minimum 7 players	Maximum 12 players
U10 Team	Minimum 9 players	Maximum 14 players
U11 Team	Minimum 9 players	Maximum 14 players
U12 Team	Minimum 9 players	Maximum 14 players
U13 Team	Minimum 8 players	Maximum 14 Players
Girls U9/U10 Team	Minimum 7 players	Maximum 12 players
Girls U11/U12 Team	Minimum 7 players	Maximum 12 players

- c) A Team representative (Manager/Coach) is required to register the Team and process the total payment due via a lump sum payment.
- d) Prior to the tournament Clubs will be required to submit all player names for each team. The Tournament Manager will send out a googleform in the week prior to the tournament start date to collect the player names.
- e) There is no player replacement permitted once the tournament has started, unless authorised by the Tournament Manager.
- f) Players are not permitted to be registered in more than one team in an age group (for clarity a player can register in multiple age groups providing they are age eligible).
- g) Player eligibility for each age group*:

U8 Team	Players born in 2017 & 2018
U9 Team	Players born in 2016 & 2017
U10 Team	Players born in 2015 & 2016
U11 Team	Players born in 2014 & 2015
U12 Team	Players born in 2013 & 2014
U13 Team	Players born in 2012 & 2013
Girls Only U9/U10 Team	Players born in 2015 & 2016
Girls Only U11/U12 Team	Players born in 2013 & 2014

*The exception is Northern Tigers Girls JDL teams who may participate in the age group below their age eligible age group in the mixed Tigers Cup age groups.

h) Registration Details:

Expression of Interest Open	Friday 22 November 2024
Team Registrations Open	Monday 3 February 2025
Early Bird Team Registration Fee	\$770 (register and pay before 5pm on Friday 21 March 2025)
Team Registration Fee	\$850 (from Saturday 22 March 2025)
Registrations Close	5pm on 11 April 2024 (unless fully subscribed earlier)

Online Team Registration Link - Contact the Tournament Manager

4. COMPETITION STRUCTURE

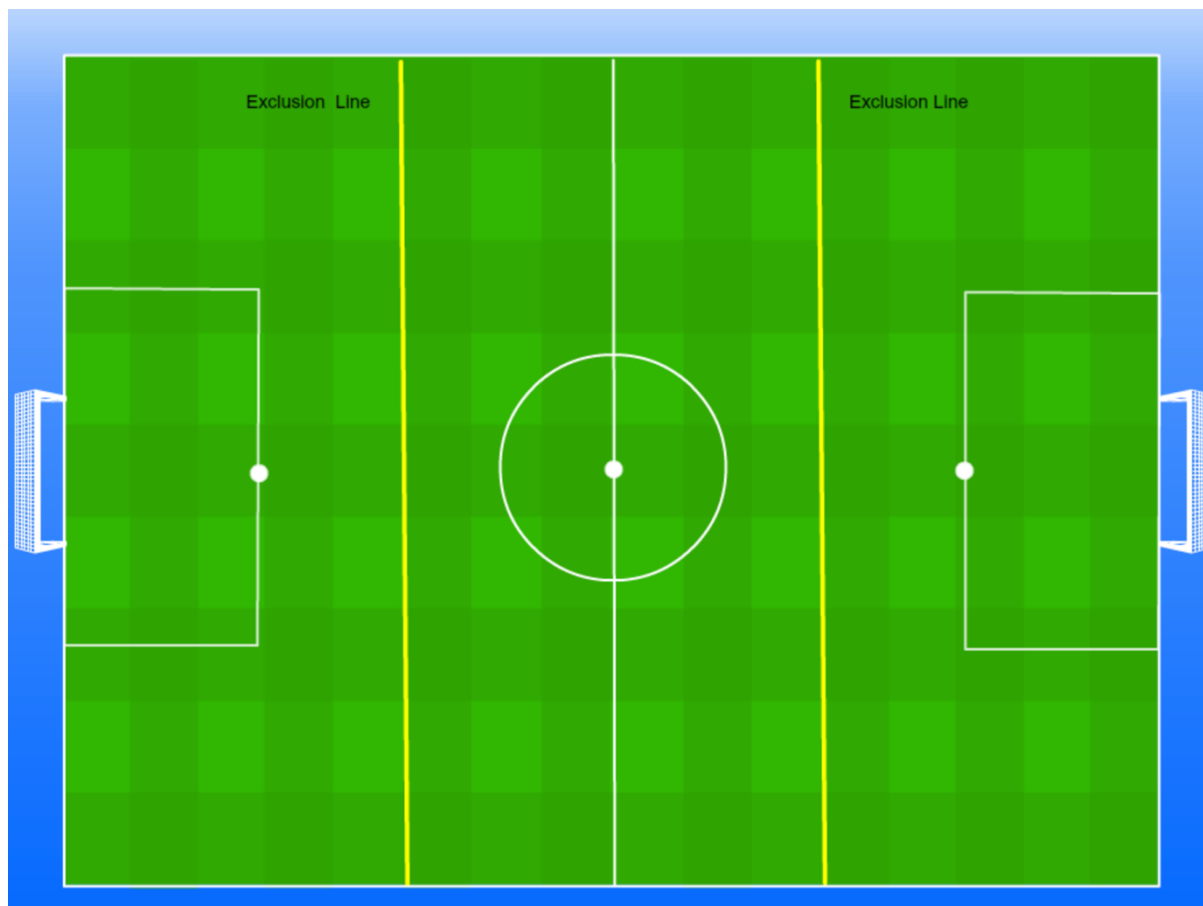
- a) The competition will begin with a Group Stage with all teams progressing into a Finals Series. The Group Stage and Finals Series will be completed on the same day.
- b) The format of the Group Stage and Finals Series will be communicated once all teams are registered. The final format will be determined by the total number of teams registered per age group.
- c) After each Group Stage match, the following points will be assigned to each team:
 - 3 points for a Win
 - 1 point for a Draw
 - 0 point for a Loss
 - If a team forfeits, it will be recorded as a 3-0 loss
- d) If teams finish on the same points in the Group Stage, the following method of determining the higher placing of teams will be used:
 - The Team with the higher goal difference
 - If goal difference is equal, then the Team with more goals scored
 - If goal difference and goals scored is equal, then the Team that won the head-to-head game in the Group Stage
 - If goal difference is equal, and goals scored is equal, and the Group Stage game result was a Draw, then the Tournament Manager will conduct a coin toss to determine the higher placed team.
- e) At the conclusion of the Group Stage ALL teams will progress into a Finals series.
- f) If the scores are level in a Finals Series game, a penalty shootout will determine the winner. A minimum of 3 penalties per team. If the scores are equal after both teams have taken 3 penalties, then it is sudden death.
- g) The Winning Team in the Finals Series for each age group will be awarded a Tigers Cup trophy and each player in the Team will receive a Winners medallion.
- h) The players in the Runner Up Team in the Finals Series will receive a Runners Up medallion.
- i) A Most Valuable Player (MVP) trophy will be awarded to one player in each age group, determined by performances across all matches.
- j) An All Star team will be announced in each age group and will receive a All Star medallion.

5. MATCH OFFICIALS

- a) Matches will be played in accordance FA Minirosos/Youth rules and regulations unless stated otherwise (see Tigers Cup Rules below).
- b) The NSFRA (Northern Suburbs Football Referees Association) will appoint Game Leaders/Referees for every match.
- c) The start time and end time of a match is determined by the air horn sounded by Tournament Operations.
- d) The Game Leader/Referee will record the match score on the result cards provided and return the cards to the Tournament Manager. This is the final and official record of the match result and score.
- e) The Game Leaders/Referees role is to officiate the match to ensure players comply with the rules and regulations in a safe environment.
- f) The Game Leader/Referee will use common sense to ensure that the match flows as much as possible.
- g) The Game Leader/Referee should try to give advantage to the attacking team where possible.
- h) The Game Leader/Referee can ask a Coach to substitute a player if they feel it is warranted due to dangerous play, violent conduct, or abusive language. The player can return to the field at the Coach's discretion. If a player repeats the action, the Game Leader/Referee can request the Coach to substitute the player again and not allow them to return to the field for that match. The Tournament Manager will review if the player can continue to play in the tournament.
- i) Each field will be assigned a Ground Controller to support the Game Leaders/Referees as required.

6. TIGERS CUP RULES

a) Field of play



Age Group	Field Dimension (length x width)	Penalty Box (length x width)	Goals Dimension (length x height)	Exclusion Line	Ball Size
U8 & U9	45m x 30m	5m x 12m	3m x 2m	15m	Size 3
U10 & U11 & U12 & U13	60m x 40m	10m x 20m	5m x 2m	20m	Size 4
U9/U10 Girls	45m x 30m	5m x 12m	3m x 2m	15m	Size 4
U11/U12 Girls	45m x 30m	10m x 20m	5m x 2m	15m	Size 4

b) Match balls will be provided.

- c) Game duration is up to 25 min with no half time. The teams must arrive at their allocated field at least 3 minutes before the kick-off time. If a team is not ready at the scheduled kick off time:
- After 1 minute the Game Leader awards 1 goal (1 – 0)
 - After 5 minutes Game Leader awards another goal (2 – 0)
 - After 8 minutes the Game Leader awards another goal (3 – 0, equivalent of forfeit)
 - If a team arrives ready to play after 8 minutes the game can be played but the forfeit result stands
- d) Minimum number of players required on the field in a match at one time:

U8 & U9 & U9/U10 Girls & U11/U12 Girls	5 players
U10 & U11 & U12 & U13	7 players

If a team cannot field the minimum number of players at any time during a match, then a forfeit result is applied, or the score at that time if it is greater than a goal difference of 3.

- e) Player substitutions: unlimited player interchange. Interchanges can only take place when the ball is out of play or there is a stoppage in play. The Game Leader/Referee must be informed and allow the interchange to occur. The substitute player may not enter the field of play until the substituted player has left the field.
- f) All free kicks and corner kicks are indirect. Players take indirect free kicks from the point where the offence occurred and must kick the ball into play (no dribbling). Opponents must remain at least five (5) metres away from the ball until it is in play. The ball is in play when a player kicks it, and it moves. A team can only score a goal if the ball subsequently touches any other player before it enters the goal.
- g) Penalties can be awarded from open play; the penalty spot is on the edge of the penalty box (see diagram above).
- h) Goal kicks: Goal kicks are taken from anywhere within the penalty area. Opponents must remain behind the exclusion line until the ball is in play. The ball is in play as soon as the Goal kick is taken.
- i) When a goalkeeper has possession in general play, they can release the ball by throwing, kicking from the ground, kicking from the hands. There are no restrictions or rules on opponents when the goalkeeper has possession in general play.
- j) Offside applies at the exclusion zone line (see the table & diagram above) – not at halfway.

7. TEAM UNIFORM & PLAYER EQUIPMENT

- a) Teams must provide and wear their own Club playing strip; including the same shirt, shorts and socks.
- b) If there is a strip clash between Teams then the Game Leader/Referee will determine which Team should wear coloured bibs (provided by Tournament Operations) in that match.
- c) Shirts do not have to be numbered.
- d) Players must wear shin pads at all times.
- e) Players may not wear jewellery of any kind except for medical alert bracelets and necklaces, which they must tape securely to the wrist or chest.
- f) Players cannot wear plaster or similar rigid casts.
- g) We recommend that where spectacles are required, they should be safety glasses only.

8. ADDITIONAL INFORMATION

- a) This is a FNSW sanctioned event, players registered to play with a FNSW affiliated Club are covered by FNSW insurance.
- b) Working with Children: it is each teams responsibility to ensure that all the coaches/volunteers have all necessary clearance for working with children.
- c) Weather Policy: every attempt will be made to play scheduled tournament matches. If unsafe to play, matches may be rescheduled, reduced, or cancelled. If circumstances are beyond our control, the tournament may be shortened or cancelled.
- d) If the tournament is cancelled due to dangerous weather conditions or on the advice of NSW Health due to a COVID-19 related event, then registration fees will be refunded in full.
- e) If a Team cancels after registering and making payment, then unfortunately no refund is automatically due. If a replacement Team can be found, then a partial or full refund will be considered on a case by case basis.