THE MAGIC GROUP SYDNEY PREMIER LEAGUE

Rules Of Competition

Competition Administrator

- The Magic Group are offical competition administrators for the Sydney Premier League.
- The Magic Group will oversee all operations at each competition venue and provide a fixture schedule for all age group categories. Team officials are responsible for their own players and operations throughout each tournament.
- The Magic Group are authorised to make the final decision on any of the rules of competition should any dispute occur.

Photography

- By participating in a Magic Group event all players, team officials and spectators give permission for their images to be used by The Magic Group for reporting/ promotion on the event and all future events.

Team Registration

- Teams may register in the following age categories;

- Under 7; Under 8; Under 9; Under 10; Under 11; Under 12.

- Team registration must be complete prior to the event. This includes all team officials and coach contacts.
- There will be no limitation on team squad numbers.
- Teams will consist of a maximum of 7 players on the field at any time for the Under 7, Under 8 & Under 9 age groups.
- Teams will consist of a maximum of 9 players on the field at any time for the Under 10, Under 11 & Under 12 age groups.

Player Registration

- All players must be age-appropriate as per the table below;

Age Group	Born After
Under 7	1st Dec 2018
Under 8	1st Dec 2017
Under 9	1st Dec 2016
Under 10	1st Dec 2015
Under 11	1st Dec 2014
Under 12	1st Dec 2013

- Any player requesting dispensation to play outside of the above must contact the competition administrator prior to the event.

Team Officials and Technical Area

- The Magic Group will have field officials across every venue throughout the event.
- Only registered team officials, coaches and players may enter the field and technical area during the event.
- Substitutes must wear a coloured vest or jersey different to that of their playing strip when warming up.
- Any team official, coach or player behaving in an inappropriate manner during a game may be asked to leave the technical area by field officials.

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Match Officials

- The Magic Group will provide match officials for every game throughout the tournament. All games will have a qualified referee.
- All referees are fully quailifed, but they are also human. Any abusive or intimidating behaviour will not be tolerated and the competition organiser has the right to expel any individual or group displaying this type of behaviour.

Match Cards and Results

- Referees will be provided with a match card for each game throughout the tournament. The referee will note the score of each game on the card and once both teams confirm the result at the end of each game, the card will be returned to the competition organiser.
- Scores will be uploaded to Dribl App at the end of each round.
- Group ladders and matches in later stages will automatically populate through once scores are uploaded.

Red Cards, Yellow Cards and Appeals

- Referees may issue red or yellow cards to players, coaches and team officials throughout the duration of the game.
- Any red card will result in an automatic one match suspension.
- Yellow cards will not accumulate into a suspension, with the exception being two yellow cards in the same game resulting in a red card.
- The Magic Group committee will make the final decision on any incident or appeal.

Match Times

- The duration of games throughout the event is as follows:

Category	Game Timings
Under 7, Under 8, Under 9	15 minute halves x 2
Under 10, Under 11, Under 12	20 minute halves x 2

- Games will begin and end from the referees whistle.
- Any knockout/ ranking match that finishes in a draw will go straight to penalties. Each team will take five penalties each and if the game is still tied, sudden death penalties will take place.

Match Balls

- The Magic Group will provide footballs for every match as per the sizes below.
- Under 7, Under 8, Under 9 - size 3 footballs
- Under 10, Under 11, Under 12 - size 4 footballs

Abandoned Matches

- Any match abandoned before the end of the game due to wet weather or through no fault of the match official nor either team will see the result stand at the time of abandonment.
- Any match that does not take place due to weather conditions or through no fault of the match official nor either team will result in a 0-0 draw, should the competition organiser be unable to re schedule the fixture.

Competition Points

- All group stage points are awarded as follows;
- Win = 3 points; Draw = 1 point; Loss = zero points.
- Any forfeit reuslts in a 3-0 loss for the team applying the forfeit. Should both teams be unable to play the match for any reason the game will result in a 0-0 draw and 1 point awarded to both teams.

Competition Placings

- All group stage/ ladder placings will be determined by the following process;
- Highest number of points; Highest goal difference; Highest goals for; Head to head result; Coin toss.

Competition Match Rules

- All matches will be played in accordance with the FFA Laws Of The Game for the specific age category. Any excemptions to these rules are listed below:
- There will be no retreat rule for any age category. Once a goalkeeper saves the ball and then puts it down the ball is in play. We do expect however that all teams play within the spirit of the game and encourage their players to allow opposing teams to play the ball.
- All free kicks outside the penalty box will be direct. All free kicks given inside the penalty box (back pass etc) will be in-direct.
- Penalty boxes will be clearly defined and penalties will be given for fouls inside the box.
- **Offsides will be given from free kicks. (This is to stop players standing and obstructing Goalkeepers in these situations).**