



**CAPITAL
FOOTBALL**

**COMPETITION
REGULATIONS:
2023 CHARITY SHIELD**

FEBRUARY 2023

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CONTENTS

SECTION 1: GENERAL.....	5
1 Scope and Application	5
2 Consequences for Breach	5
3 Disciplinary Sanctions and Proceedings	5
4 Strict Liability of Clubs	5
5 Special Consideration	5
6 Unforeseeable Circumstances.....	5
7 Format and Information	5
SECTION 2: COMPETITION.....	7
1 Matches Played in Accordance with the Laws of the Game	7
2 Match Schedule and Kick Off Times.....	7
3 Duration of Match.....	7
4 Added Time.....	7
5 Extra Time.....	7
6 Determining the Winner by Penalty Kicks	7
SECTION 3: ELIGIBILITY & DISCIPLINARY	8
1 Player Eligibility	8
2 Disciplinary Matters.....	9
SECTION 4: REGISTRATION.....	10
1 Registration.....	10
2 Maximum Player Rosters.....	10
SECTION 5: MATCH DAY.....	11
1 Match Balls	11
2 Warming Up	11
3 Technical Area	11
4 Substitution Rules	12
5 Playing Strips	12
6 Ball Persons.....	12
7 Identification.....	12
8 Electronic Team Sheets.....	14
9 Paper Team Sheets.....	14
SECTION 6: MATCH OFFICIALS	15
1 Match Official Appointments	15
2 Match Official Fees	15
3 Temporary Dismissals	15
4 Cautions and Expulsions for Team Officials.....	15
SECTION 7: AWARDS	16
1 Shields	16

2	Perpetual Shield Ownership	16
SCHEDULE 1: DEFINITIONS		17

SECTION 1: GENERAL

1 SCOPE AND APPLICATION

- 1.1 Clubs participating in the Charity Shield are bound by the Charity Shield Competition Regulations as promulgated by CF from time to time.
- 1.2 CF will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties, and not subject to challenge or appeal.
- 1.3 If any provision of these Regulations is held invalid or unenforceable then the remainder of these Regulations shall continue to be valid and enforceable.
- 1.4 CF may from time to time make variations to these Regulations.
- 1.5 Any capitalised terms used in these Regulations will have the meaning given to them in Schedule 1.

2 CONSEQUENCES FOR BREACH

- 2.1 Any breach of these Regulations or failure to comply with any direction given by CF may result in the imposition of a penalty issued by CF under these Regulations or other sanctions pursuant to the CF Disputes and Disciplinary Regulations (DDR).

3 DISCIPLINARY SANCTIONS AND PROCEEDINGS

- 3.1 All Clubs, Players, Team Officials, Match Officials, spectators or any person participating in any manner at a Charity Shield Match, or any associated event, will submit exclusively to the jurisdiction of the DDR and the Charity Shield Competition Regulations as applicable.

4 STRICT LIABILITY OF CLUBS

- 4.1 A Club is liable for the misconduct of its participants under the DDR.

5 SPECIAL CONSIDERATION

- 5.1 CF will have the power to consider special circumstances outside the prescribed limits of the Regulations should it be clear those special considerations are in the interests of the game.
- 5.2 The decision by CF to review and consider special circumstances under this section is not subject to appeal or review.

6 UNFORESEEABLE CIRCUMSTANCES

- 6.1 Nothing in these Regulations will prevent CF from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

7 FORMAT AND INFORMATION

- 7.1 CF will determine the Clubs participating in the Charity Shield each year. The below principles will be used to determine the participants each year:
 - a) Team A – League Premiers (NPL Men's / NPL Women's 1st Grade Premiers from the season prior).
 - b) Team B – CF Federation Cup Winners (Men's Australia Cup Preliminary Round Winners/

Women's Federation Cup Champions from the season prior).

- c) In the event that the outcome is that the same Club is both Team A and Team B, Team B will revert to the Federation Cup Runners Up (Men's / Women's from the season prior).
- d) If there is no Federation Cup to determine Team B, CF will use the following method:
 - i) Team A – League Premiers (NPL Men's / NPL Women's 1st Grade Premiers from the season prior).
 - ii) Team B – League Premiers (CPL Men's 1st Grade Premiers from the season prior) / Championship Runners Up (NPL Men's / NPL Women's 1st Grade Premiers Runners Up from the season prior).

7.2 CF reserve the right to alter the principles outlined in Section 1 Article 7.1 as required.

SECTION 2: COMPETITION

1 MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME

- 1.1 All Matches under the jurisdiction of these Regulations will be played in accordance with FA and CF regulations, codes, and directives, and under the IFAB Laws of the Game 2022/23, unless otherwise stipulated in these Regulations.

2 MATCH SCHEDULE AND KICK OFF TIMES

- 2.1 CF will determine the date, kick-off time and venue for Charity Shield Matches.

3 DURATION OF MATCH

- 3.1 Each Charity Shield Match will consist of two (2) equal halves of forty-five (45) minutes to total a “full” regular period Match time of ninety (90) minutes, excluding any allowance for time lost as determined by the Referee.
- 3.2 The half-time break for each Charity Shield Match will be fifteen (15) minutes.
- 3.3 The Referee is the sole arbiter of time, and no protest may be lodged against the time as recorded by the Referee.

4 ADDED TIME

- 4.1 Added time will be at the discretion of the Referee.

5 EXTRA TIME

- 5.1 There will be no extra time played.

6 DETERMINING THE WINNER BY PENALTY KICKS

- 6.1 If the result of a Charity Shield Match is a draw after the regular period of time, alternate kicks from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the IFAB Laws of the Game.

SECTION 3: ELIGIBILITY & DISCIPLINARY

1 PLAYER ELIGIBILITY

1.1 Eligible Participants:

- a) An eligible Participant is one that meets all registration requirements within these Regulations and is not ineligible according to any article of these Regulations.
- b) No Player shall be permitted to play for more than one (1) Club in the Charity Shield and can only represent the Club to which they are currently registered.

1.2 Ineligible Participants include:

- a) They are not registered or correctly registered in the National Registration System to the Club with which they are playing.
- b) They are suspended under the Disputes and Disciplinary Regulations
- c) They play without an International Transfer Certificate (ITC) where one is required, unless having received prior and written approval from Management.
- d) A Player who plays without an ITC (International Transfer Certificate) where one is required, unless communicated otherwise.
- e) A Player who participates in a Charity Shield Match but is not listed on the Team sheet.
- f) They have received a Red Card or have accumulated the number specified in these Regulations of Yellow Cards that results in a suspension in a match or matches notwithstanding that they have not received formal notification of a suspension from Management. A Participant who is required to stand down for receiving a suspension as a result of Temporary Dismissal accumulation.
- g) They are deemed ineligible due to any article in these Regulations or in the Disputes and Disciplinary Regulations.

1.3 A Team will automatically lose a Match on forfeit if an ineligible Player participates in the Match.

1.4 Additionally, the Club, Team Official/s and / or Player may be further sanctioned in accordance with the DDR.

1.5 Any Player who knowingly plays as an ineligible Player may be suspended for up to four (4) Matches and further sanctions may be applicable under the DDR.

1.6 For clarity, it is the Club's absolute responsibility to ensure that it fields eligible Players in any Charity Shield Match.

1.7 Where a Club plays an ineligible Player:

- a) Any participating Club can make a claim on Player ineligibility to CF.
- b) Any claims of ineligibility must be received within two (2) business days of the final whistle of the Match in question.
- c) If CF finds that a Club has played an ineligible Player outside of the timeline in Section 3 Article 1.7 b), then the Club and Player may still be sanctioned in accordance with the DDR and Section 3 Articles 1.3, 1.4 and 1.5 of these Regulations.

- 1.8 Where a Club can prove to the satisfaction of CF that an administrative error resulted in rendering a Player ineligible, CF may deem the Player eligible.

2 DISCIPLINARY MATTERS

2.1 Red Cards (Players / Team Officials):

- a) The minimum sanctions set out in the DDR must be applied by CF to red card offences and to expulsion offences.
- b) Red card suspensions incurred in a Charity Shield Match are to be served in the next Competition Match in which the suspended Player's Club competes in.

SECTION 4: REGISTRATION

1 REGISTRATION

- 1.1 All Players must be registered via the National Registration System.
- 1.2 The Player must self-register via the National Registration System and the Club then approves that Player's registration.

2 MAXIMUM PLAYER ROSTERS

- 2.1 All Teams must submit a squad list to CF no later than 48 hours prior to the Charity Shield Match.
- 2.2 The squad list must contain no more than 20 Players.
- 2.3 A maximum of 16 Players is permitted to be listed on the Team sheet for the Match.

SECTION 5: MATCH DAY

1 MATCH BALLS

- 1.1 CF will provide Match balls for the Charity Shield.

2 WARMING UP

- 2.1 CF, with the agreement of the Match Official, may determine if 'warm-up' prior to and throughout the Match is to be allowed and the location and extent of the Warm-up Area, taking into consideration time constraints, the weather and possible detrimental impact to the quality of the playing surface.
- 2.2 During play, a maximum of five (5) Players from each Team may warm up at the same time, assisted by two (2) Team Officials, without a ball (except for the goalkeeper), in the identified warm-up area.

3 TECHNICAL AREA

- 3.1 Seating will be supplied and placed in position by CF in sufficient quantity to seat nine (9) people from each Team.
- 3.2 Only currently registered and eligible Players and Team Officials are allowed in the technical area during Matches. For clarity, a Player or Team Official who is under suspension must not occupy a seat in the technical area.
- 3.3 All Players in the technical area must wear a bib that contrasts with the colours worn by Players of both Teams, Match Officials, and the bibs of the opposing Team.
- 3.4 All Team Officials in the technical area must wear clothing that contrasts with the kit of the Players and Match Officials on the pitch. Should their clothing clash they are required to wear a bib that does not clash with the colours of the Players and Match Officials
- 3.5 Eligible Players must be listed on the Team sheet specific to the Match they are in the Technical Area for.
- 3.6 Registered Team Officials must be listed on the Team Official List specific to the Match they are in the Technical Area for.
- 3.7 For the Technical Area:
 - a) A maximum of five (5) substitutes who are listed as substitutes on the Team sheet for that Match.
 - b) A maximum of four (4) Team Officials (such as the coach, assistant coach, Team manager, physiotherapist), who are listed on the Team Officials list for that Match are permitted.
 - c) Seating shall be supplied by CF for nine (9) persons.
 - d) All persons must remain within the technical area as per the IFAB Laws of the Game, except in special circumstances with the Match Official's permission.
- 3.8 As per Section 5 Article 2.1, substitutes are permitted to leave the Technical Area for the purposes of warming up.
- 3.9 Occupants of the technical area are always subject to the authority of the Referee and Management.

4 SUBSTITUTION RULES

- 4.1 For the Charity Shield, a Club may select up to five (5) Players as substitutes including at least one (1) nominated Goalkeeper.
- 4.2 A Club may, at its discretion:
 - a) Use five (5) substitute Players on three (3) occasions during the match in a Charity Shield Match (including a Goalkeeper), up until the conclusion of normal playing time.
- 4.3 A substitution can be made upon a Match Official being notified. A substitute Player must only enter the field of play:
 - a) after the Player being replaced has left the field of play;
 - b) after they receive a signal from the Referee; and
 - c) at the half-way line and during a stoppage in the Match.

5 PLAYING STRIPS

- 5.1 CF will pre-determine the playing strips to be worn by all Clubs for all Charity Shield Matches.
- 5.2 All Teams must wear a numbered strip with no duplication of numbers.

6 BALL PERSONS

- 6.1 Both Teams must supply four (4) ball persons.
- 6.2 Ball person requirements:
 - a) Ball persons may be 12-15 years of age.
 - b) Ball persons are to wear bibs provided by CF that are distinct from those worn by the Players of both Teams and the Match Officials.
- 6.3 Where regional Teams participate in the Charity Shield, they can seek assistance from CF in sourcing Players to act as ball persons in accordance with Section 5 Article 6.1.

7 IDENTIFICATION

- 7.1 Players:
 - a) Player identification is to be made available to the opposing Team manager for perusal prior to the commencement of the Match. It will be their duty to validate the Player identifications on the Electronic Team sheet (ETS) and confirm Player Eligibility in accordance with these regulations.
 - b) Players for any Team that are not included on the ETS are not permitted to take the field of play.
 - c) Any Team who cannot produce at least seven (7) Players that appear on the ETS for any Match will not have enough eligible Players to commence the Match and will be deemed to have forfeited the Match.
 - i) The referee is to report the reason for the forfeit on the ETS and submit to CF.
 - d) Opposing Team managers are responsible for sighting the Player identification prior to the Match. Should a Team suspect the opposition of replacing any Player between the initial identification sheet check and the commencement of either the first or second half, the

following procedure must be followed:

- i) The manager of the Team suspecting a breach informs the manager of the opposing Team that they wish to check the identity of the specific Player/s;
 - ii) The Team managers of both Teams, along with the referee and 4th Official (should a 4th Official be appointed) check the identity of the Player/s in question against the Player identifications and the team sheet, on the field of play before the Player/s leaves the field of play at either the half time interval or conclusion of the Match;
 - iii) Should it be determined that the Team has fielded an ineligible Player, CF is to be contacted immediately for further guidance to determine if the Match is to continue or if it will be immediately forfeited in favour of the Team that did not breach the regulation.
 - iv) If CF is unable to be contacted the Match should proceed and the Match Officials are to submit incident reports post-Match through the incident report procedure.
 - v) Should it be determined that both teams fielded an ineligible Player, CF will determine whether the Match is to be replayed, void, and if any sanction should be imposed on the Clubs, Club Officials and / or Players involved;
 - vi) Should any Team Official or Player refuse to follow the above procedure the Match will immediately be forfeited to the opposing Team to the Official or Player that has refused to co-operate.
 - vii) In all cases the referee will report the incident to CF.
- e) Any Club, Team Official and / or Player that is found to have breached this article may be sanctioned pursuant to the DDR.
 - f) Failure of Teams to produce Player identifications on request will result in a fine in accordance with Schedule 4.

7.2 Team Officials:

- a) All registered Coaches and Team Officials will be issued identification passes.
- b) Only registered coaches and Team Officials in receipt of their official CF identification pass will be permitted entry into the technical areas (team benches), field of play, dressing rooms and tunnel in any approved CF Match.
- c) Only the official CF identification pass embossed with the correct year of competition will be eligible for use in that season.
- d) From the time of entry to the ground, coaches and Team Officials are required to have their official CF identification pass clearly displayed on a lanyard on the outside of their clothing.
- e) Prior to kick-off the 4th Official or should a 4th Official not be appointed the Referee, is required to check the technical area of both Teams and request any non-playing individual without an official CF identification pass to leave the technical area. Should the individual refuse the Match will immediately be forfeited to the Team that has not breached the Regulation. Any individual that causes a forfeiture in this regard may be further sanctioned pursuant to as per the DDR.
- f) Failure to comply with any part of this article will result in a fine in accordance with

Schedule 4.

8 ELECTRONIC TEAM SHEETS

- 8.1 Clubs and Team Officials must use electronic team sheets (ETS) within Dribl.
- 8.2 Each team must submit their Player and Team Official selection by 4:00pm on the Friday prior to the scheduled weekend Match, or 4:00pm the day prior to a midweek Match. A failure to comply with this rule will result in a fine as outlined in Schedule 4 of the NPL/CPL competitions regulations.
- 8.3 Clubs must confirm the shirt number of each Player in the ETS
- 8.4 No players from the same Team will be permitted to wear the same number on their playing strip.
- 8.5 All players must have a shirt number listed on the ETS that corresponds with the number on their shirt.
- 8.6 Team Officials must check and finalise 'Playing' Players and starting 11 Players in Dribl at least thirty (30) minutes before the scheduled kick off time.
- 8.7 A maximum of sixteen (16) Players per Team is permitted to be listed for the Match.
- 8.8 Team Officials must review and confirm the opposition Team's Player and Team Official information at least twenty-five (25) minutes before the scheduled kick off time.
- 8.9 Changes in the ETS will be permitted any time until ten (10) minutes prior to the scheduled kick off time, at which time the following shall apply:
 - a) No additional Player may be added to replace a Player
 - b) Should a listed Player be removed from the starting line-up, that Player may only be replaced by a Player listed as a substitute and the previous starting Player must then be listed as a substitute.
 - c) Should a listed substitute Player be removed, the Team will not be permitted to list another Player and the number of available substitutes will be decreased by one (1).
- 8.10 A Team Official from each Team is to review the ETS at the completion of the Match to confirm the information listed is correct, including:
 - a) Half time and full-time scores are correct.
 - b) Goal scorers are marked against the correct player.
 - c) Disciplinary sanctions are marked against the correct player.
- 8.11 Regardless of the competition, no Player is permitted to be listed on more than two (2) Team sheets on any Match Day. Goalkeepers are exempt from this rule.

9 PAPER TEAM SHEETS

- 9.1 In the case that Dribl is not functioning and an ETS is not available, CF must provide paper Team Sheets and Team Official lists.
- 9.2 In the case that a Paper Team Sheet must be used, Team Officials from both Teams must confirm:
 - a) Confirm half time and full-time scores
 - b) Confirm goals scored are marked against the correct Player
 - c) Confirm disciplinary sanctions are marked against the correct Player

- D) Sign the Paper Team Sheet

SECTION 6: MATCH OFFICIALS

1 MATCH OFFICIAL APPOINTMENTS

- 1.1 The appointment of all Match Officials will be made by the Referee Development Manager (RDM). The RDM is authorised to enlist the assistance of such persons as necessary and adopt such procedures as it deems most beneficial.

2 MATCH OFFICIAL FEES

- 2.1 The Match Officials appointed to a Charity Shield Match will donate their Match Official Fees to the Charity for that year.

3 TEMPORARY DISMISSALS

- 3.1 Temporary dismissals will not be in effect for any Charity Shield Matches.

4 CAUTIONS AND EXPULSIONS FOR TEAM OFFICIALS

- 4.1 A Referee may take action against Team Officials for Misconduct and may issue a warning, a yellow card for a caution, or a red card for a sending-off from the field of play and its immediate surroundings (including the Technical Area)
- 4.2 If the offender for Misconduct from the Technical Area cannot be identified, the senior Coach present will receive the sanction.
- 4.3 If a medical Team Official commits a sending-off offence, they may remain in the technical area if the Team has no other medical person available, and act if a Player needs medical attention.

SECTION 7: AWARDS

1 SHIELDS

- 1.1 CF will present the following shields:
 - a) Women's Charity Shield Champions:
 - i) Perpetual shield.
 - ii) Replica shield.
 - b) Men's Charity Shield Champions:
 - i) Perpetual shield.
 - ii) Replica shield.

2 PERPETUAL SHIELD OWNERSHIP

- 2.1 All perpetual shields remain the property of CF.
- 2.2 CF will retain possession of the perpetual shield immediately following the prize giving ceremony.
- 2.3 Should a perpetual shield be lost or damaged whilst under the care or custody of a Club, the latter shall refund to CF the cost of thorough repair or replacement in addition to any other penalty which CF may impose.

SCHEDULE 1: DEFINITIONS

ACT Football Federation (ACTFF) means the ACT Football Federation.

Australian Capital Territory (ACT) means the federal territory of Australia containing the Australian capital city of Canberra and some surrounding townships.

Capital Football (CF) means CF trading as ACT Football Federation which is the governing body for football (including Futsal) in the ACT and surrounding regions.

Capital Football Disputes and Disciplinary Regulations (DDR) means the CF Disputes and Disciplinary Regulations.

Club or Clubs means:

- a) a body corporate or incorporated association recognised by CF and having the following characteristics:
 - i) It organises Teams to participate in competitions sanctioned by CF or FA;
 - ii) All members of its Teams are entitled to Club membership;
 - iii) Club members (or their parent or guardian) may vote in an election for any Club officeholders; or
- b) any legal entity deemed to be a Club by CF.

Club Official or Club Officials means any person involved with the administration, management or organisation of a Club (whether paid or unpaid), including employees, contractors, directors, representatives and volunteers.

Constitution means the ACT Football Federation Constitution as amended from time to time, and a reference to a particular article of the Constitution.

Disciplinary Tribunal means a Disciplinary Tribunal appointed by CF, in accordance with the DDR.

FA means Football Australia Limited ACN 106 478 068.

FIFA means Federation Internationale De Football Association.

IFAB Laws of the Game means the official laws of the game of football as promulgated by IFAB.

Match or Matches means any match played in a Competition, Cup, Premiership, other event or tournament under CF's control.

Match Official or Match Officials means a Referee, assistant referee, fourth official, Club referee coordinator or referee assessor.

National Registration, Status and Transfer Regulations (NRSTR) means the set of regulations that govern registrations throughout Football in Australia.

National Registration System (NRS) means the national database administered by FA for the purposes of registering all participants in Football in Australia.

Player or Players means any person who participates in a Match (irrespective of whether they are registered with FA, junior or senior or an Amateur or Professional).

Referee means the Match Official with the primary responsibility of officiating a Match in accordance with the IFAB Laws of the Game.

Regulations means these CF Competition Regulations.

Team or Teams means an individual group of Players and Officials submitted by a Club to represent the Club in a Competition.

Team Official or Team Officials means any person involved with the management, preparation or participation of a Team (whether paid or unpaid), including the coaches, managers, medical staff, other support staff or any other person acting for or on behalf of a Club.