



**CAPITAL
FOOTBALL**

**COMPETITION
REGULATIONS:
2025 NPL & CPL**

VERSION 14

VERSION CONTROL

VERSION	DATE	AUTHOR	RATIONALE
CHANGES IN VERSIONS COMMENCING ONLY FROM 2023			
Final V10	17/02/2023	Capital Football	Updated for 2023 Season <ul style="list-style-type: none"> - Overage Players' Eligibility in Finals Series - Visa Players - Finals Series - Club Vested Officials - Trial & Travel Forms - Exemption Forms
Final V11	14/04/2023	Capital Football	Updates to Electronic Team Sheets – re timing of submission before a match. Updates to Match Sheet Submissions the Friday before matches.
Final V12	31/07/2023	Capital Football	Updated to provide greater clarity on electronic team sheet submission (ETS); timeframe provided for rescheduling of games; NPL and CPL youth league finals series structure.
Final V13	01/03/2024	Capital Football	2024 Regulations (Finalisation)
Final V14	28/02/2025	Capital Football	2025 Regulations Finalisation <ul style="list-style-type: none"> - Implementation of 7.7, referring to abandoned matches. - Further clarification on specific representative duties for rescheduling of matches under 9.5, a-d. - Introduction of regulations 9.5.1, 9.5.1.1, and 9.5.2. - Inclusion of 5.1.1, and 5.1.2, relevant to player registrations and borrowing. - Inclusion of the 2 + 1 Visa Rule, allowing a maximum of three (3) Visa Players per Squad. - Awards section removed from document, with a new separate document being the Awards Framework, accessible on website.
Final V15	16/04/2025	Capital Football	Updates to Forfeits; associated fines.

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SECTION 1: PREAMBLE

1. INTRODUCTION

- 1.1 Football is governed and regulated internationally by the Federation Internationale de Football Association (FIFA). Football operates in accordance with Laws of the Game (**Laws**) published by the International Football Association Board (IFAB).
- 1.2 The game of Football is defined by its Laws and the sport of Football is governed and administered by policies, codes, rules, and regulations (**Statutes**). The Laws and Statutes address issues of fairness, competitiveness, proper conduct, integrity, administrative effectiveness, and compliance.

2. DEFINITIONS

- 2.1 Definitions of important words and phrases are set out in **Schedule 1**.
- 2.2 Any capitalised terms used in these Regulations will have the meaning given to them in **Schedule 1**.

3. AUTHORITY

- 3.1 The Australian Member of FIFA is Football Australia (**FA**).
- 3.2 The ACT Football Federation Limited is a company established in the Australian Capital Territory (**ACT**), trading as Capital Football (**CF**). Two of the objects of CF are to be the Member of FA with respect to Football in the ACT and surrounding regions and to govern, administer and regulate Football in the ACT and the surrounding regions.
- 3.3 FA has accepted CF as a Member and granted it a mandate to govern, administer and regulate Football in the ACT and surrounding regions.
- 3.4 Participants must comply with FA and CF Statutes and in participating in or being associated with the Leagues agree to do so.
- 3.5 In addition to complying with Commonwealth and ACT laws and regulations, and with its own Constitution, CF must, under Section 7.2(a) of its [Constitution](#), promulgate and comply with FA Statutes.
- 3.6 Under Section 7.2(b) of its [Constitution](#), CF must promulgate and enforce IFAB's [Laws of the Game](#).
- 3.7 CF is governed under its [Constitution](#) by a Board of Directors. The Board is given the authority and power to manage CF's business under Section 11.1 of its [Constitution](#). This power includes the regulation and governance of Football and of Football Related Activities.
- 3.8 Under Section 12.11 of its [Constitution](#), CF's Board may delegate powers to a person or persons, or to a Committee or Committees consisting of persons it thinks fit.
- 3.9 Persons and Committees to whom powers are delegated by CF's Board include managers and administrators employed by the Board to manage its Football business on its behalf (**Management**) and disciplinary and appeal committees (**Tribunals**) appointed to assist with and administer the governance and regulation of Competitions and Participants.

- 3.10 Under Sections 13.1 and 13.2 of its [Constitution](#), CF's Board appoints a CEO and may determine that the CEO holds certain powers and authorities.
- 3.11 In approving and promulgating these Regulations, CF's Board appoints the CEO as the Leagues Administrator and delegates to the CEO and Management the administration, interpretation, amendment from time to time, and enforcement of the Regulations.
- 3.12 The interpretation or application of these Regulations by the CEO as Leagues Administrator will be final, binding on all Participants, and not subject to challenge or appeal.
- 3.13 If any Section, Sub-Section or Article of these Regulations is found to be of no effect it can be separated and will not affect the enforceability of the remaining Sections, Sub-Sections or Articles.

4. SCOPE

- 4.1 These Regulations are supplementary to FA's Statutes.
- 4.2 These Regulations apply to the competitions under the control of Capital Football designated as National Premier Leagues and Capital Football Leagues (**Leagues**), specifically:
- a. National Premier League Men's (NPLM)
 - b. National Premier League Women's (NPLW)
 - c. National Premier League Girls' (NPLG)
 - d. National Premier League Boys' (NPLB)
 - e. Capital Premier League Men's (CPLM)

5. SCHEDULES

- 5.1 These Regulations include the following Schedules:
- a. Schedule 1 – Definitions
 - b. Schedule 2 – Eligibility Criteria for League Participation
 - c. Schedule 3 – League Relegation and Promotion
 - d. Schedule 4 – Fees and Sanctions

6. SPECIAL CIRCUMSTANCE DETERMINATIONS

- 6.1 In applying the Regulations, Management has authority to consider special circumstances outside the prescribed limits of the Regulations in the interests of Football.
- 6.2 Fairness, competitiveness, competition integrity and player development may be elements in any special circumstance determination.
- 6.3 A determination by Management 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.
- 6.4 Nothing in these Regulations will prevent CF from approving a course of action to meet unforeseeable circumstances not covered by the Regulations, including but not limited to scheduling, promotion, relegation, number of divisions and composition of Teams.

SECTION 2 – LEAGUES, COMPETITIONS & MATCHES

1. STRUCTURE

1.1 A League consists of:

- a. A defined Season with at least one Cycle of Matches
- b. A defined Pre-Season
- c. A set of Clubs declared by the Board to compete in each League
- d. A set of age graded Competitions
- e. A schedule of Matches to determine the Premiership Club (Premiership Matches)
- f. Scheduled Matches,
- g. Rounds of Matches,
- h. Re-scheduled Matches,
- i. Cycles of Matches

1.2 Leagues may include a Finals Series to determine a Championship Club.

1.3 Clubs may be eligible to have Teams participate in a League based on the Criteria set out in **Schedule 2**.

1.4 The Board determines, at its sole discretion, which Clubs may participate in a League.

1.5 The Board or Capital Football Management will declare the set of Clubs to participate in a League anytime up to 30 November in the year preceding the proposed League Season.

1.6 The Board determines, at its sole discretion, whether a Final Series will be held as part of a Season.

1.7 The structure of Leagues in 2025 will be as follows:

League	Age Grades 2025
NPLW	1 st Grade & Reserve Grade
NPLM	1 st Grade & U/23s
NPLB	U14, U15, U16, U18
NPLG	U14, U15, U17
CPLM	1 st Grade & U/23s

1.8 Relegation from and Promotion into a League will be determined by competition points and processes outlined in **Schedule 3**.

2. SEASON & SCHEDULES

2.1 Management has the authority to determine the start and end dates of a Season in consultation with the ACT Government.

- 2.2 Management has the authority to identify and approve venues for League matches in consultation with the ACT Government and private venue owners.
- 2.3 Management has the authority to allocate venues owned by the ACT Government and placed under its direction by the ACT Government to Clubs for individual matches and for training purposes, and to determine the date and time of matches.
- 2.4 Normal match times in a Round commence from 8.30am and end with the last match to commence at 7.30 pm.
- 2.5 Matches for NPLM, NPLW, and CPLM may be scheduled after 5.00pm only where venues provide lighting at LUX levels equal to or above 200.
- 2.6 Matches for NPLB and NPLG may be scheduled after 5.00pm only where venues provide lighting at LUX levels equal to or above 100.
- 2.7 CF has the authority to alter or amend the scheduling of any Match, including the date, venue, kick off times, or a combination of these elements, after scheduling has been published or notified.
- 2.8 Management may take into consideration scheduled or announced international, national, interstate, or A-Leagues Matches, when scheduling Matches or in determining whether Matches need to be rescheduled.

3. PRE-SEASON & TRIALS

- 3.1 Management will set a start and end date for a Pre-Season period before the end to the previous season
- 3.2 No Trials are to be held before or after the promulgated Pre-Season and Trials commencement dates.
- 3.3 An application needs to be submitted via the [nominated form](#) a minimum of seven (7) business days prior to the proposed date of the match/es.
- 3.4 An application received within the seven (7) days prior to the proposed date may be rejected, or subject to fines or sanctions within these regulations.
- 3.5 The seven (7) days' notice is in place to allow enough time for staff to review the application, communicate with other appropriate associations, and appoint match officials where required.
- 3.6 Trial and Friendly matches can only be conducted with written approval from Management, and approval may be declined or withdrawn where:
 - a. Match Officials cannot be appointed
 - b. A proposed Match is deemed, at Management's sole discretion, to be high risk
 - c. For any other reason determined appropriate by Management

4. START & DURATION OF MATCHES

- 4.1 Teams must be ready to begin play by the scheduled kick off time and Teams may be sanctioned where a Match does not commence at the scheduled time.
- 4.2 If both Teams are not ready to begin playing fifteen (15) minutes after the scheduled kick off time, the Referee may abandon the Match.
- 4.2.1 Note – Capital Football has requested our Referees be vigilant in ensuring matches begin on time and have been made aware of the consequences for matches consistently not commencing at their scheduled time.
- 4.3 In circumstances where both Teams, the Referee and a CF representative agrees, the Match may commence up to thirty (30) minutes after the scheduled kick off time, provided it does not delay the kick-off of subsequent competition Matches, either at that ground or grounds to which the Referee is also appointed on that Matchday.
- 4.4 The duration of matches will be:

Age	Duration	Half-time	Minimum allocated time
1 st & Reserve, U23, 18, 17, 16	2 x 45 minutes	Max. 15 minutes	135 minutes
U15	2 x 40 minutes	Max. 10 minutes	105 minutes
U14	2 x 35 minutes	Max. 10 minutes	95 minutes

- 4.5 The Referee is the sole arbiter of time, and no protest may be lodged or will be accepted against the time as applied or recorded by the Referee.
- 4.6 The Referee may cut short any Match (including reducing the length of each half before the commencement of the Match) if in the Referee's opinion playing conditions compromise Player safety, or to prevent the delay to the commencement of any subsequent competition Match from its scheduled kick off time, only if:
- It is in line with the IFAB Laws of the Game; and
 - The Referee has consulted with the coaches of each participating Team before the start of the Match.

5. ADDED TIME

- 5.1 In 1st Grade Premiership Matches, the Referee must add injury and stoppage time at the conclusion of each half.
- 5.2 In 1st Grade Final Series Matches, the Referee must add injury and stoppage time to each half of normal time and each period of extra time.
- 5.3 In all age grades other than 1st Grade (Reserve Grade, Under 23s, 18s, 17s, 16s, 15s, 14s), injury and stoppage time will not be added to the Match duration.
- 5.4 As in Section 2 Article 4.5, the Referee is the sole arbiter of time and exercises discretion in added time.

6. EXTRA TIME & PENALTY KICKS

- 6.1 Premiership Matches do not require a result that determines an outright winner on the day: at the conclusion of normal time, a Match result can be a draw.
- 6.2 There will be no extra time played in Premiership Matches in the event scores are equal at the conclusion of normal time.
- 6.3 The result of Final Series Matches must be decided on the day of the Match: an outright winner is required, and the Match cannot end in a draw.
- 6.4 Should scores be equal at the conclusion of a Championship Match, extra time will be played as follows:

Age Grade	Extra Time
1 st , Reserve, U23, 18, 17, 16	Two periods of 15 minutes
U15, 14	Two periods of 10 minutes

- 6.5 For all Championship Matches where extra time is required:
 - a. There will be an interval of a maximum of five (5) minutes before the commencement of extra time, and
 - b. There will be an interval of a maximum of two (2) minutes between the whistle ending the first period of extra time and the whistle starting the second period of extra time.
 - c. If the result of a Championship Match is still a draw after the two (2) periods of extra time, alternate kicks from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the Laws.

7. ABANDONED MATCHES

- 7.1 A Match may be abandoned by a Referee or, in the absence of a Referee, the Home Club:
- 7.2 Consistent with Section 2 Article 4.2, where both Teams are not ready to play within 15 minutes of the scheduled commencement time
- 7.3 Where the conditions for Play for Participants are unsafe for any reason
- 7.4 Where a Participant is responsible for the abandonment of a Match, sanctions may be imposed, or the matter referred to a Tribunal. This does not include instances such as injuries requiring an ambulance or extreme weather conditions.
- 7.5 Where a Participant is found to be responsible for the abandonment of a Match, the Match will be forfeited by that Participant's Club
- 7.6 Where a Match is abandoned for reasons outside the control of the Clubs involved, the Match will be rescheduled.
- 7.7 After the commencement of the Match, should play be postponed due to any reason as outlined in Section 2 Article 9, and the Match cannot be completed in full, the following principles will apply:
 - a) if eighty percent (80%) or more of normal time of a Match has been played, then the score at the time of the postponement will stand.

- b) If the Match is postponed prior to half time and CF has approved the match to be rescheduled, then the Match is to be replayed in full.
- c) If the Match is postponed at or after half time and prior to eighty percent (80%) of normal time of a Match being played, and CF has approved the rescheduled Match, the Match will recommence at the minute at which play was interrupted rather than being replayed in full. In this circumstance, the following is to occur.
 - i) The Match will recommence with the same Players on the pitch and Substitutes available as when the Match was initially postponed, unless a Player has received a suspension in Matches conducted between the postponed Match and the rescheduling of that Match.
 - ii) Should a player have received a suspension in a Match conducted between the postponed Match and the rescheduling of that match:
 - A. The Player will not be eligible to participate in the rescheduled Match
 - B. The Player will not be able to count the Match as having served time in relation to any Match suspension
 - C. The Club will not be permitted to replace the Player on the Team Sheet.
 - D. If the Player was on the field of play at the time of the postponement, the Player may be replaced by a substitute listed on the Team sheet as long as the Team has available substitutions as per the Regulations

If the Player was a substitute, the number of available Players to substitute will decrease and the Player cannot be replaced
 - iii) No additional substitutes may be added to the list of Players on the Team sheet
 - iv) Players sent off during the postponed Match cannot be replaced.
- d) CF will endeavour to appoint the same Match Officials to the completion of the Match, however, may appoint replacements at its discretion.

8. WEATHER EVENTS & GROUND CLOSURES

- 8.1 Matches may be rescheduled if rain or high temperatures make playing or continuing a Match unsafe.
- 8.2 Matches may be rescheduled where a government department or authority closes a ground or grounds for any reason.
- 8.3 A Referee may determine that a venue is unsafe for a Match to be played.
- 8.4 Where a Referee determines that a Match cannot be played for safety reasons, they must advise the Home Club and contact Management by phone immediately after they make a decision.
- 8.5 Where a Home Club believes its venue is unsafe for play it must contact Management at the time that assessment is made and seek a decision on the rescheduling of the Match.
- 8.6 Management may seek photographic evidence to be emailed by a Club justifying its assessment that a venue is unsafe for a Match to be played.

- 8.7 Management may determine, at its sole discretion, whether a venue is unsafe for a Match to be played or may be played under restrictions or at another venue, and may determine:
- a. Whether in the case of high temperature, whether a Match is played with drink breaks,
 - b. Whether a Match is moved to a different venue on the same day
 - c. To reschedule the Match
- 8.8 Where Management determines that weather requires a Match to be rescheduled, it will advise the Clubs involved and provide details on the CF 'Inclement Weather' website.

9. RESCHEDULING OF MATCHES

- 9.1 Matches may be rescheduled for the following reasons:
- a. Abandonment not resulting in a forfeit
 - b. Ground closures by a Government department or authority
 - c. Postponement due to weather conditions
 - d. Approval by Management of a request from a Club or Clubs
- 9.2 Where a Match cannot be played because of a weather event or ground closure, the Clubs involved have ten (10) days to reach an agreement and submit the details of the proposed rescheduling for consideration and approval by Management.
- 9.3 Where Clubs are unable to agree on the details of a rescheduling of a game within ten (10) days, Management will determine those details.
- 9.4 Where a Club or Clubs seek to have a Match re-scheduled for reasons other than a weather event or ground closure, they must submit details on the approved [Match Alteration Form](#).
- 9.5 The grounds upon which a Club may seek to have a match rescheduled include the loss of three (3) or more players to representative duties in sanctioned Matches or programs. Representative matches include:
- a. National Youth Championships (outdoor + futsal)
 - b. State Representative Competitions
 - c. Australian School Boys & Girls Competitions
 - d. ACT School Boys & Girls Competitions
- 9.5.1 All players that are deemed to be unavailable for a team due to Representative Duties, as outlined by Section 2 Article 9.5, must solely incorporate players registered to that specific team – players not registered to this team may not be incorporated as one of three (3) players deemed unavailable.
- 9.5.1.1 For example, in the case of an NPLB U15's team losing three (3) players, where one player is registered to the U14's, but plays upwards every week, this match shall not be permitted to be rescheduled, as only two (2) unavailable players are registered to the team that is requesting a reschedule.
- 9.5.2 If clubs would like to reschedule matches due to school holidays, they must have agreement with the opposition club and approval from Capital Football.

- 9.6 In any submission for a game to be rescheduled under Section 2 Article 9.5, a Club must provide documentary evidence relating to Player absences and show that it does not have the ability to bring age-eligible players into the Team to field the Team for the scheduled Match.
- 9.7 Management may, in its sole discretion, decline a request for a Match to be rescheduled, including in the case where both Clubs support the request.
- 9.8 Where Management decides that a Match is to be rescheduled, it will provide the clubs seven (7) days' notice of the details of a rescheduled match, except in cases involving:
- Decisions or action by a government department or authority or FA
 - A risk of Matches not being conducted before Season completion or delivery of a Final Series
 - Agreement between both Clubs and Management

10. FORFEITS

- 10.1 A Team will be deemed to have forfeited a Match when:
- They fail to fulfill an engagement to play a Match on the appointed date, time, or venue; or
 - They refuse or fail to begin a Match fifteen (15) minutes after the stipulated kick off time; or
 - They field less than seven (7) of their registered in PlayFootball / mapped (in Dribl) or eligible borrowed Players at the start of any Match; or
 - At any point during the Match, they cannot field at least seven (7) of their registered in PlayFootball / mapped (in Dribl) or eligible borrowed Players; or
 - An ineligible Player as defined in these Regulations participates in the Match; or
 - Any other scenario within the Regulations or the Disputes and Disciplinary Regulations that stipulates a forfeit of the Match.
- 10.2 If any Team forfeits its Match:
- 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, unless the goal difference for the Team receiving the forfeit is greater than three (3), in which case the score will remain the same, with goal scorers for the forfeiting Team to be removed.
- 10.3 Where a Match is forfeited or has been deemed as a forfeit by CF:
- The statistics (goal scorers and Matches played) of the non-offending Team will be retained; and
 - The statistics (goal scorers and Matches played) of the offending Team will be removed.
 - The offending Club will be fined the prescribed amount in **Schedule 4**.

- d. In the case that the match is forfeited within 24 hours on the scheduled Match, the offending Club will be required to pay all Match Official fees for the Match.
 - e. In the case that the match is forfeited within 24 hours and the offending Club is the Away Club, the Club will be required to pay all appropriate Match Official fees and be fined an additional \$100 by CF, such fine amount to be paid to the Home Club by CF.
- 10.4 In the case of a second Match forfeit by a 1st, Reserve or U23 Grade Team, Section 2 Articles 10.2 and 10.3 a), b), c), d) and e) apply to both the 1st Grade and Reserve or U23 Grade Teams.
- 10.5 In the case of a second Match forfeit by an NPLB or NPLG Team:
- a. In addition to the loss of points for the Match, an additional three (3) points will be deducted from the table, and
 - b. Section 2 Articles 10.3 a), b), c), d) and e) apply.
- 10.6 In the case of a third and further Match forfeits by a Team, for each forfeit:
- a. In addition to the loss of points for the Match, an additional three (3) points will be deducted from the table, and
 - b. Section 2 Articles 10.3 a), b), c), d) and e) apply.
 - c. The Team will be ineligible to participate in any Final Series for the season.
 - d. The Club will be ineligible for promotion from that League to a higher League notwithstanding its position on the competition points table at the end of the season.
 - e. The Club will be asked to 'show cause' as to why it should participate in that League in the following season.
- 10.7 In the case that a Team forfeits its last premiership round (i.e., round 21 for NPLM, NPLW, CPLM, NPLG, or round 26 for NPLB) of the Season, that Team will be ineligible to participate in any Final Series.
- 10.8 In the case that a Club forfeits all scheduled Matches in a League in a Round:
- a. Section 2 Articles 10.2, 10.3, 10.4, 10.5 and 10.6 apply to each of the Teams as appropriate.
 - b. The Club will be fined the additional prescribed amount in **Schedule 4**.
- 10.9 In the case that a Match is forfeited by a Team, Players from that Team will not be eligible to play in other Teams within the Club for that Round notwithstanding age-eligibility to do so.
- 10.10 A forfeit will count as a match played.

11. TEAM OR CLUB REMOVED OR WITHDRAWN

- 11.1 In the case that a Club withdraws a Team or has a Team removed from an age grade in a League after the League is declared, during the Pre-Season, or after the Season has

commenced, all Matches not played will be deemed a forfeit and Section 2 Articles 10.2 to 10.7 inclusive will apply to the Matches, the Team, and the Club.

12. COMPETITION POINTS

12.1 Points will be awarded for Premiership Matches as follows:

Result	Points Awarded
Win	Three (3)
Draw	One (1) point for each Team
Loss	Zero (0)
Bye	Zero (0)
Forfeit 1	Zero (0) to forfeiting team, Three (3) to the other team
Forfeit 2+	Minus Six (6) to forfeiting team, Three (3) to the other team

13. DETERMINING PREMIERSHIPS

13.1 At the end of a Season, the winner of the Premiership in each age grade will be determined by the greater number of points obtained from all Premiership Matches.

13.2 If two (2) or more Teams have an equal number of points at the end of a Season, the Premiership will be determined as follows:

- a. Greater goal difference resulting from all Premiership Matches, or if still equal, then
- b. Greater goals scored from all Premiership Matches, or if still equal, then
- c. Greater number of points obtained in the Premiership Matches between the Teams concerned (head-to-head) or if still equal, then
- d. Greater number of goals scored in the Premiership Matches between the Teams concerned (head-to-head) or if still equal, then
- e. Greater number of goals scored in away Premiership Matches between the Teams concerned (head-to-head) or if still equal, then
- f. Team with the lowest number of Red Cards (direct and indirect) received in all Premiership Matches, or if still equal, then
- g. Team with the lowest number of Yellow Cards received in all Premiership Matches, or if still equal, then
- h. A play-off Match between the Teams concerned under arrangements approved by CF.

14. FINAL SERIES & CHAMPIONSHIP

14.1 If the Board determines that a Premiership Season will be followed by a Final Series and Championship in any League, that Series will be played by the teams finishing 1st, 2nd, 3rd, and 4th in the Season as follows:

NPLM, NPLW, CPLM			
Round	Match	Title	Teams
1	1	Major Semi Final	1 st v 2 nd
	2	Minor Semi Final	3 rd v 4 th
2	3	Preliminary Final	Loser 1 v Winner 2
3	4	Grand Final	Winner 1 v Winner 3

NPLG, NPLB			
Round	Match	Title	Teams
1	1	Major Semi Final	1 st v 4 th
	2	Minor Semi Final	2 nd v 3 rd
2	3	Grand Final	Winner 1 v Winner 2

14.2 For the purposes of allocating a home Team, the Teams finishing the Season first and third (NPLM, NPLW, CPLM) and first and second (NPLB & NPLG) will be deemed the Home Team in their respective Matches.

15. ABANDONED SEASON

- 15.1 The Board, in its sole discretion, may decide if a Season must be abandoned.
- 15.2 If a Season is abandoned from round thirteen (13) or earlier, a Premiership will not be awarded, and promotion and relegation will not occur.
- 15.3 If a Season is abandoned from round fourteen (14) or later, the Premiership will be determined in each age grade using the criteria and steps outlined in Section 2 Article 13.2,

16. OVERSEAS AND INTERSTATE TOURS

- 16.1 Clubs wishing to arrange interstate or overseas tours and travel for football activities must obtain the written approval from Management not less than eight (8) weeks prior to proposed departure for overseas travel and three weeks (3) prior to interstate travel.
- 16.2 Tours and travel should not interfere with scheduled Matches in CF competitions Any competition Matches that conflict with a proposed tour or travel must be played prior to the travel.
- 16.3 If it is not possible to reschedule matches, Management may not approve the request and forfeits will apply to Matches not played.

17. REPRESENTATIVE PLAYERS

- 17.1 Any Player registered in the ACT will be eligible to represent the ACT in representative Matches, camps, or tours, or be eligible to be selected to participate in a CF development program.
- 17.2 Each selected Player must make themselves available for training, preparation and participation for representative Matches, camps, tours, or development programs, when requested by Management.

Clubs must release Players for training and preparation for, and participation in, representative Matches, camps, tours, or development programs, when requested by CF.

SECTION 3 – ELIGIBILITY FOR NATIONAL SECOND TIER COMPETITION:

1. DETERMINATION OF NATIONAL PREMIER LEAGUE MEN'S PREMIERS:

- 1.1 The 2025 Capital Football National Premier League Men's Premiers shall be determined in accordance with Section 2, Article 13 of the NPL / CPL Regulations.

2. ELIGIBILITY CRITERIA:

- 2.1 Subject to compliance with FA requirements as part of the NST, the 2025 NPL Men's Premiers shall be eligible to represent Capital Football and the ACT in National Second Tier (NST) Competition.

- 2.2 The club qualifying for the NST Competition must, by the dates prescribed by Football Australia:

- A. Submit to Football Australia a duly executed NST Club Participation Agreement; and
- B. Meet Football Australia's minimum club licensing standards for Member Federation Clubs participating in the National Second Tier Competition

- 2.3 In the event that:

- A. A Foundation Club finishes as the 2025 NPL Men's Premiers; or
- B. The Club that finishes as the 2025 NPL Men's Premiers fails to comply Section 3 Article 2.2 of the Regulations, the next allocated slot for the NST Competition shall be awarded to the next-best placed Club, as determined under Section 2 Article 13 of the regulations, that is not a Foundation Club, but always subject to compliance with Section 2 Article 2.2.

- 2.4 Football Australia reserves the right, in its sole and absolute discretion, to make determinations regarding any aspect of the awarding of NST Competition slots

SECTION 4 – PLAYER ELIGIBILITY & MOVEMENT

1. ELIGIBILITY TO PLAY

- 1.1 An eligible Participant is a person who meets all the registration and eligibility requirements within these Regulations and who is not ineligible according to any article within these Regulations

2. INELIGIBILITY TO PLAY

- 2.1 A person is ineligible to play if:
- a. They are not registered or correctly registered in the National Registration System, and/or mapped correctly in Dribl, for the Club with which they are playing for.
 - b. They are suspended under the Disputes and Disciplinary Regulations
 - c. A Player who participates in a Preliminary Round Match but is not listed on the team sheet;
 - d. 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.
 - e. They play without an International Transfer Certificate (ITC) where one is required, unless having received prior and written approval from Management
 - f. They are deemed ineligible due to any article in these Regulations or in the Disputes and Disciplinary Regulations.
 - g. A participant that has been sent off or suspended from a match is unable to participate or play on the same weekend and/or following matches on the same day (according to the DDR).
- 2.2 It is the responsibility of the Club and of the Team Officials (i.e., manager, head coach, assistant coach) to ensure that only eligible Players participate in a match and that an Ineligible Player does not.
- 2.3 A Match in which an Ineligible Player participates, irrespective of whether they take the field or for the duration of their participation, may be deemed a forfeit.
- 2.4 Where an Ineligible Player participates in a match, the Club, Team Official/s and/or the Player may be guilty of a breach of these Regulations and may be liable for sanction under the Disputes and Disciplinary Regulations (DDR).
- 2.5 A 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.
- 2.6 Where an Ineligible Player participates in a Match:
- a. The opposing Club in the Match may lodge a claim with Management to have it deem the game a forfeit.

- b. Any claim under Section 3 Article 2.6 a) must be received by Management within two (2) business days of the of the Match in question.
 - c. If a Club does not make a claim regarding the participation of an Ineligible Player in a team fielded by an opposing Club, Management may deem the game to be a forfeit.
- 2.7 An administrative error by Management regarding eligibility may be defence by a Player, Team Official or Club under the Disputes and Disciplinary Regulations but will not result in the Match in which an Ineligible Player participated being deemed a forfeit.

3. ELIGIBILITY & PLAYER MOVEMENT IN PREMIERSHIP MATCHES

3.1 For all Leagues:

- a. Except in case of goalkeepers, a Club is not permitted to list a Player on more than two (2) Team sheets on any Match Day.
- b. If a player has been registered to a specific age grade, provided they are age eligible, they may:
 - i. Play in that age grade
 - ii. Play in a higher age grade (if an exemption is required it must be approved)
 - iii. Play in the age grade below

3.2 A Club may play age eligible Junior League Players in NPLB, or NPLG Premiership Matches. Clubs are to keep in mind that Junior League Players are subject to reclassification as per the JL & MR Competition Regulations.

3.3 Any Junior League or SAP player who plays ten (10) or more matches in NPLB, NPLG, NPLM, CPLM, or NPLW, will be reclassified to a Bonafide NPLB, NPLG, NPLM, CPLM, or NPLW player.

3.3.1 A player will be reclassified into the age group in which they have a played majority of matches.

3.4 A Club may play age eligible SAP Players in NPLB or NPLG Premiership Matches. Clubs are to keep in mind that SAP Players are subject to reclassification as per the JL & MR Competition Regulations.

3.5 A Club may play up to two (2) registered and age eligible NPLM, CPLM or NPLW players down into NPLB or NPLG Premiership matches.

3.6 A Club may play up to four (4) registered 1st Grade Players who are over the U23 age eligibility criterion in any given U23 Premiership Match.

3.7 An NPLB or NPLG Player may not play down an age grade for a Match in a Final Series even if age eligible. All players must be registered in Play Football and mapped in Dribl correctly.

3.8 Registered players in NPLM, NPLB, NPLW, NPLG and CPLM Teams may not play in Senior, Community, Masters, or Junior League Matches.

4. ELIGIBILITY & PLAYER MOVEMENT IN FINALS SERIES

- 4.1 For the 2025 season, there is no requirement for a minimum number of games played per player to be eligible for the final's series, unless you are an over age player within these regulations.
- 4.2 If a player has been registered to a specific age grade, they are permitted to play for that age grade or higher in the final's series.
- 4.3 If a player has been registered to a specific age grade and are age eligible for the age grade below, the player is only permitted to play for the registered age grade or higher in the final's series. A player is deemed to be registered accordingly to Play Football.

Example One (1): A 15-year-old player registered in Play Football, who is registered in an Under 16s package, is not able to play in an Under 15s final series match despite being age eligible).

- 4.4 For NPLM & CPLM - If a Player is registered in First Grade and is age eligible for U23s, they must play a minimum of eleven (11) games to qualify for the Finals Series in Under 23s.
- 4.5 For NPLM & CPLM - If a Player is a registered First Grade Player over the U23 age eligibility criterion, they must play a minimum of eleven (11) games to qualify for the Finals Series in Under 23s.
- 4.6 For NPLM & CPLM - If a Player is registered for a Club before the mid-season window, transfers to a different club during the mid-season window, and plays an overage Player in U23s, they must play a minimum of seven (7) games to qualify for the Finals Series for U23s.
- 4.7 For NPLM & CPLM - Notwithstanding Section 4, Article 4.6 if a Player registers during the mid-season window, hasn't played for another club in that season, and that Player is an Overage Player in 23s, they must play a minimum of seven (7) games to qualify for the U23s Finals Series.
- 4.8 For NPLW, if a player is registered in First Grade, they must play a minimum of eleven (11) NPLW Reserve Grade games to qualify for the final's series in Reserve Grade.
- 4.9 For NPLW - Notwithstanding Section 4, Article 4.8 if a Player registers in the First Grade during the mid-season window, hasn't played for another club in that season, that Player must play a minimum of seven (7) games to qualify for the Reserves Grade Finals Series.
- 4.10 A Club may not play NPLM, NPLW, or CPLM registered players down into NPLB or NPLG Matches in a Finals Series even if age eligible.
- 4.11 Subject to Section 11 Article 3, a Club may play an NPLB or NPLG Player up into a Team, including NPLM, NPLW and CPLM, in any Final Series.
- 4.12 Junior League and SAP players are permitted to play up in the NPL & CPL finals series.
- 4.13 Junior League players are permitted to play in NPLM, CPLM and NPLW competitions if they have received approval from an age exemption form by CF management.
- 4.14 Except in the case of a Goalkeeper, a Club may not appoint a Player to more than two (2) Matches on a day in a Final Series.

5. AGE ELIGIBILITY

5.1 Subject to Section 3 Article 3.3 and to specific exemption provisions in Articles in these Regulations, Players must meet age eligibility criteria to play in any age graded team.

5.2 The age eligibility criteria for each age grade are:

5.2.1 Note: Any player that is registering for an NPLM squad that is born before the age-eligibility date for U23s, must register for 1st Grade.

5.2.2 Cases where clubs require over-age players to consistently play for the U23 team may do so by following the borrowing rules listed in Section 3, Article 3.

Age Grade	Eligibility
U23	Born on or after 1 January 2002
U18	Born on or after 1 January 2007
U17	Born on or after 1 January 2008
U16	Born on or after 1 January 2009
U15	Born on or after 1 January 2010
U14	Born on or after 1 January 2011

EXEMPTIONS – FEMALE PLAYERS

5.3 A Club may seek permission for a female Player to register and play in a male team who is outside the age eligibility criteria for that Team.

5.4 A Club may make a submission for a Player to play in NPLB notwithstanding that they are also playing in the NPLW.

5.5 Where a Club seeks an exemption under it must provide a written statement using Capital Football's [Exemption Form](#) from its Technical Director confirming that:

- a. Where the Player is under 18 years of age, the Club has received formal agreement from the Player's Parent/Guardian for the Player to play in the specified Team,
- b. they have assessed the Player,
- c. the Player has the requisite technical skills, and
- d. they believe that it would be in the development and welfare interests of the Player's the exemption to be given

EXEMPTIONS – BIOLOGICAL MATURATION

5.5 A Club may seek an exemption from the age eligibility criteria in Section 3 Article 3.2 for a Player under the 'Biological Maturation Principle'.

5.6 The Biological Maturation Principle allows for Players that are classified as late developers to offset any physical disadvantage in relation to Players of typical or early maturation by playing down one age group.

5.7 Biological Maturation approval will be provided by Management to a Player who has undergone a Peak Height Velocity (PHV) assessment and has been assessed as a late developer:

- a. For Boys, an on-time maturer is someone who goes through PHV between 13.5 to 14.5 years of age. If a Player is assessed as having gone through PHV before 13.5 years of age, they will be deemed an early maturer (relative to the normal population) and will be

required to play in their age group. If a Player is assessed as expected to go through PHV after 14.5 years of age, they will be deemed a late developer and will be entitled to play down one age group.

- b. For Girls, an on-time maturer is someone who goes through PHV between 11.5 to 12.5 years of age. If a Player is assessed as having gone through PHV before 11.5 years of age, they will be deemed an early maturer (relative to the normal population) and will be required to play in their age group. If the Player is assessed as expected to go through PHV after 12.5 years of age, they will be deemed a late developer and will be entitled to play down one age group.

5.8 The age groups for which the Biological Maturation principle will apply for the 2025 Season are as follows:

- a. Boys: U14, U15, U16.
- b. Girls: U14, U15 and U17.

5.9 Each Club will be permitted to register a maximum of one (1) approved “late developer” per Team/age grade.

5.10 For the avoidance of doubt, Players classified as late developers must be allocated to and appear on the Player ID of the youngest squad in which they are eligible to participate.

5.11 Management will conduct PHV assessments and will advise Clubs of the process and dates in January 2025.

5.12 A request from a Player or their Parent or Guardian for an PHV exemption will not be accepted by Management.

5.13 PHV submissions under Section 4 Article 5.7 will be considered on a case-by-case basis and will be considered by Management in the case where:

- a. The Technical Director of the Club making the submission states in writing that the Player has advanced technical abilities, and
- b. The Technical Director of the Club making the submission states in writing that they believe the Biological Maturation Principle applies to the Player.

5.14 It is the responsibility of a Player’s Parents/Guardian and Club to advise a Player that they are submitting them for an PHV process and as to the nature of the criteria and process, and to ensure appropriate and adequate support and care for the Player, including in the case that the submission is unsuccessful.

5.15 Where a Club makes an PHV submission, it must keep open a position in the Team for which the Player is age eligible to allow the Player to play in that Team should the Club submission be unsuccessful.

5.16 Where a Club fails to comply with the regulations on biological maturation, it may be in breach of these Regulations and liable for sanction under the Disputes and Disciplinary Regulations.

5.17 A decision by Management on a PHV assessment is final and not subject to review.

EXEMPTIONS – PLAYING UP

5.18 A Club may make a submission:

- a. For Players to play in higher age grades three (3) or more years above their personal age eligibility criterion
- b. For Players under 16 years of age to play in NPLM, NPLW or CPLM Teams
- c. For a Goalkeeper to play in higher age grades or Leagues

5.19 Where a Club makes a submission:

- a. The submission must be in writing from the Club's Technical Director using Capital Football's [Exemption Form](#).
- b. The Technical Director must confirm that they have assessed the Player
- c. The Technical Director must confirm that, where the Player is under 18 years of age, the Club has received formal agreement from the Player's Parent/Guardian for the Player to play in the specified Team
- d. The Technical Director must confirm that the Player has the appropriate technical skills for the proposed Team
- e. The Technical Director must confirm that playing in the proposed Team would be in the development and welfare interests of the Player

EXEMPTIONS – 1ST, U23, RESERVE GRADES

5.19 The minimum age for registration in an 1st, U23, or Reserve Grade is 16 years of age.

5.20 Players registered in U23 and Reserve Grade Teams may play in 1st Grade Premiership Matches.

5.21 Age eligible Players registered in 1st Grade Teams may play in U23 or Reserve Grade Premiership Matches.

SECTION 5 - REGISTRATION

1 COMPETITION AND PLAYER STATUS

- 1.1 Capital Football Leagues are Amateur Leagues.
- 1.2 All Players registering to play in Capital Football Leagues must register as Amateur Players in the National Registration System (PlayFootball).
- 1.3 Clubs are responsible to ensure that their Players are registered as Amateur Players in the National Registration System (PlayFootball)
- 1.4 A Player registered as a Professional Player in another competition cannot re-register as an Amateur Player in a Capital Football League until at least thirty (30) days after their last Match as a Professional Player.
- 1.5 A Player registered to a Standard Player Contract with an A-League Club may re-register as an Amateur Player immediately after their last Match as a Professional Player where the playing contract with their Club has ended.

2 REGISTRATION PERIODS

- 2.1 A Player registration with, or loan to, a Club must occur for all Leagues for 2025 in the following periods:

Period	Opens	Closes
Pre-Season (NPL Boys)	22 January 2025	07 March 2025
Pre-Season (all other NPL/CPL)	22 January 2025	04 April 2025
Mid-Season (all NPL/CPL)	02 June 2025	23 June 2025

3 REGISTRATION OUTSIDE THE REGISTRATION PERIODS

- 3.1 A Club may make a submission to Management seeking the registration of a Player into an NPL or CPL Team outside the registration periods specified in Section 4 Article 2.1.
- 3.2 Management may approve an exemption for a registration outside of the registration periods in any one of the following situations:
 - a) The Player was or is an A-League Player during the 2024/25 season as defined in the A-League Contract Regulations
 - b) The Player is a Professional Player who has legitimately terminated a contract with a Club outside of the ACT or is no longer under a contract
 - c) The Player is a foreign Player with appropriate documentation
 - d) The Player is a goalkeeper
 - e) The Player is returning from a documented major injury
 - f) In the case where the request is after the mid-season period, the Player was not registered with any other NPL or CPL Team during the season,
 - g) The registration is for a Player into a Team that, at the commencement of the season, had less than fourteen registered Players, and the Club had formally notified Management of

that situation prior to commencement of the season

- h) A Team's registered Player numbers are reduced to less than fourteen (14) Players during the season because of documented season-ending injuries.
 - i) Any other circumstance Management deems exceptional circumstance and where approval would be in the interests of the game.
- 3.3 A Mid-season Transfer Period will be available to clubs and players from 1 June to 21 June.
- 3.4 A Club seeking an exemption must submit its request via Capital Football's [Player Outside of Registration Period Form](#).
- 3.5 Management may request such documentation from the Player's current or previous Club as it deems necessary before considering any submission under Section 4 Article 3.2 and may deny the request where such documentation is not provided as and when requested.
- 3.6 A decision under Section 4 Article 3.2 will be made by Management at their sole discretion and is not subject to review or appeal.

4 REGISTRATION PROCESSES

PLAYERS

- 4.1 A Player may be registered for no more than three (3) Clubs in Australia and may only play Matches for two (2) of those Clubs during that season, in each form of the game.
- 4.2 A Player may only be registered with one (1) Club in each form of the game at any one time in the ACT, in accordance with the National Registration Status and Transfer Regulations (NRSTR).
- 4.3 A Player registered in Play Football, and mapped in Dribl with CF can play only for the Club/team in the ACT nominated by that Player unless the Player is playing:
- i) For a Representative team,
 - ii) For an A-Leagues Club as a replacement Player in accordance with A-Leagues Competition Regulations,
 - iii) For a Futsal Club for which the Player is also registered,
 - iv) For a school team that is not part of a School affiliated as a Club at CF.
 - v) In a benefit, testimonial or charity Match, if that Player has written permissions from their Club, CF or FA, as required,
 - vi) In a trial Match, provided the Player has their current Club's written permission and plays no more than two (2) trial Matches or such other number of Matches specified in these Regulations, or
 - vii) Under any other circumstances deemed exceptional by Management or FA in their absolute discretion.
- 4.4 Notwithstanding Section 4 Articles 4.1 and 4.2, approval for dual registration must be sought and obtained from CF and FA.
- 4.5 When registering to any Club for the first time, a Player must provide the Club with evidence of name and age, by producing an original birth certificate, passport, driver's licence or similar form of identification.

- 4.6 Player registration must be completed, including with a passport style photo of the individual, online via the National Registration System.
- 4.7 It is a Club's responsibility to ensure that documentary requirements under Section 4 Article 4.5 are adhered to.
- 4.8 The registration of a Player with a Club is effective from the time that registration is made active by the Club in the National Registration System and correctly mapped into their team in Dribl.

INTERNATIONAL PLAYERS

- 4.9 An International Transfer Certificate (ITC) is required for all Players over the age of 10 who wish to register with a Club:
 - a) Who were last registered with a Club outside of Australia (current or otherwise), and
 - b) Where CF is satisfied that an ITC should be requested for the Player, based on the standard of Club the Player intends to register with or the level of competition.
- 4.10 Section 4 Article 4.8 applies to:
 - a) Both Australian and non-Australian citizens, and
 - b) Amateur Players.
- 4.11 An ITC must be requested by a Player at the time of registration in the National Registration System.
- 4.12 The requirement for an ITC applies to any Player aged 10 to 18 years seeking to register to play football in Australia at any level, who is:
 - a) A foreign national (including refugees) seeking to register in Australia, irrespective of whether they were registered to play football in their previous country or not,
 - b) An Australian returning to Australia after having played abroad,
 - c) A prospective Player born in a country other than Australia who is registering to play football for the first time.
- 4.13 All required forms for an ITC must be fully completed and returned to CF, together with all necessary documents supporting the application (information on the application forms and relevant documentation, can be found at ["2022 Guide to International Transfer Certificates"](#))

CLUB AND TEAM OFFICIALS

- 4.14 All Club and Team Officials (including but not limited to coaches, managers, physiotherapists, and Club committee members) are required to register via the National Registration System in PlayFootball and be mapped in Dribl accordingly.
- 4.15 Club and Team Officials must register via the National Registration System and the Club must approve each individual's registration in PlayFootball and be mapped in Dribl accordingly.
- 4.16 All Club and Team Officials must ensure they meet the relevant child protection requirements prior to the season starting: in the ACT, [Working with Vulnerable People \(WWVP\) Registration](#), in NSW, [Working with Children Check](#).

SUBMISSION AND PRIORITY OF REGISTRATIONS

- 4.17 A Club is responsible for registration in PlayFootball and mapping in Dribl of its Players and Officials.

- 4.18 All registrations in PlayFootball and the mapping of players during the registration periods specified in Section 4 Article 2.1 must be submitted to no later than 11:59pm on the Wednesday prior to a weekend's Matches to ensure Player eligibility for the Match, and all registrations in PlayFootball and mapped in Dribl must be completed no later than 11.59pm on the last date of registration period.
- 4.19 A Player who registers in PlayFootball is mapped in Dribl or completes a registration form with more than one Club may be in breach of the Regulations and be subject to sanction under the Disputes and Disciplinary Regulations.
- 4.20 A Club which registers or accepts a registration form from a Player who has already registered with another Club may be in breach of the Regulations and be subject to sanction under the Disputes and Disciplinary Regulations.
- 4.21 In the case that a Player registers in PlayFootball and mapping in Dribl for more than one (1) Club, the earliest registration will stand as the registration for the Player.

5 AMALGAMATED CLUBS

- 5.1 Amalgamation of Clubs and the affiliation of the new Club requires formal consultation with and approval from CF.
- 5.2 Where an amalgamation or merger is approved before a registration period:
- a) Amateur Player registrations will automatically cease, and the amalgamated Club will be required to re-register Amateur Players within the applicable Player number limits.
 - b) All disciplinary cautions incurred by Players will be carried forward if Players move to another Club.
 - c) All suspensions incurred by Players will be carried forward if Players move to another Club.
- 5.3 Where an amalgamation is approved after a registration period, the amalgamation, the participation of the Club in a competition, and registration of Players must be undertaken under conditions and following processes approved by Management.

6 DE-REGISTRATION

- 6.1 A Player is free to move to another Club during the Registration Periods.
- 6.2 A Player may be deregistered by applying to deregister via the National Registration System, which will notify the Club of the Player's intention to deregister.
- 6.3 If a Club no longer wants a Player to play for their Club, that Club must apply to deregister that Player via the National Registration System, which will notify the Player of the Club's intention to deregister the Player. Additionally, the player being de-registered must be removed from the team/club which they have been mapped with in Dribl.
- 6.4 A deregistration is effective:
- a) When the other party (a Club or Player as the case may be) has confirmed the cancellation via the National Registration System, and Management has processed the cancellation via the National Registration System; or
 - b) After seven (7) days from the date the Player or Club requested the deregistration via the National Registration System and by Management via the National Registration System.

6.5 Where a formal grievance is lodged by either a Player or Club regarding a proposed de-registration it must be lodged under provisions of the disputes and disciplinary Regulations and the de-registration process will not be approved until the grievance is resolved by Management under those Regulations.

7 VISA PLAYERS

- 7.1 A visa Player is defined as a Player who does not have current Australian Citizenship or approved Australian Permanent Residency.
- 7.2 If a Club wants to register a visa Player, that Club must ensure it meets all the legal requirements pertaining to a valid visa or work permit, including where applicable, a letter of endorsement from FA, and payment of any sponsorship requirements.
- 7.3 The maximum number of Visa Players is defined below and implements the 2 + 1 Asian Football Confederation (AFC) /Oceania Football Confederation (OFC) rule, as introduced in the FA PPS for 2025.
 - a) An AFC/OFC Visa Player is any player who is not an Australian player and who holds a citizenship from an AFC or OFC Member Association.

League	Permitted number of Visa Players
NPLM	Maximum 2 + 1 per squad of 40 players (3 Total Visa Players)
NPLW	Maximum 2 + 1 per squad of 40 players (3 Total Visa Players)
CPLM	Maximum 2 + 1 per squad of 40 players (3 Total Visa Players)

- 7.4 Clubs must advise in writing to CF the names of the three (3) visa players.
- 7.5 If a Club is unsure if a player is a Visa Player, this must be raised with Capital Football via email. CF reserve the right to review Play Football accounts and player history, and where required can request proof of residency through Birth Certificates, Australian passport, or Visa Documentation.
- 7.6 If a club is found to have played more than three (3) Visa Players, the fourth or more Visa Player will be deemed an ineligible player and subject to the forfeit articles within these regulations.

8 PLAYER ROSTERS

- 8.1 Each Club must create and maintain a Player Roster for each of its Teams.
- 8.2 The Player Roster must list all currently registered/mapped Players in that Team, must be submitted to Management, and must be updated and re-sent to Management at the time any changes occur.
- 8.3 The maximum number of players for each Roster in an age grade in 2025 is:

League	Grade	Total
NPLM, CPLM	1 st and U23 combined	40
NPLW	1 st and Reserve combined	40
NPLB, NPLG	Each age grade	18

8.4 A Club must determine which Players from its Roster are entered on a Match Sheet for a Match within the limitations on the maximum Team playing squad for a Match.

9 PLAYER POINTS SYSTEM (PPS)

9.1 Player Points System will not be mandatory for any NPL and CPL competitions in 2025.

9.2 Football Australia, as part of its wider Player Points System and Player Roster Principles outline for season 2026, has outlined changes that need to be followed for Member Federations currently utilising the PPS System.

9.2.1. Although use of the Player Points system is **not** mandatory for NPL/CPL clubs for 2025, it is strongly recommended that clubs utilise this system in preparation for the 2026 season, upon which the Player Roster Principles will come into effect.

9.3 Clubs participating in FA Competitions (i.e., Australia Cup Round of 32) are required to follow the PPS as outlined by FA.

9.4 PPS is recommended for all Australia Cup Preliminary Rounds to prepare Clubs for the Round of 32.

9.5 CF will support Clubs with the implementation of PPS for Preliminary Rounds.

SECTION 6 – MATCHDAY

1 MATCH BALLS

- 1.1 The Home Team will supply three (3) first class footballs of the same brand, colour, and weight for all Premiership Matches.
- 1.2 At the conclusion of the game, the Match balls must be returned to the relevant Team.
- 1.3 Clubs must ensure that Match balls are of a suitable quality and any Match balls damaged during a Match must to be replaced.
- 1.4 Match balls are to be provided to Match Officials no later than thirty (30) minutes before kick-off.
- 1.5 Failure to supply Match balls may be a breach of these Regulations and result in a sanction under **Schedule 4**.
- 1.6 Management must supply footballs for any Final Series Matches.
- 1.7 Management may stipulate a particular make of football to be used in a particular League or age grade.
- 1.8 Clubs are responsible for purchasing their own match balls prior to the commencement of the season. Should a Club after that allocation does not have sufficient Match balls for Matches, it must purchase additional Match balls of the same make and size.
- 1.9 The sizes of footballs required for each Leagues age grades are size 5 (U14, U15, U16, U17, U18, u23, Reserve Grade, First Grade).

2 MATCH IDENTIFICATION

PLAYERS

- 2.1 Player identification will be provided to Match Officials via the Dribl competition system and App and be available prior to the commencement of a Match.
- 2.2 Registered/Mapped Players not available in Dribl are not permitted to take the field of play without written approval from Management.
- 2.3 The minimum number of Players required for a team to play in a Match is seven (7).
- 2.4 A Team that is unable to field seven players forfeits the Match and the Match Official must report the forfeit and reason in an incident report.
- 2.5 Team Managers/Coaches are responsible for sighting opposing Team Players in Dribl prior to the commencement of a Match.
- 2.6 In the case that a Team Official suspects that the opposing Team has replaced any Player between the initial check of Player identification and the commencement of either the first or second half:
 - a) The Manager of the Team suspecting a breach must inform the Manager of the opposing Team that they wish to check the identity of the specific Player/s
 - b) Both Team Managers and the Referee and 4th Official (should a 4th Official be appointed) must check the identity of the Player/s in question against the Team sheet in Dribl on the field of play and technical areas, before the Player/s leaves the field of play and technical

areas, at either the half time interval or the conclusion of the Match

- c) In the case that it is determined that a Team has fielded an Ineligible Player, Management is to be contacted immediately to determine if the Match is to continue or be forfeited in favour of the Team that has not breached the Regulations
- d) In the case that Management is unable to be contacted, the Match should proceed, and the Match Officials must submit an incident report
- e) In the case that both Teams fielded an Ineligible Player, Management will determine whether the Match is to be replayed or no result to be applied and if any sanction should be imposed
- f) In the case that a Team Official or Player refuses to follow or cooperate with the identification of a Player within Dribl, the Match must be forfeited immediately to the opposing Team and an incident report be submitted by the Match Official
- g) Failure to comply with the provisions in this Section may involve a breach of the Regulations and sanctions under the Disputes and Disciplinary Regulations.

TEAM OFFICIALS

- 2.7 A Team's Officials, including Coaches, Managers, and support personnel, must identify themselves to the Match Officials prior to commencement of a Match.
- 2.8 Only Team Officials and substitute players are permitted in a Technical Area of a playing field.
- 2.9 Where a Match Official is unable to confirm the identity of a person in a Technical Area as a team Official or Substitute Player included in the Electronic Match sheet, they must direct that person to leave the Area.
- 2.10 In the case that a person refuses to comply with the direction of a Match Official/CF Staff to leave a Technical Area under Section 6 Article 2.9, the Match may be abandoned by the Match Official and recorded as a forfeit against the Team with whom that person is associated.
- 2.11 A failure to comply with the direction of a Match Official is a breach of these Regulations and is an offense under the Disputes and Disciplinary Regulation and will be the subject of sanctions under those Regulations.

3 TECHNICAL AREA

- 3.1 For all Matches the Home Club must clearly mark out technical areas adjacent to fields as stipulated in the Laws of the Game.
- 3.2 Seating must be supplied and placed in position by the Home Club in sufficient quantity to seat nine (9) people from each Team.
- 3.3 Only Registered/mapped and eligible Players and Team Officials listed in Dribl for the Match are allowed in the technical area during Matches.
- 3.4 A Player or Team Official who is under suspension must not occupy a seat in the technical area.
- 3.5 A Player or team Official who has received a Red Card must not remain in or return to the Team's Technical Area.
- 3.6 All Players in a Technical Area must wear a bib that contrasts with the colours worn by Players of the other Team and Match Officials.

- 3.7 All Team Officials in the technical area must wear clothing that contrasts with the kit of the Players and Match Officials on the pitch and must be required to wear a bib that does not clash with the colours of the Players and Match Officials where their clothing colours clash.
- 3.8 For the Technical Area:
- a) A maximum of five (5) substitutes who are listed as substitutes on the Team sheet for that Match is permitted.
 - b) A maximum of four (4) Team Officials (such as the Coach, Assistant Coaches, Team Manager, Allied Health personnel), who are listed on the Team Officials list for that Match are permitted.
 - c) All persons within the Technical Area must remain seated as per the Laws of the Game, except in circumstances permitted by a Match Official, and except for Players who are warming-up
- 3.9 Players and Team Officials in the technical area are always subject to the authority of the Match Officials.

4 MATCH WARM-UP

- 4.1 The Home Club, with the agreement of the Match Official and/or Management, 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.
- 4.2 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.

5 SUBSTITUTION AND INTERCHANGE

SUBSTITUTION

- 5.1 The procedure for substitution must be in accordance with the Laws of the Game.
- 5.2 Any substitute not named on the Team Match sheet prior to the Match may not take part in the Match. A player who is a substitute but not named on the match sheet prior to the match commencing, may be deemed as an ineligible player, and may result in a forfeit,
- 5.3 Substitutes may only enter the field of play during a stoppage in play, at the halfway line, after the Player being replaced has left the field and after receiving a signal from a Match Official.
- 5.4 Once a Player is substituted, they cannot return to the field of play to participate in the Match.
- 5.5 Substitute Players cannot be used to replace any Player who has been dismissed from the Match by the Match Official.
- 5.6 In NPLM, NPLW and CPLM Matches, each team may, at its discretion, substitute five (5) Players across three (3) opportunities during the Match, including extra time.
- 5.7 Substitutions made at half time do not count towards the limit of three (3) opportunities to make a substitution.
- 5.8 In any NPLM, NPLW, or CPLM Finals Series, in the case that a Match goes to extra time, one (1) additional substitution may be made, whether or not the Team has already used the full

number of opportunities specified in Section 5 Article 5.6.

- 5.9 In the case that a Team makes more substitutions than allowed under Section 5 Article 5, and notwithstanding that a Match Official may have permitted the substitution, the Match will be deemed a forfeit against that Team.

INTERCHANGE

- 5.10 Unlimited interchange is available to Teams in NPLB and NPLG Matches.
- 5.11 The “interchange zone” will be an area one (1) metre either side of the half-way line.
- 5.12 An interchange may only be made when the ball is out of play, and where:
- a) A Match Official gives permission
 - b) The Player leaving the field leaves from the touch line, crossing over at the sector called the interchange zone
 - c) The Player entering the field enters from the interchange zone, but only after the Player leaving the field has passed completely over the touch line
- 5.13 The Referee may request that the Player leaving the field do so by the nearest boundary line rather than the interchange zone. If the Player leaving the field does not comply the Referee will then caution the Player.
- 5.14 The interchange is completed when the Player who was off the field, enters the field.
- 5.15 A Player who has been replaced may return to the field for another Player.
- 5.16 If during an interchange, an interchange Player enters the field before the replaced Player has completely left it, the Match Official must ensure that the replaced Player leaves the field, caution the interchange Player, and then restart the Match.
- 5.17 If during an interchange, an interchange Player enters the field from a place other than the interchange zone, the Referee may caution the offending Player.
- 5.18 The interchanging of Players will cease at the completion of normal and extra time.
- 5.19 With the exception of an interchange for a goalkeeper who is unable to continue, only Players who are on the field of play or are temporarily off the field of play (e.g. injury or adjusting equipment) at the end of the Match are eligible to take penalty kicks.
- 5.20 A goalkeeper who is unable to continue during the penalty kicks is able to be replaced.
- 5.21 Interchange Players cannot be used to replace any Player who has been dismissed from the Match by the Referee.
- 5.22 A Referee may decline, at their sole discretion, the interchange of Players in the last ten (10) minutes of the Match, if they deem that a Club is contravening the spirit of the game by deliberately delaying play.

6 DEEMED TO HAVE PLAYED

- 6.1 Any Player listed on the Team sheet for a Match is deemed to have participated in that Match.
- 6.2 Any Player who takes the field and is on the team sheet during a Match is deemed to have played in that Match.
- 6.3 A player who does not take the field of play but is on the team sheet during a match is still deemed to have played in that match.

7 PLAYING STRIPS

- 7.1 The playing strips of a Club must be proposed by a Club prior to the commencement of the competition and be approved by Management.
- 7.2 All Teams must propose two (2) entirely different main and alternate playing strips to ensure that strips are distinguishable from those of other Clubs.
- 7.3 Management may determine the playing strips to be worn by Clubs for all Premiership and Championship Matches to ensure strips are distinguishable.
- 7.4 Teams may only play in their approved Club strips, unless otherwise approved by Management.
- 7.5 Teams who enter the field of play, wearing playing strips during a match in which they have not been allocated by CF, are subject to fines as per schedule 4.

CLASH OF COLOURS

- 7.6 If a Referee determines that the strips of Teams in a Match are not distinguishable, the Away Team must change into an alternate strip.
- 7.7 Away Clubs may be required to wear a combination of their main and alternate strips to ensure that any clash of strips is resolved.
- 7.8 In the case of goalkeeper's colours clashing with the gear of either opposing field Players or goalkeeper, or with the Match Officials' gear, the Referee will determine which goalkeeper will change their strip.
- 7.9 In the case of a combination of main and alternate strip colours of both Teams clashing with the gear of the Match Officials, the Referee will determine the final colours to be worn by all Players and Match Officials.

8 BALL PERSONS

- 8.1 Home Clubs may choose to provide Ball Persons for Premiership Matches, but it is not mandatory.
- 8.2 Management is responsible for providing Ball Persons for Finals Series.
- 8.3 A minimum of two Ball Persons must be provided for each Match, one for each side of the field.
- 8.4 Ball Persons must be at least 12 years of age.
- 8.5 Ball Persons must wear bibs that distinguish them from Players and Match Officials.

9 PLAYER MASCOTS

- 9.1 Clubs may provide Player Mascots at NPLM, NPLW, and CPLM Premiership Matches.
- 9.2 Clubs should be prepared to provide Player Mascots for all Finals Series Matches as instructed by CF.
- 9.3 Club Mascots are to be aged 5-11 years of age.
- 9.4 Club Mascots must wear either the playing strip of their Club or, if sourced from a local

supporting Club, the playing strip of that Club.

10 CLUB VESTED OFFICIALS

10.1 Club Vested Officials (CVO) are nominated Club representatives who are responsible for maintaining order and responding to spectator Misconduct at Matches.

10.2 Clubs must provide the following minimum number of Club Vested Officials for each Premiership and Championship Match:

Grade	Number of CVOs
1 st	Three (3)
U23, Reserve, U18, U17	Two (2)
U14-U16	One (1)

10.3 Management reserves the right to increase the minimum number of CVO that each Club must provide for any Match.

10.4 Should a Club be found not to provide the specified number of CVO for a Match, they may be in breach of these Regulations and liable for a sanction under **Schedule 4** and under the Disputes and Disciplinary Regulations.

10.5 CVOs must:

- a) Be 18 years or older.
- b) Wear identifiable numbered vests supplied by management, and always be visible
- c) Be familiar with and ensure that spectators comply with the [FA Spectator Code of Behaviour](#).
- d) Not engage in any verbal or physical altercations
- e) Not consume alcohol or smoke while acting as a CVO
- f) Not be involved in other duties while acting as a CVO (not refereeing, coaching, managing, canteen duties etc).
- g) Maintain unbiased opinions/views when performing duties and behave appropriately in accordance with this document and as a representative of the Club.
- h) For NPLM, NPLW, and CPLM First Grade matches, have one (1) CVO from each team located at halfway (outside the technical area), one (1) CVO located in front of the home spectators, and one (1) CVO located in front of the away spectators
- i) Work with CVOs from the opposing Club
- j) Ensure the Regulations pertaining to smoking, alcohol and dogs are enforced
- k) Deal with any Misconduct that may arise before, during or after a Match
- l) Ensure the safety of and assist with the welfare of Match Officials, from the time of their arrival to the time of their departure, including escorting Match officials to and from the field and to and from Match Official rooms.
- m) Ensure no person enters Match Officials rooms who are not invited to do so by the Match Officials

- n) Escort dismissed Players from the field and ensure they do not return
- o) Raise concerns regarding Misconduct with Match Officials
- p) Seek assistance from Security Officers working at a venue, and/or contact Police to address Misconduct
- q) Cooperate with investigations and disciplinary processes established by Management

10.6 CVOs must remain outside the perimeter fence at a field and not enter Technical Areas.

11 MATCH COMMISSIONERS

11.1 Management may appoint independent Match commissioners to observe Premiership and Championship Matches.

11.2 A Match Commissioner must escort Match Officials to and from the field of play prior to the game, and at both half and full time, unless Security Officers are appointed to the Match.

11.3 A Match Commissioner must submit a report to Management on any Club non-compliance with the Regulations and on concerns with a field, equipment, or facilities.

12 ELECTRONIC TEAM SHEETS

12.1 Clubs and Team Officials must use electronic team sheets (ETS) in Dribl.

12.2 Each NPLM, NPLW, and CPLM team must submit their Player and Team Official selection (starting and playing) by 6.00pm on the Friday before weekend matches and 6.00pm the day prior to a Match during the week.

12.3 When making their Player selection, Clubs must confirm the shirt number of each Player in the ETS.

12.4 No Players from the same Team are permitted to wear the same number on their playing strip.

12.5 All Players must wear the shirt number that corresponds to that listed in the ETS for the Match.

12.6 Each NPL and CPL team must select their 'starting' players in the match sheet (senior and youth leagues) for every match played.

12.7 Each NPL and CPL team must select their 'substitute' players in the match sheet (senior and youth leagues) for every match played.

12.8 Team Officials must check and finalise their starting 11 players, and 5 substitute players in Dribl at least thirty (30) minutes before kick-off.

12.9 For a player to be eligible to participate in a match, they must be at minimum selected as playing and/or starting.

12.10A player that is only selected as 'available', and not 'playing' or 'starting', is not deemed to have been selected to play and may be deemed as an ineligible player as this selection only states that the player is available for match selection.

12.11A maximum of sixteen (16) Players per Team is permitted to be listed for the Match. Team Officials must review and confirm the opposition Team's Player and Team Official information at least twenty-five (25) minutes before kick-off.

12.12 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).
 - d) At no point less than ten (10) minutes before a match, may a club add a player to the team sheet as, available, starting, or playing to fill a vacant spot in the maximum sixteen (16) spots per match.
- 12.13 A Team Official from each Team must review the ETS at the completion of the Match to confirm:
- a) Half time and full-time scores
 - b) Goals scored are marked against the correct Player
 - c) Disciplinary sanctions are marked against the correct Player
- 12.14 For U14 through to and including U18 Matches, if a Player registered in accordance with these Regulations is not listed on the ETS prior to the Match and participates in a Match/ without approval by Management, a Club may be in breach of these Regulations, will be fined under **Schedule 4**, and may be subject of action under the Disputes and Disciplinary Regulations.

13 PAPER TEAM SHEETS

- 13.1 In the case that Dribl is not functioning and an ETS is not available, Team Officials from the Home Team must provide paper Team Sheets and Team Official lists.
- 13.2 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
- 13.3 Paper Team Sheets signed by the respective Team officials, must be emailed by the Home Club to competitions@capitalfootball.com.au to arrive no later than 5:00pm Monday following the weekend's Match, or 24 hours following a mid-week Match.
- 13.4 If Management does not receive the Paper Team by the time required, the Home Club may be sanctioned under **Schedule 4**.
- 13.5 If Management does not receive the Paper Team Sheets within two (2) business days of the Match, the Home Club will be deemed to have forfeited the relevant matches
- 13.6 Each Club must submit by email its own Paper Team Officials list no later than 5.00pm Monday following a weekend Match or 24 hours following a mid-week Match to competitions@capitalfootball.com.au

14 MATCH RESULTS

- 14.1 The Referee must complete the ETS at the conclusion of the Match.
- 14.2 A Team Official from each Team must check the information listed on the ETS and ensure the full-time score on the ETS is correct.
- 14.3 If the Referee is unable to complete the ETS immediately after the match due to internet connectivity issues, the Referee must complete the ETS as soon as possible no later than 10:00pm on the day of the Match was played.
- 14.4 The Home Team will be responsible for completing the ETS at the conclusion of the match in the event that a person has been appointed to act as the non-accredited Referee for the match in the absence of a registered Referee.
- 14.5 If a Team Officials disagrees with any details on the ETS (either their own or those for the other Team), they must check with the Referee to confirm if an error was made in inputting the information.
- 14.6 If a dispute over a result is unable to be resolved by a Team Official with the Match Officials, the Team Official must submit a 'Raise a Dispute' request via the ETS.
- 14.7 Only the following information on a ETS can be disputed in accordance with Section 5, Article 14.6:
 - a) Goal scorers
 - b) Substitutions
 - c) Yellow cards (and only in reference to who the yellow card was issued to)
 - d) Red card (and only in reference to who the red card was issued to)
 - e) Half-time/full time score
 - f) Player Eligibility
- 14.8 Team Sheet disputes will only be investigated by Management where:
 - a) The Team Sheet and the Club request are submitted within time requirements under Section 5 Articles 11, 12 and 13, and
 - b) Video and/or photographic evidence, statutory declarations, or other information deemed appropriate by Management are submitted with the request
- 14.9 Management may amend an ETS at its sole discretion after making a determination in a dispute
- 14.10 Management's decision on a ETS dispute is final and not subject to appeal.

15 GROUNDS AND FACILITIES

- 15.1 Clubs must, regarding grounds and facilities owned or hired by them or allocated to them:
 - a) Comply with the minimum requirements set by Management from time to time
 - b) Provide a safe environment for Players, Match Officials, Club Officials, and spectators.
 - c) Ensure that facilities and equipment are fit for purpose, clean and hygienic
 - d) Ensure that all applicable State/Territory government statutory and other requirements

have been met in respect of their facilities, including but not limited to:

- i) Approved use
- ii) Service of food
- iii) Service of alcohol

- 15.2 Clubs must nominate and Management approve and, where allocated by the ACT Government to CF, allocate suitable grounds to be used by Teams.
- 15.3 No ground may be used for Matches or training that is not approved by management.
- 15.4 Neglect of grounds or facilities by a Club, or non-payment of accounts related to the venue, may result in an allocation being withdrawn and/or a rescheduling of Matches to other locations.
- 15.5 Matches affected by any decision under Section 5 Article 15.4 may be deemed a forfeit against the Club responsible.
- 15.6 Costs incurred by any decision under Section 5 Article 15.4 may be recovered by Management from the Club responsible.
- 15.7 Clubs are responsible for ground set-up at grounds they own or that have been allocated to them.
- 15.8 Line markings must be clear, accurate and within the dimensions specified below:
- a) For First Grade, Reserve Grade and U23's Matches, a minimum length of 100 metres and a minimum width of 60 metres is required.
 - b) For U14, U15, U16, U17 and U18 Matches, a minimum length of 90 metres and a minimum width of 45 metres is required.
- 15.9 The Home Club must ensure adequate line-marking, that nets are attached to the goals and the ground behind the goal, and that corner flags are in place, and for the duration of the Match.
- 15.10 All football goals that are installed as a permanent structure on a football pitch must be properly secured, installed at the regulation width and height as per the Laws of the Game and should have no sharp edges protruding that may cause injury.
- 15.11 If a Club uses portable goals for competition, it must ensure that the goals conform to the current Standards Australia Handbook ["Portable Football Goalposts – Manufacture, use and storage"](#).
- 15.12 A Club must ensure that the manufacturer of portable goals provides it with a certificate of conformity regarding portable goals.
- 15.13 Where a Match is abandoned or must be rescheduled due to the inadequacy of ground management under Section 5 Articles 15.8, 15.9, 15.10 or 15.11, the Match may be deemed a forfeit against the Home Club.
- 15.14 Any Club found guilty of causing damage to property at any ground shall be required to pay the total cost of repairing such damage or the total cost of replacement of such property and shall be subject to other such penalties and/or sanctions as Management deems appropriate under the Disputes and Disciplinary Regulations, for any grounds owned by the ACT Government, QPRC or Private Owners.
- 15.15 Home Clubs are responsible for the cleanliness and sanitation of grounds they own, have hired or that have been allocated to them and make such arrangements and pay such costs to

ensure cleaning, maintenance, and removal of waste.

16 SMOKING AND ALCOHOL

- 16.1 Smoking is prohibited at Matches and events within 10 metres of the field of play, change rooms, spectator amenities and canteen facilities.
- 16.2 Clubs must seek and obtain approval from Management before selling or allowing consumption of alcohol at a ground or Match.
- 16.3 Clubs must advise participants of ACT Government legislation at all venues.
- 16.4 The following conditions will apply to Clubs seeking permission to sell alcoholic beverages at fixtures under the auspices of CF:
- a) Clubs must obtain and comply with a license as required under applicable laws and regulations
 - b) Consumption must be restricted to an area that is not in the vicinity of the Player's race or Technical Areas
 - c) No glass containers are to be used for alcohol or any other beverage
 - d) The sale, provision of, or consumption of alcohol is not permitted during any U14's, U15's, U16's, U17's or U18's Matches.

17 TICKETING

- 17.1 Ticketed Leagues:
- a) Tickets may only be sold for attendance at the following Leagues and grades:
 - i) NPLM, NPLW and CPLM First, U23 and Reserve Grades
 - ii) Federation Cup Finals
 - iii) Australia Cup Preliminary Rounds
 - iv) Charity matches
- 17.2 Ticket operations at Grounds:
- a) Where a Match is held directly before a ticketed Match, ticket sales at a Ground are permitted to commence at half time in the Match prior.
 - b) Where no Match is held directly before a ticketed Match, ticket sales are permitted to commence at a Ground from two (2) hours before the scheduled kick off time.
 - c) Electronic ticket may be sold at any time prior to a Match
- 17.3 Ticket prices:
- a) Following are the maximum ticket prices that Clubs may charge for entry to Matches:
- 17.4 Maximum tickets prices for NPLM, NPLW and CPLM will be \$15 for adults and \$7.50 for concessional categories
- 17.5 Attendance for all children under the age of 14 will be free.
- 17.6 Players, Team Officials and Match Officials participating in the Match in which their Team is competing must be provided free entry.

17.7 In all cases where the costs of running the Matches are being met by CF, all gate takings shall be retained by CF.

17.8 Ticket refunds:

- a) Clubs that charge entry fees must issue a ticket to a paying customer when the exchange of money is made.
- b) Gate attendants or security staff whose role it is to collect the admission ticket must ensure that the ticket is torn in half and given back to the customer at the point of entry as proof of purchase.
- c) Customers that present an authentic CF Media Pass or who are aged 14 years or younger will be granted free entry and may not be issued an admission ticket.
- d) It is the customer's responsibility to ensure that they retain proof of purchase. This note is to be displayed at the ticket box at all venues where entry fees are charged.
- e) Paying customers will be entitled to a full refund on the day of the game from the Club charging the entry fees provided the main fixture has been called off prior to the conclusion of the first half of the Match for reasons of light failure or unsuitable ground conditions.
- f) To be eligible to receive a full refund on the day of the game, the paying customer must present to the Club charging the entry fees the admission ticket (or part thereof) as proof of purchase.
- g) If the last Match of the day is abandoned after the conclusion of the first half, then no refund will be given.
- h) Section 5 Article 17.8 applies to all CF competition Matches where entry fees are charged

18 SECURITY AND POLICE

18.1 The Home Club is responsible for providing adequate arrangements for the orderly behaviour of spectators and to provide for the protection of Match Officials, Players, and other officials at CF fixtures.

18.2 Each Club is required to provide the mandatory CVO complement under Section 5 Article 10.

18.3 Each Club must undertake a risk assessment of Matches under its control and put in place a risk plan and adequate security arrangements as part of that plan.

18.4 If directed by Management, a Club must arrange and pay for such additional security or Police presence as deemed necessary by Management.

18.5 In the case Management determines there to be a security risk at a Match or where security issues arise at a Match, Management may:

- a) Reschedule a Match and under such arrangements as it deems appropriate
- b) Abandon a Match and either reschedule it or deem it to be a forfeit
- c) Act under the Disputes and Disciplinary Regulations

SECTION 7 – MATCH OFFICIALS

1 APPOINTMENTS

- 1.1 Management appoints all Match Officials in Matches covered by these Regulations.
- 1.2 Management is responsible for paying Match Officials the fees set by the Board for Premiership and Final Series Matches.
- 1.3 Clubs are responsible for paying Match Officials fees for Pre-Season Matches, such fees set at 50% of the fees set by the Board for Premiership Matches.
- 1.4 Non-compliance with the provisions in this section pertaining to appointments of match officials and match official fees, by clubs or individuals, will be treated as a breach of statutes under CF Disputes and Disciplinary Regulations.

2 MATCH OFFICIAL WELFARE

- 2.1 The Home Club is responsible for the safety and welfare of Match Officials at Matches at its grounds, from the time they arrive at the ground, until the time they depart the ground.

3 MATCH OFFICIALS' POWERS, DUTIES AND OBLIGATIONS

- 3.1 Match Officials are required to carry out all duties, responsibilities and obligations as contained within the Laws of the Game.
- 3.2 A Referee may determine that a Match be abandoned, having regard to the condition of the ground, the weather at the time of inspection, the projected weather forecast, and the behaviour of Participants.
- 3.3 At the conclusion of each Match, the Referee must consult with their other Match Officials, where appointed, and confirm the accuracy of all Match information before completing an ETS or Paper Team Sheet.
- 3.4 Match Officials must submit to Management written reports for send-offs or incidents in games under their control by 10.00am the day after the Match.
- 3.5 Management may appoint Referee Assessors who when appointed must provide a written assessment report on the performance of Match Officials within three (3) days of the conclusion of a Match.

4 MATCH OFFICIAL FEES

- 4.1 Prior to the commencement of a Season, Management will communicate to all Clubs and Referees the approved Match Officials fees for that Season.
- 4.2 Promulgated Match Official fees come into effect immediately.
- 4.3 Match Official Fees may be the subject of review and adjustment by Management during a Season.
- 4.4 Where Clubs appoint registered Match Officials in the absence of referees appointed by Management, they must pay the approved fees in place at the time and no more.
- 4.5 Where Clubs appoint volunteers as Match Officials, the volunteers must not wear registered referee apparel and must not be paid.
- 4.6 Unless otherwise stated, for Premiership Matches, Management will invoice the Home Team for all fees for Match Officials on a monthly basis.
- 4.7 Match Officials fees for all Final Series Matches will be paid directly by Management.
- 4.8 Match Officials are entitled to receive one hundred percent (100%) of their Match fee if they submit a Match Official Incident Report in the event that:
 - a) Match Officials attend the ground to find the Match has been rescheduled without notification by Management
 - b) Match Officials attend the ground and prior to the commencement of the Match, the Match is forfeited or must be rescheduled
 - c) After the commencement of the Match, the Match is abandoned

- 4.9 Where a Club is determined by Management to be responsible for a forfeit or a rescheduling of a Match, Match Officials fees will be payable by that Club.
- 4.10 Where Clubs are not responsible for rescheduling of a match, Management will pay the Match Official fees for that Match.

5 MATCH OFFICIAL TRAVEL ALLOWANCE

- 5.1 Match Officials will be entitled to a travel allowance for any Match that requires travel outside of the Canberra, Wagga Wagga or Griffith area. Management will invoice the Home Team for all fees monthly.
- 5.2 Match Officials must submit a Match Official Claim Form within 30 days of the Match to receive the travel allowance, paid by CF as follows:
- a) Match Officials based in Canberra will be entitled to a travel allowance when travelling to Cooma (\$75), Wagga Wagga (\$85) and Griffith (\$100)
 - b) Match Officials based in Cooma will be entitled to a travel allowance when travelling to Canberra (\$75)
 - c) Match Officials based in Griffith will be entitled to a travel allowance when travelling to and Wagga Wagga (\$85).
 - d) Match Officials based in Wagga Wagga will be entitled to a travel allowance when travelling to Canberra (\$85) and Griffith (\$85).

6 MATCH OFFICIAL ATTENDANCE

- 6.1 Match Officials appointed to First Grade, Reserve Grade or U23's Matches must arrive at the ground no later than 45 minutes prior to the scheduled kick off of their first appointment.
- 6.2 Match Officials appointed to all other age grades must arrive at the ground no later than 30 minutes prior to the scheduled kick off of their first appointment

7 NON-ATTENDANCE OF MATCH OFFICIALS

- 7.1 If a Referee fails to honour an appointment, the next most senior Match Official (Replacement) will take charge of the Match.
- 7.2 If the Referee is late arriving at a Match, the Replacement will take charge until the Referee is ready to take over.
- 7.3 In First Grade, Reserve Grade and U23's, the Match is only to proceed with the appointed Match Officials, or a person approved by Management prior to the start of the Match.
- 7.4 In U14 through to U18 Matches, if no registered Match Official is present to act as the Replacement ten (10) minutes prior to the scheduled start of the Match, both Clubs must attempt to agree on a person to act as the Referee for the Match. If, by the scheduled kick off time, no agreement can be reached, the Home Club must appoint a person to act as the Referee for the Match.
- 7.5 Clubs must not appoint non-registered Match Officials to officiate at games at NPL and CPL Seniors matches.
- 7.6 Persons appointed to officiate by a Club who are not registered Match Official must undertake the role as unpaid volunteers.
- 7.7 Volunteer Match Officials hold all the duties, powers, and obligations of Match Officials under

Section 6 Article 3.

- 7.8 If the Match does not kick off fifteen (15) minutes after the scheduled kick off time due to the absence of a Referee, the Home Club will be deemed to have forfeited the Match.
- 7.9 If insufficient assistant Match Officials have been appointed, each Team must provide an assistant Match Official.
- 7.10 All Clubs must fulfill all Matches, regardless of whether or not the Management appointed Referee is present to take charge.

8 CAUTIONS AND EXPULSIONS OF TEAM OFFICIALS

- 8.1 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).
- 8.2 If the offender for Misconduct from the Technical Area cannot be identified, the senior Coach present will receive the sanction.
- 8.3 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 8 – GENERAL

1. BOUND BY STATUTES

- 1.1 In applying to participate in a CF League, a Club agrees to submit exclusively to CF Statutes

2. CONSEQUENCES FOR A BREACH

- 2.1 Any breach of these Regulations or failure to comply with any direction given by Management may result in the imposition of a sanction under these Regulations or the Disputes and Disciplinary Regulations

3. STRICT LIABILITY

- 3.1 A Club is liable for the misconduct of its Participants.

4. MONEY OWED TO CF

OWED BY A CLUB

- 4.1 All amounts owed by a Club to CF must be paid within 30 days of the date of the invoice being issued by Management.
- 4.2 For monies still owing after 30 days from the date of invoicing, a reminder notice will be sent to the Club.
- 4.3 For monies still owing after a period of 90 days from the date of invoicing, a notice will be sent to the Club stating they are un-financial and will be unable to accumulate any regular season points from that time, in any age grade or League.
- 4.4 Clubs may request a payment plan with CF to pay back those debts that remain unpaid beyond 90 days from invoicing. Where a payment plan is agreed to by Management:
 - a) The Club entering the agreement will be determined to be financial and may continue to play for points provided they abide by the terms of the agreement
 - b) Where an agreement is not complied with, any points accumulated by the Club (in any age grade or League) from 90 days from the date of the invoice/s to which the agreement relates will be deducted and removed.
- 4.5 A Club subjected to this penalty will be notified in writing as to when the deduction of points will take effect.
- 4.6 Clubs who are unfinancial, and have not entered into an agreement with CF, will be ineligible for finals and unable to participate in any Cup competitions.
- 4.7 Notwithstanding Section 8 Article 4.4 a) & b), CF may, in its absolute discretion, either offset any transfer or compensation fees owed to CF by an unfinancial Club to the extent of the amounts owing or expel a Club if it does not comply with these Regulations.
- 4.8 Clubs in debt to CF, where any of the debt amount is outstanding at any time after 31 October each year:
 - a) May at the absolute discretion of CF, be suspended from all competitions in which that Club competes.
 - b) Have any rights or privileges in the activities of CF relating to that Club's participation suspended until all debts and obligations have been discharged, except where a dispute over fees remains unresolved

MONIES OWING BY AN INDIVIDUAL

- 4.9 All amounts owed by an individual to CF must be paid within 30 days of the date of the invoice issued by CF in relation to that amount.
- 4.10 For monies still owing after the expiry of 30 days from the date of invoicing, individuals will be deemed ineligible for participation in any CF competitions.

SCHEDULE 1 - DEFINITIONS

A-Leagues means the national men's and women's football competitions conducted in Australia under the control of Australian Professional Leagues (APL).

ACT Football Federation means the ACT Football Federation Limited ABN 16 413 452 268.

Amateur means any Player that is not a Professional.

APL means Australian Professional Leagues

Australia Cup means the national Club competition staged by, or under the control of, FA between A-Leagues, State league and grassroots Clubs

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

Board means the Directors of Capital Football operating under the Constitution

Capital Football (CF) means the ACT Football Federation trading as Capital Football

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

Capital Premier League means second tier League competitions delivered by CF

Championship Club means the winner of a final series conducted at the completion of a scheduled competition.

Club 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 is entitled to Club membership;
 - iii) Club members (or their parent or guardian) may vote in an election for any Club officeholders; or
- b) any other legal entity deemed to be a Club by CF.

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

Club Vested Officials (CVO) means a person nominated by a Club to assist the Club in meeting its Match Day obligations.

Competition means a scheduled set of age graded matches within a League

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

Cup means a tournament or event conducted by CF which includes, but is not limited to, the Australia Cup or Federation Cup.

Cycles of Matches means a set of Matches where each Club Team has played all other Club Teams in the competition

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

Dribl means the competition management system and App used by Capital Football for its Leagues.

FA means Football Australia Limited ACN 106 478 068.

FIFA means Federation Internationale De Football Association.

Final Series means a competition staged by, or under the control of, CF to determine Champions and is comprised of the Elimination Finals, Semi Finals and Grand Final or any other configuration as determined by CF from time to time.

Football Related Activities, for the purposes of these Regulations, include coaching and training, Match officiating, Match participation, Club and competition volunteering, Club committees and Club activities, professional services to participants, and spectating.

Form of the Game refers to outdoor football and futsal

Foundation Club – means one of the eight original Clubs admitted to the National Second Tier Competition by Football Australia – incorporating:

- APIA Leichardt FC
- Avondale FC
- Marconi Stallions FC
- Preston Lions FC
- South Melbourne FC
- Sydney Olympic FC
- Sydney United 58 FC
- Wollongong Wolves FC

Home Club (or Team) means the Club who has been identified by Management as the Club responsible for a venue and Match and usually listed first on a Match Sheet

IFAB Laws of the Game (Laws of the Game) mean the official laws of the game of football as promulgated by IFAB.

International Training Certificate (ITC) means a certificate provided from one national association to another to facilitate the transfer of a player between countries.

Junior League (JL) means the junior grassroots competitions delivered by CF.

League means a schedule of competition Matches conducted by CF comprised of specific age grades, as structured and declared by the Board.

Management means persons employed by Capital Football in management and administrative roles, including the Chief Executive Officer and competition and referee administrators, operating under delegations from the Board

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

Matchday means a day and date on which a match or matches are played

Match Official means a Referee, Assistant Referee, Fourth Official, Club referee coordinator or referee assessor.

Misconduct means behaviour deemed to be misconduct under Capital Football's Disputes and Disciplinary Regulations

National Premier Leagues (NPL) means the competition and Clubs licensed by FA under that designation and governed and administered by CF.

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

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

National Second Tier Competition – means the national competition staged by Fa between the NST Clubs, known as the “National Second Tier” or any other name notified by FA from time to time.

NST Club means any entity admitted by FA to field a team in the National Second Tier Competition.

NST Club Participation Agreement means the agreement setting out the terms on which FA grants, and Clubs accept, the right to participate in the National Second Tier Competition.

Participant means one or more of the following, whether individually or collectively:

- a) Club Officials.
- b) Players.
- c) Spectators.
- d) Supporters.
- e) Club(s).
- f) Futsal Teams.
- g) Match Officials.
- h) Team Officials or Representatives.
- i) Capital Football Members.
- j) Capital Football Directors.

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).

Player Points System (PPS) means FA’s system for the calculation of a Club’s Player points as outlined in Schedule 3 and as promulgated by FA from time to time.

Pre-Season means a period approved by CF during which players may be recruited and Trial and non-competition matches may be played

Premiership Club means the team at the top of the competition table at the completion of the Matches scheduled for the particular competition.

Premiership Match means a Match played in a scheduled league competition to determine the Premiership Club.

Professional means a Player registered with a football Club under a written contract to play football for reward other than payment for sundry expenses such as traveling to and from a football activity. Every other Player is an Amateur Player.

Professional Player Contract means the written contract (Prescribed Form NRR05 – Professional Player Contract) signed by the Club and the Player and submitted to CF.

Round means a set of Matches normally scheduled over a weekend during a Season

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

Registered Match Official or Referee means an individual who is registered as a referee with Capital Football or another Member of Football Australia and who has paid the relevant annual registration fee

Regulations means these League Regulations.

SAP means Skill Acquisition Phase.

Season means a period defined by a starting and end date during which League competitions and Final Series are scheduled and delivered by CF

Senior League (SL) means the senior grassroots competitions delivered by CF.

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.

Technical Area means the designated and marked area at a playing field wherein Team Officials and Substitute Players are positioned for a Match

Trial Match means a match played Pre-Season for the purposes of player selections

Venue means an oval, related facilities such as amenities and canteens and related carpark areas

Warm-Up Area means areas behind the goal area or along the sideline of a field within the field's perimeter fence allocated to each Team in relation to the Technical Area allocated to it and in which bibbed Players with support of Team Officials may 'warm-up' before and during a game before taking the field.

SCHEDULE 2 – COMPETITION ENTRY CRITERIA

1. INTRODUCTION

- 1.1 Participation in a League is on an annual basis.
- 1.2 Selection to play in a League is based on entry criteria set out in this Schedule.
- 1.3 Each year, the CF Board will call for applications and declarations relating to participation in NPLM, NPLW, NPLB, NPLG and CPLM.
- 1.4 A Club granted a position in a League may be approved to continue in that League where it fully complies with the criteria set out in this Schedule.

2. PROMOTION AND RELEGATION

- 2.1 A Club may be promoted from a lower League into a higher League where it finishes a Season on the top of the competition points ladder of the lower League and complies with all other entry criteria.
- 2.2 A Club that finishes a League at the bottom of its competition points ladder may be relegated to a lower League, or, where it does not meet the entry criteria for that lower League, fail to be included in any League.

3. GENERAL CRITERIA

- 3.1 A Club's players, coaches, officials, committee members and administrative staff, medical staff and volunteers must be registered on PlayFootball (or FA approved equivalent).
- 3.2 A Club must be compliant with obligations under Government law and regulations.
- 3.3 A Club must be compliant with FA and CF Statutes.
- 3.4 A Club must be compliant with its corporate legal obligations as a Company or Association, including those pertaining to the holding of an AGM and the election of Directors or a Committee.
- 3.5 A Club must have in place a President or Chairperson, a Secretary, a Treasurer or CFO, and a Member Protection and Information Officer (MPIO).
- 3.6 A Club must maintain monthly and annual financial accounts, available upon request to Capital Football.
- 3.7 A Club must be and be able to prove that it is solvent and can make required payments to Capital Football, its players, its coaches, its employees, its contractors, and the ACT Government throughout a Season
- 3.8 A Club must publish a detailed, up-to-date breakdown of all fees and charges for its players published on its website.

- 3.9 A Club must owe no money to CF (including fines) or be able to pay money owed to CF as and when due.
- 3.10 A Club must not owe money to the ACT Government, or must have a payment plan approved by the ACT Government in place, or must be able to show that it has initiated action disputing any claim against the Club by the ACT Government
- 3.11 A Club must not deliver training programs or competitions not sanctioned by Capital Football.
- 3.12 A Club must declare contractual, financial, or other relationships with the following agents, academies, or overseas clubs.
- 3.13 A Club must not pay Amateur Players at a rate higher than the limit prescribed in the National Registration, Status and Transfer Regulations.
- 3.14 A Club participating in NPLM and NPLW must ensure its Players and Team Officials complete online learning pertaining to sport, competition, Club, and match integrity as provided by FA from time-to-time.

4. CHILD AND MEMBER PROTECTION

- 4.1 A Club must comply with the safeguarding requirement relevant to the region in which they are located: In the ACT, the [Working with Vulnerable People \(WWVP\) registration](#) and In NSW, the [Working with Children Check](#)
- 4.2 A Club must appoint and maintain a Member Protection Information Officer who has completed the training with Sports Integrity Australia & ACT Government from time-to-time.
- 4.3 A Club must maintain an up-to-date record of their office holders' WWVP Cards and/or Working with Children Check numbers
- 4.4 A Club must maintain an up-to-date office holders list that includes all Committee Members, Coaches, Managers, and volunteers engaged by the Club.
- 4.5 A Club must be able to provide information under Schedule 2 Articles 4.1, 4.3 and 4.4 to CF before the season commences, at a date prescribed by CF, and inform CF of any changes to this information during the season as required.
- 4.6 All clubs must adhere to and abide by the Football Australia Member Protection Framework: Safeguarding Policy, when participating in the NPL & CPL leagues ([20-0310 - Member Protection Framework - Safeguarding Policy \(final draft\) \(footballaustralia.com.au\)](#)).

5. COACH QUALIFICATIONS

- 5.1 A Club must have in place Coaches with the following FIFA, AFC and FA approved qualifications or show that individuals are enrolled in the applicable courses and are completing scheduled training and testing within those courses as and when they are held:

League and Grade	Qualification
NPLM & NPLW 1 st	Head Coach with B License Assistant Coach C License Level 1 Goalkeeper License
NPLM & NPLW U23 or Reserve	Head Coach with C License Assistant Coach with C License Level 1 Goalkeeper License
NPLB, NPLG, CPLM	Technical Director with B License Team Coaches with C Licenses Goalkeeper Certificate

6. YOUTH TEAMS AND PLAN

- 6.1 Clubs participating in the NPLG and NPLB must be able to field and sustain a team in each age grade of the League at the commencement and throughout a Season.
- 6.2 Clubs participating in the NPLB and NPLG must have in place and be implementing a Youth Development Plan.
- 6.3 A Youth Development Plan must include:
- Engaged Technical Director and Coaches
 - Periodised Training Program spanning a 40-week period covering Pre-season, the Season, and any Finals Series
 - Process for Player identification and selection
 - Training field access and allocation
 - Football equipment used
 - Medical support provided
 - Other support provided (i.e. psychology, nutrition)
- 6.4 A Club must not obstruct or otherwise dissuade Players selected in the Talent Support Program or ACT State Teams from attending scheduled training, friendly matches, elite matches, or tournaments
- 6.5 A Club must be able to provide a copy of their Youth Plan when requested by Management.

7. MEDICAL

- 7.1 Clubs must be able to provide the following Medical and/or Allied Health personnel or equipment:

NPLM and NPLW	NPLG, NPLB, CPLM
Physiotherapist all matches	Lev 1 Sports Trainer all matches
First Aid Kit	First Aid Kit
Australian Standards Stretcher	Australian Standards Stretcher
Defibrillator all matches	
Treatment room and table	Undercover treatment area and table

SCHEDULE 3 – PROMOTION AND RELEGATION

PLEASE NOTE:

The promotion and relegation mechanism for the 2026 season is currently under final review as part of the NPL/CPL review, conducted in 2024. The final mechanisms for promotion and relegation in 2026, will therefore be confirmed in due course, and communicated with clubs once known.

SCHEDULE 4 – FEES AND SANCTIONS

1 FINES

1.1 The following fines apply in 2025.

Section	Article	Offence	Sanction	
2	5.1	Failure to commence a Match at the scheduled time	\$150	Per offence
2	4.2	Commencement of Trial before approval	\$500	Per offence
2	10.2 to 10.6	Team forfeiting its Match	\$500 (NPL Boys and Girls)	1 st offence
			\$1000 (NPL/CPL Seniors)	
			\$1000 (NPL Boys and Girls)	2 nd offence
\$1500 (NPL/CPL Seniors)				
2	10.8	Club forfeiting all Matches in a League in one Round	\$1500 (NPL Boys and Girls)	3 rd and subsequent offence (to a total for the season not exceeding \$10,000)
			\$2000 (NPL/CPL Seniors)	
			\$2500	
2	16	Failure to submit Overseas Tours and Travel Form and receive CF approval	\$500	Per offence (plus, individual Team fines)
2	16	Failure to submit Interstate Tours and Travel Form and receive CF approval	\$500	Per offence
Schedule 2		Failure to provide suitably qualified technical director	Cost of relevant course fee	Per Club
Schedule 2		Failure to provide suitably qualified head coach	Cost of relevant course fee	Per coach
5	1.5	Failure to supply Match balls during premiership matches	\$50	Per offence
5	2.6 g)	Failure of Teams to produce Player identity sheets on request	\$100	Per offence
5	2.11	Failure to comply with Team Official identification processes	\$100	Per offence
5	10.4	Failure to provide the specified number of CVO for a Match	\$1000	Per offence
5	12.2	Failure to enter Player selection in the online competition platform by specified deadline	\$100	Per offence
5	13.4	Failure to submit Team sheets to CF by specified deadline	\$100	Per offence

5	12.11	Failure to list a Player on the Team sheet	\$100	Per offence
5	7.5	Wearing non-allocated playing strips allocated by CF during a match.	\$100	Per offence
Disciplinary Regulations		When five (5) or more Players or Team Officials from the same Team receive a caution or send off in the same Match	\$500	Per offence
Disciplinary Regulations		When three (3) or more Players or Team Officials from the same Team are sent off in the same Match	\$1000	Per offence
5	16	Failure to adhere to smoking and drinking requirements as specified	\$100	Per offence
Schedule 2		Failure to comply with minimum medical coverage standards	\$500	Per offence
6	7.9	Failure to provide an assistant Match Official as needed	\$50	Per offence
Breach of any other provision			\$100	Per offence

2. ADMINISTRATION FEES

2.1 The following fees apply in 2025:

Section	Article	Administration Requirement	Fee	
2	5.1	Administration fee for protest	\$200	Per protest
2	17	Administration fee for lodging Overseas Tours and Travel Form less than eight (8) weeks prior to departure	\$100	Per lodgement
2	17	Administration fee for lodging Interstate Tours and Travel Form less than three (3) weeks prior to departure	\$100	Per lodgement

