

NEPALESE NEW YEAR CUP 2083

Official Tournament Rulebook



ORGANISED BY: SAMSARA GROUP CANBERRA

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The Nepalese New Year Cup 2083 is a community football tournament organised to promote sportsmanship, unity, healthy competition, and community engagement among the Nepalese and Bhutanese communities residing in Canberra and Queanbeyan.

These rules are designed to ensure fair competition, player safety, and effective tournament management.

Participation in the tournament indicates that all players, team officials, and supporters agree to comply with these rules and the decisions of the Organising Committee.

1. Authority of the Organising Committee

The Organising Committee appointed by **Samsara Group** has full authority to manage the tournament.

The Organising Committee reserves the right to:

- interpret tournament rules
- enforce disciplinary action
- modify schedules, venues, or match times
- resolve disputes
- suspend players or teams
- abandon or cancel matches if required
- amend tournament rules in exceptional circumstances

All decisions made by the Organising Committee are **final and binding**.

2. Tournament Structure

The Nepalese New Year Cup 2083 will be conducted as a **two-day football tournament**.

Competition Format

- 16 teams will participate
- Teams will be divided into **4 groups of 4 teams**

Each team will play **three group-stage matches**.

Points System

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

Qualification for Knockout Stage

The **top two teams from each group** will advance to the knockout stage.

3. Knockout Stage Format

The knockout stage will consist of:

- Quarter Finals
- Semi Finals
- Final

If a knockout match ends in a draw:

- There will be **no extra time**
- The winner will be decided by **penalty shootout**

Penalty shootout format:

- 5 penalties per team
- If still tied, sudden death penalties will determine the winner

4. Match Duration

Each match will be **30 minutes in total**.

Match structure:

- 15 minutes - First Half
- 0 minutes - Halftime break
- 15 minutes - Second Half

Teams will change sides immediately between halves.

The referee may add time for injuries or significant delays.

5. Substitution Rules

Maximum Substitutions

Each team is allowed **seven (7) substitutions per match**.

Substitution Windows

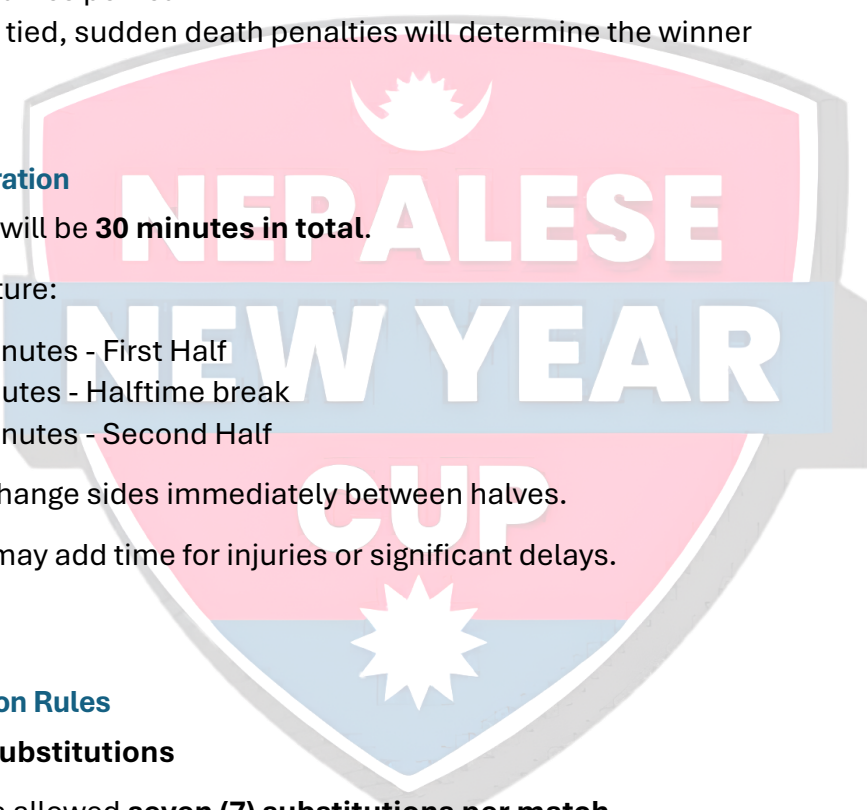
Teams are permitted **three substitution windows during normal play**.

Substitutions made at halftime **do not count** toward the three windows.

Substitution Procedure

- Substitutions may only take place when the game is stopped
- The referee must approve the substitution
- The substitute must wait at the halfway line until signalled by the referee
- The player leaving the field must exit before the substitute enters

No Return Substitutions



Once a player has been substituted, **the player may not return to the match.**

Multiple Substitutions

Teams may substitute multiple players during the same stoppage. This will count as **one substitution window.**

6. Team Registration

Each team may register:

- Up to **20 players**
- **1 team manager**

Only registered players may participate in matches.

Once team lists are submitted and approved, **changes will not be permitted unless approved by the Organising Committee.**

A player may only represent **one team** in the tournament.

7. Player Eligibility

Players must:

- Be of **Nepalese or Bhutanese origin**
- Be **residing in Canberra or Queanbeyan**

Players may be asked to provide identification if required by the Organising Committee.

If a team fields an **ineligible or unregistered player**, the following actions may occur:

- Match forfeiture
- Player suspension
- Team disqualification
- Removal from the tournament
- Possible ban from future tournaments

8. Minimum Players Requirement

A team must have **at least 7 players** present to start a match.

If a team cannot field 7 players:

- The match may be awarded as a **forfeit**

If a team drops below 7 players during a match, the referee may abandon the match.

9. Walkover and Late Arrival

Teams must arrive at least **10 minutes before kick-off**.

A **maximum grace period of 5 minutes** may be allowed.

If a team fails to appear within the grace period, the match may be declared a **walkover (3-0)**.

10. Group Stage Ranking Rules

If teams finish on equal points, rankings will be decided in the following order:

1. Goal difference
2. Goals scored
3. Head-to-head result
4. Fair play record (disciplinary points)
5. Drawing of lots by the Organising Committee

11. Referee Authority

The referee has full authority during matches.

The referee may:

- enforce the laws of the game
- issue yellow and red cards
- stop or abandon the match
- manage substitutions and restarts

Referee decisions on matters related to match play are **final**.

Only the **team captain** may approach the referee respectfully during a match.

Players must not surround or argue aggressively with the referee.

12. Player Conduct and Sportsmanship

All players must demonstrate proper sportsmanship.

The following behaviours are strictly prohibited:

- physical assault
- fighting
- threatening behaviour
- referee abuse
- discriminatory or offensive language



- spitting
- deliberate attempts to provoke violence

Any serious misconduct may result in **immediate removal from the tournament**.

13. Yellow Cards and Red Cards

Yellow Cards

Accumulation of **two yellow cards in separate matches** may result in suspension for the next match.

Red Cards

A player receiving a red card will be suspended for **at least the next match**.

Serious offences may result in suspension for the **remainder of the tournament**.

14. Match Abandonment

The referee or Organising Committee may abandon a match due to:

- violence or fighting
- referee abuse
- spectator interference
- unsafe weather conditions
- insufficient players
- safety concerns

The Organising Committee will determine the final outcome of the match.

15. Spectator and Supporter Behaviour

Teams are responsible for the behaviour of their supporters.

Spectators must not:

- enter the field of play
- interfere with the match
- abuse referees or players
- cause violence or disruption

Failure to control supporters may result in sanctions against the team.

16. Uniform Requirements

Teams must wear proper football uniforms.

Requirements include:

- jerseys with visible numbers
- appropriate football footwear
- goalkeeper must wear a different coloured jersey

Shin guards are strongly recommended.

17. Venue Cleanliness

All teams must keep the venue clean.

Teams are responsible for removing their rubbish.

Any damage to facilities may result in penalties.

18. Entry Fees and Team Bonds

Teams are required to pay the tournament **entry fee and any applicable team bond** before participation.

The Organising Committee reserves the right to **withhold or refuse to return entry fees or team bonds** under the following circumstances:

- team withdrawal after fixtures are released
- match forfeiture without valid reason
- violent behaviour by players or supporters
- breach of tournament rules
- damage to venue or facilities
- disciplinary removal from the tournament

The decision regarding refund or retention of fees or bonds will be made by the Organising Committee.

19. Safety and Liability

All participants play **at their own risk**.

The organisers are not responsible for injuries sustained during the tournament.

Players must ensure they are physically fit to participate.

The safety of players, referees, volunteers, and spectators remains the highest priority.

20. Protests and Disputes

Any protest must:

- be submitted by the team manager
- be submitted in writing
- be lodged within **24 hours**

Referee decisions regarding match play **cannot be protested**.

The Organising Committee will review protests and make a final decision.

21. Organiser Discretion

The Organising Committee may modify:

- match schedules
- kick-off times
- tournament format
- venue allocation

These changes may occur due to:

- weather conditions
- field availability
- safety concerns
- unforeseen circumstances

22. Tournament Prizes

- **Champion**
\$5000 + Trophy + Medals
- **Runner-Up**
\$3500 + Medals
- **Best Goalkeeper**
Trophy
- **Most Valuable Player (MVP)**
Trophy

23. Agreement and Acceptance

By registering and participating in the Nepalese New Year Cup 2083, teams agree to follow all tournament rules and decisions made by the Organising Committee.

Failure to comply with these rules may result in disciplinary action, including suspension or removal from the tournament.

END OF RULEBOOK