



UNIVERSITY & TERTIARY SPORT
NEW ZEALAND

**2026 National Tertiary Football Cup
Regional Qualifiers
REGULATIONS**

NATIONAL TERTIARY FOOTBALL CUP

1. THE CUP

- 1.1** The National Tertiary Football Cup and its associated Regional Qualifiers is a tournament established by UTSNZ to determine the New Zealand men's and women's representatives to compete in the FISU Oceania Football UWC Qualifier.
- 1.2** Participation in the Cup and its Regional Qualifiers is available to the universities approved by UTSNZ in accordance with these regulations.
- 1.3** These Regulations regulate the rights, duties, and responsibilities of all Participants and Participant Teams in the Regional Qualifiers of the Cup.

GENERAL PROVISIONS

2. THE PARTICIPANT

- 2.1** Each entity who competes in the Cup and Regional Qualifiers shall be deemed a "Participant". Each Participant shall comply with these Regulations, failure to do so shall be deemed a non-compliance of these Regulations.

ORGANISATION

3. ORGANISATION OF THE CUP

- 3.1** Unless otherwise determined by these Regulations, the entire control and management of the Cup shall be vested in UTSNZ. UTSNZ shall have the power to do all other things necessary to ensure the progress of the Cup and may take appropriate action to bring about such results. All or any of the powers vested in UTSNZ may be delegated to a nominee.

4. ENTRIES FOR THE CUP

- 4.1** UTSNZ shall determine the number of teams that may compete in the Cup. The decision of UTSNZ as to the composition of the Cup shall be final and binding. UTSNZ retains the ability to increase or decrease the number of teams at its sole discretion.
- 4.2** Entry into, and continued participation in, the Cup shall be determined by UTSNZ in respect of;

4.2.1 The Participant/Participant Team satisfying criteria established from time-to-time by UTSNZ on a continuing basis.

4.3 In the event of any Participant Team not continuing in the Cup for whatever reason, including failing to meet the UTSNZ criteria, resulting in their removal from the Cup, then the filling of the consequential vacancy shall be determined by UTSNZ, which may in its sole discretion choose not to fill the vacancy.

5. DISCIPLINARY MATTERS

5.1 The Participants, their Players and Officials, agree to comply with the LOTG and with the FIFA Statutes and Regulations, in particular the FIFA Disciplinary Code, the FIFA Anti-Doping Regulations, and the FIFA Code of Ethics.

5.2 In addition, the Players agree to:

5.2.1 Respect the spirit of fair play and non-violence;

5.2.2 Behave accordingly;

5.2.3 Refrain from doping as defined in the FIFA Anti-Doping Regulations.

Misconduct and Suspensions

5.3 All indirect and direct Red Cards shall receive an automatic one Match suspension.

Serving of Suspensions

5.4 Under no circumstance may any suspended Player or Team Official occupy a position, in any capacity, in or in the vicinity of the Player's entrance, substitute's bench, technical area or playing arena.

6. DISPUTES AND PROTESTS

Protests

6.1 For the purpose of these Regulations, protests are objections of any kind related to events or matters that have a direct effect on matches, including but not limited to the state of and markings on the pitch, match equipment, eligibility of Players, venue installations and match balls.

6.2 Unless otherwise stipulated in this article, protests shall be submitted in writing to UTSNZ within 48 hours of the conclusion of the match in question.

6.3 Protests regarding the eligibility of Players shall be submitted in writing to the UTSNZ within 48 hours of the conclusion of the match in question.

- 6.4** Protests regarding the pitch, its surroundings, markings or accessory items shall be made in writing to the Referee before the start of the match by a senior Team Official of the Participant Team lodging the protest.
- 6.5** Protests against any incidents that occur during the course of a match shall be made to the referee by the Participant Team's captain immediately after the disputed incident and before play has resumed, in the presence of the captain of the opposing team. The protest shall be confirmed to UTSNZ in writing no later than 48 hours after the match.
- 6.6** No protests may be made about the Referee's decision regarding facts connected with play, such decisions being final.

7. EQUIPMENT

Playing Strips

- 7.1** Each Participant shall ensure they have two playing strips that are two completely different and contrasting colours (one predominantly dark and one predominantly light) for its First Choice and Alternate strips (shirt & socks). In addition, each Participant shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from each other as well as different and contrasting from the First Choice and Alternate strips. A goalkeeper may, at the discretion of the referee, wear tracksuit trousers provided the colour of such tracksuit does not conflict with the provisions of this article. Only these colours may be worn during matches.
- 7.2** Where the strips of the two Participants are alike or similar, the Away Team shall wear their Alternate strip provided there is no obvious clash any of the basic colours of the Home Team and is approved by the referee. However, on others they may also be required to change shorts and/or socks. For the avoidance of doubt the Away Team shall have priority of wearing their First Choice Strip over the Home Team goalkeeper wearing their First Choice strip.

Numbers

- 7.3** A Player must wear the shirt with the corresponding number that is listed in any Start List. The number must be displayed on the back of their playing shirt and, where possible, on the front of the shorts. The same number may, at the Participants discretion, be displayed on the front of the shirt. The number must be clearly legible and distinguishable from a distance for all Players, Match Officials, spectators and media from the colours used for the respective playing equipment item. This distinction may be achieved by displaying the numbers on a single-coloured patch. The number may be surrounded by a border or shadow outline.

8. FIELD OF PLAY

- 8.1** The Host Participant is to ensure that the grounds comply with the LOTG, Law 1 – The Field of Play.

- 8.2 Matches may be played on natural or artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.
- 8.3 In compliance with the provisions of the LOTG, the Technical Area shall be marked out in front of the seated area for substitutes and technical staff.
- 8.4 The Technical Area shall be of sufficient size to include the maximum number of persons authorised to be on the substitutes bench and be located one metre either side of the substitutes bench, to one metre from the touchline.

9. MATCH OFFICIALS

- 9.1 Referees and other Match Officials shall be organised by the Host Participant.
- 9.2 Payment for Referees and other Match Officials shall be met by the Host Participant.
- 9.3 Each Referee shall attend the match venue at least one hour before the scheduled kick-off time and shall wait one half-hour after the scheduled kick-off time, before abandoning the match for any reason.
- 9.4 The Referee's decision shall be final as to the condition of the field of play.

10. LAWS OF THE GAME

- 10.1 All matches shall be played in accordance with LOTG.
- 10.2 The minimum number of Players a Participant Team must have to play in any Cup match or Regional Qualifier is seven (7). If a Participant Team during any Cup match is reduced, for whatever reason, to less than seven (7) Players, the Referee shall abandon the relevant match, subject to the provisions of the LOTG.

11. SUBSTITUTION RULES

Number of Substitutes

- 11.1 Up to a maximum of five (5) Players may be listed as substitutes on the Match Information Sheet.
- 11.2 A maximum of five (5) Players may be substituted with any one of the five (5) listed on the Start List. However, each team will have a maximum of three opportunities to make substitutions during the game. Substitutions may also be made at half-time and not be counted as one of the three opportunities. Additionally, if both teams make a substitution at the same time, this will count as one of three opportunities for each team.

- 11.3** Any substitution made due to injury will be deemed to have used a substitution window. If all three substitution windows have been used and a goalkeeper is injured, only the goalkeeper may be replaced in a fourth window.

Substitution Procedures

- 11.4** The procedure for substitutions shall be in accordance with the LOTG.
- 11.5** Substitutes may warm-up during the match subject to the dimensions of the match venue but may not use a ball. A goalkeeper is permitted to use a ball to warm-up. Substitutes when warming up may be accompanied by one official from the Technical Area.

Additional Permanent Concussion Substitutions

- 11.6** A 'concussion substitution' may be made:
- 11.6.1** immediately after a concussion occurs or is suspected;
 - 11.6.2** after an on-field assessment and/or an off-field assessment;
 - 11.6.3** or at any other time when a concussion occurs or is suspected, including when a player has previously been assessed and has returned to the field of play.
- 11.7** If a team decides to make a 'concussion substitution', the referee/fourth official must be informed.
- 11.8** The player with concussion or suspected concussion is not permitted to take any further part in the match, including penalties, and should, where possible, be accompanied to the dressing room and/or a medical facility.
- 11.9** The opposing team is informed by the referee/fourth official that it has the option of using an 'additional substitute' and an 'additional substitution' window, which may be used concurrently with the 'concussion substitution' made by the other team or at any time thereafter (except as outlined otherwise in the LOTG).
- 11.10** Making a 'concussion substitution' is separate from any limit on the number of 'normal substitution' windows.
- 11.11** However, if a team makes a 'normal substitution' at the same time as a 'concussion substitution', this will count as one of its 'normal substitution' windows.
- 11.12** Once a team has used all its 'normal substitution' windows, it cannot use a 'concussion substitution' to make a 'normal substitution'.
- 11.13** Where a team makes a 'concussion substitution', the opposing team can use an 'additional substitute' and receives an 'additional substitution' window. This additional window can be used only for the 'additional substitute' and not for a 'normal substitute'.

12. TECHNICAL AREA

- 12.1** The Host Participant shall provide adequate seating for each person authorised to be in the Technical Area at each match.
- 12.2** The occupants of the Technical Area shall be identified to the Match Officials prior to the commencement of the match.
- 12.3** Only one person has the authority to convey technical instructions and that person must return to their seated position immediately after giving any instructions, to the intent that only one person at any time is standing.
- 12.4** The Coach and other officials must remain within the confines of the Technical Area except in special circumstances, for example, a Physiotherapist or Doctor entering the field of play with the Referee's permission to treat an injured Player.
- 12.5** The Coach and other occupants of the Technical Area must conduct themselves at all times, with particular regards to foul language, in a responsible manner.

13. PLAYING OF MATCHES

- 13.1** In the event of a match being postponed at late notice due to aborted travel arrangements or adverse weather, it shall be the responsibility of the Two Participant Teams concerned to immediately confer with a view to playing the match at the earliest possible time, unless otherwise authorised by UTSNZ.
- 13.2** In the event of a change of match venue being necessary because of unforeseen weather or field of play conditions, the Host Participant shall take all reasonable steps to give adequate notice to UTSNZ and the Away Team as to the new match venue. In the event of any dispute arising as to the suitability of the match venue, UTSNZ shall make the final decision, which will be binding on all parties.

Suspended or abandoned matches

- 13.3** In the event of adverse weather conditions occurring during a match, which in the view of the Referee endangers the Players or Match Officials, the Referee may at their sole discretion suspend play for a period of up to thirty (30) minutes to allow time for conditions to improve to a point that will allow the match to recommence.
- 13.4** Where weather conditions preceding a fixture raise doubts as to whether play shall take place, the Referee or Referee's liaison officer and the Host Participant shall meet at the match venue to decide whether the field of play is fit for play. This meeting shall be held in sufficient time to enable the Away Team travelling on the day of the match to be notified prior to the departure, of any abandonment. If the Referee decides that play can take place provided that no further rain falls, then the Referee shall further decide whether or not any other scheduled activities prior to the match are to be cancelled.

- 13.5** If there is doubt as to whether or not a fixture is to be played because of uncertainty about weather conditions, the Referee shall immediately notify the Host Participant following the field of play inspection and the Host Participant shall advise the Away Team.
- 13.6** If Participant Team(s) have been notified that a match is to be played provided no further rain falls, then all reasonable efforts shall be made to ensure that the match proceeds, provided that the Referee nominated for the match shall have sole discretion as to whether or not it shall be played.
- 13.7** If for any reason a match is abandoned, that match shall be replayed at the direction of UTSNZ, who shall first discuss the matter with the two affected Participant Teams.

14. ELIGIBILITY OF PLAYERS

- 14.1** A Player is eligible to play in the Cup and its Regional Qualifiers provided that:

14.1.1 The Player is duly registered with a Participant in accordance with the UTSNZ Registration process.

14.1.2 Meets UTSNZ Eligibility Criteria as follows:

Athlete eligibility

Only the following students may participate as competitors in the Cup event:

- Students who are currently officially registered as proceeding towards a degree or diploma at a university or similar institute whose status is recognised by the appropriate national academic authority of their country.
- Former students of the institutions mentioned in the first point who have obtained their academic degree or diploma in the year preceding the event.

All competitors must satisfy the following conditions:

- Be a student of the university (no matters the nationality) they represent.
- Be at least 18 years of age and no older than 28 years of age on 31 December of the year of the event (therefore competitors must be born between 01/01/1998 and 31/12/2008).
- Students from the same team must be registered students from the same university.

- 14.2** Each Participant Team shall be responsible for fielding eligible Players. Any Participant Team found guilty of fielding an ineligible Player for whatever reason shall be subject to the penalties as determined by UTSNZ.

15. REGISTRATION OF PLAYERS

- 15.1** The registration of Players shall begin on the Registration Commencement Date as notified by UTSNZ.

Regional Qualifiers Named Squad

- 15.2** The Regional Qualifiers Named Squad shall consist of a minimum of seven (7) and a maximum of sixteen (16) Players. Only the Players on the Regional Qualifiers Named Squad will be permitted to take part in the Regional Qualifiers.
- 15.3** Each Participant Team shall submit a Regional Qualifiers Named Squad via email to UTSNZ at least 72 hours (3 days) prior to the scheduled kick-off of the match.
- 15.4** Changes can be made to a Regional Qualifiers Named Squad, up until 24 hours prior to the scheduled kick-off of the match but changes must be registered and approved by UTSNZ.

Starting List and substitutes bench.

- 15.5** A Start List must be confirmed at least sixty (60) minutes before the fixed time for the kick-off of a match by a Participant by handing their line-up to the designated match official with a maximum number of Players which:
- 15.5.1** In the case of the Regional Qualifiers, the Start List will be 16 Players (11 selected Players and up to five substitutes) for the match.
- 15.6** The Start List will be selected from Players submitted in the Regional Qualifiers Named Squad approved by UTSNZ.
- 15.7** Each Participant Team is responsible for ensuring that they correctly name their Start List no later than sixty (60) minutes before the scheduled kick-off, and that the selected Players start the match. The numbers on the Player's shirts must correspond to the numbers on the Start List. The starting eleven may be adjusted in case of an injury during the warm-up, up to ten minutes before the kick-off.
- 15.8** A maximum of eleven (9) persons are entitled to sit on the bench during the Regional Qualifiers, being comprised of no more than five (5) substitutes and no more than four (4) others. All occupants of the Technical Area must wear different coloured tops to those worn by the Participant Team they are associated with.

16. REGIONAL QUALIFIERS FORMAT

- 16.1** The Regional Qualifiers shall be a single match.
- 16.2** The match shall last 90 minutes, comprising two periods of 45 minutes with an interval of not more than 15 minutes in between.

- 16.3** Should the result be a draw at the end of normal time, extra time comprising of two periods of 15 minutes with a short interval of not more than five minutes in between.
- 16.4** Should the result be a draw at the end of extra time, the winner will be determined by kicks from the penalty spot in accordance with the LOTG.
- 16.5** The Host Participant shall notify UTSNZ of the result of the match in writing no longer than 24 hours after its completion.

17. MISCELLANEOUS

- 17.1** Matters not provided for in these Regulations and cases of force majeure shall be decided by UTSNZ. All decisions shall be final.
- 17.2** UTSNZ retains, at its absolute discretion, all rights to marketing and promotion of the Cup.

18. REFERENCES

- 18.1** IFAB Laws of the Game: <http://www.theifab.com/laws>