

Competition Rules 2023



2023

Griffith & District Football Association
Authored by: GDFA



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1. COMPETITION RULES

- (a) The FIFA Laws of the Game shall apply in addition to the Competition Rules of Play.
- (b) These Competition Rules of play are subject to alteration as required. However, any alteration to these Competition Rules of Play can only be made prior to the commencement of the first official Association games, each year.
- (c) Any matters not included in these Competition Rules of Play must be referred to the Griffith and District Football Association (GDFA) for a decision.
- (d) In addition, the GDFA reserves the right to administer sanctions/penalties to any spectators, supporters, officials or any other non-playing persons who are found to be in breach of any of the competition rules, GDFA Code of Conduct or the FFA Code on Conduct.

2. THE LEAGUE COMPETITION

- (a) The Association shall conduct a league competition each year.
- (b) The composition of the league competition shall be decided each year.
- (c) Competition points shall be awarded as follows:
 - i)* Win = 3 points;
 - ii)* Draw = 1 point;
 - iii)* Loss = 0 points;
 - iv)* Bye = 0 points;
 - v)* Win by Forfeit = 3 points (5-0 goal difference);
 - vi)* Loss by Forfeit = 0 points (0-5 goal difference)
- (d) Placings in the league competition will be the team with the most points being placed ahead. If points are the same, the team with the greater goal difference shall be placed ahead. If goal difference is the same, the team with the most goals “for” shall be placed ahead. If this is the same, a play-off may be held.
- (e) The Association may run other competitions or tournaments in addition to the league competition, as decided by the Association.

3. CODE OF CONDUCT

Any person having an affiliation, in any way, to a Member Club, or to the GDFA must conduct themselves in such a way as not to bring discredit to the game of soccer and to this Association, in particular. The use of violence, threats, intimidation, offensive, insulting and/or abusive language, by any person, is not permitted. Where a person has breached this Rule, the Association, may take action, as it deems necessary. The GDFA Code of Conduct is to be displayed at all venues. The GDFA Code of Conduct can be viewed at griffithfootball.com.au/about-gdfa/

4. GENDER AND ELIGIBILITY

Any Rule that refers to either the male or female gender, refers to both genders. References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both men and women.

5. PLAYER REGISTRATION

a) Player Status

- i.* Amateur status players are only permitted to register and play in GDFFA competitions.
- ii.* Players who are registered participants in FNSW Competitions will be either amateur or Professional Players as prescribed in the National Registration Regulations (NRR)
- iii.* Clubs are required to record the status of each Player on PlayFootball by having the player self-register as either amateur or professional

b) Process for the Registration of an Amateur

- i.* All amateur Players must be registered via the PlayFootball system. The registration of an amateur Player with a Club is effective from the date the individual is made active by the Club and allocated to the respective team within the national online registration system.
- ii.* The registration can be effected through the player self-registering via the PlayFootball system and the Club accepting the Player's registration
- iii.* If a Player is registering for the first time, that Player must provide the Club with evidence of name and age, by producing an original birth certificate, passport or drivers licence

c) Application Process for Registration of Team Officials

- i.* Clubs are required to submit registrations for all Team Officials who they appoint to Teams including but not limited to Coaches, physiotherapists, team managers, and gear stewards
- ii.* The registration can be effected through:
- iii.* The Team Official self-registering via the PlayFootball System and the Club accepting the Team Officials registration

d) Submission of Registrations

- i.* All registrations must be submitted via PlayFootball, with allocation to the respective team, and a head and shoulders photo is to be uploaded into the Player or Match Officials profile within the communicated registration period
- ii.* All Clubs must submit registrations for all Players and Team Officials as listed in these Competition Regulations
- iii.* On the Closing Date 30th June registrations must be lodged by 12.00 midnight

e) Player Deregistration

- i.* An amateur Player may deregister by applying to deregister via the PlayFootball system, which will notify the Club, GDFFA and FNSW of the Player's intention to deregister
- ii.* If a Club no longer wants an amateur Player to play for the Club, that Club must apply to deregister that Player via the PlayFootball system, which will notify the Player, GDFFA and FNSW of the Club's intention to deregister the Player
- iii.* In the case of amateur Players, the deregistration is effective from the earlier
- iv.* When the other party (i.e. Club or Player as the case may be) has confirmed the notification or cancellation; or Seven (7) days from the date the Player requested the deregistration via the PlayFootball system, unless a grievance has been initiated with FNSW in accordance with FNSW Grievance & Disciplinary Regulations and the amateur Player will not be deregistered until the processes promulgated by the FNSW Grievance and Disciplinary Regulations have been exhausted or terminated
- v.* Any disputes relating to Player deregistration will be settled in accordance with the FFA Grievance Resolution Guidelines and FNSW Grievance and Disciplinary Regulations

f) Dual Registration

- i.* A player registered within GDFA can only play for the nominated Club on the prescribed form unless the player is playing:
 - i.i.* For a representative (i.e. NPL) or development team (i.e. the GDFA Skills Acquisition Program (SAP)); or
 - i.ii.* For a Futsal club for which that player is also registered; or
 - i.iii.* For a school's team that is not a club; or
 - i.iv.* In a trial match provided the player has the written permission of his/her club; or i.v. Any other exceptional circumstances approved by GDFA or FNSW, or FFA in its absolute discretion.
- ii.* Senior age (21 years and above) players may dual register, subject to approval from FNSW and Capital Football, to both a local GDFA Club and the respective NPL team.
- iii.* Junior age (Under 16 - Under 20) players may dual register, subject to approval from FNSW and Capital Football, to both a local GDFA Club and the respective NPL team.

g) International Transfer Certificate (ITC)

- i.* This section applies to all Players whose last registration (current or otherwise) is held with an overseas Club. This is inclusive of players who are permanent residents or citizens of Australia.
- ii.* If a Player was previously registered with an International Club, FNSW & FFA need to request an ITC from the National Association of that International Club. In accordance with FIFA Statutes, FNSW & FFA is only able to request an ITC from another National Association during the Registration Periods for FFA, as specified in FIFA TMS
- iii.* FNSW cannot make a player active in PlayFootball until the ITC is received. If FFA does not receive a response to:
- iv.* An ITC request made via FIFA TMS, then within fifteen (15) days, the Player may immediately be registered on a provisional basis in accordance with FIFA Statutes
- v.* An ITC request made otherwise, then within thirty (30) days, the Player may immediately be registered on a provisional basis in accordance with the FIFA Statutes
- vi.* An ITC is not required for a Player under the age of 12 years
- vii.* All ITC and TMS requests must only be submitted once a player has finished their playing commitments overseas.
- viii.* To be eligible to participate in Competition matches all requests must be lodged as per the ITC/TMS procedures relevant for your Football NSW Competition prior to the registration windows closing as set out in section Player Registration 5. d).
- ix.* The Players must also be registered in PlayFootball with their status at "Pending ITC" and allocated into their correct team by the deadline set out in section Player Registration 5. d).
- x.* It is the Clubs responsibility to ensure an ITC has been received prior to fielding the player in a match

h) International Transfer Certificate (ITC) Protection of Minors

- i.* International transfers of players are only permitted if the player is over the age of 18. *ii.* refer FIFA Regulations on the Status and Transfer of Players, Article 19

i) Priority of Registration

- i.* In the event of a Player signing registration forms for more than one Club, priority of registration will be accorded to the Club who earliest in time, all things being equal, obtained the Player's signature to a valid registration form
- ii.* If a Player has self-registered through the PlayFootball system, the registration which earliest in time is recorded in that system will be granted priority

iii. Any Player found to have willfully registered or signed registration forms for more than one (1) Club, or a Club found to have knowingly induced a Player to register or sign a registration form with that Club in the knowledge that the Player has previously registered or signed a registration form with another Club, will be deemed to have committed Misconduct and will be liable to sanction by FNSW

j) General Information

- i.* 5 year, 6 year & 7 years teams are recommended to register a maximum of 7 players.
- ii.* 8 year & 9 years teams are recommended to register a maximum of 10 players.
- iii.* 10 years to 12 years teams are to register a maximum of 12 players & 13 years to 16 years teams are to register a maximum of 16
- iv.* 17 years to All Age teams are to register a maximum of 18 players.
- v.* Where a club has two (2) all-age senior teams, a maximum of 30 players can be registered for that squad.
- vi.* Amateur status players are only permitted to register and play.
- vii.* The age the player turns in the calendar year ‘1 January to 31 December’ is the age division a player must register in. There are to be no exceptions to this ruling and the G DFA Executive reserves the right to refuse any/all individual applications on a case by case basis should they be presented. (in reference to FNSW RAE)
- viii.* In the 11 years to 16 years competitions, where a club has 2 or more teams, playing in the same age division, the teams cannot exchange or swap players during the competition season.
- ix.* If a team plays a player that is deemed not to be a registered player, the team shall lose the game on a forfeit.
- x.* A player can register in one (1) team only, but may play in older age divisions for the same Club.
- xi.* The Registration Fee for players is to be decided each year.
- xii.* A player must turn 5 years old in the calendar year that they wish to register, to play soccer.
- xiii.* A player must be turning 35 years of age before the 30th June in the year that they wish to register for the Over 35’s competition.
- xiv.* Over 35s teams can register a maximum of 20 players.
- xv.* Registration Date to be confirmed each calendar year
- xvi.* No advertising for junior clubs whether it be through mainstream media, social media networks or schools is to be undertaken prior to announced registration date as advised in the G DFA Action Matrix otherwise offending clubs found guilty will be fined \$1000.

| AGE DIVISION TABLE – SEASON 2023 | |
|---|--------------------|
| Age Division | Year of Birth |
| Under 5 | 2018 |
| Under 6 | 2017 |
| Under 7 | 2016 |
| Under 8 | 2015 |
| Under 9 | 2014 |
| Under 10 | 2013 |
| Under 11 | 2012 |
| Under 12 | 2011 |
| Under 13 | 2010 |
| Under 14 | 2009 |
| Under 15 | 2008 |
| Under 16 | 2007 |
| All Age | No Age Restriction |

| | |
|-----------|-----------------|
| Over 35's | 1988* (j) xiii. |
|-----------|-----------------|

| PLAYER REGISTRATION NUMBER | |
|-----------------------------------|-------------------|
| Age Division | MAX No of Players |
| Under 5-7 | 7 |
| Under 8-9 | 10 |
| Under 10-12 | 12 |
| Under 13-16 | 16 |
| All Age | 30 |
| Over 35's | 20 |

PLAYER I.D. CARDS

- (a)** Each current registered player must have a current I.D. Card.
- (b)** Each I.D. Card submitted for registration, must have an up-to-date photo of the player, and must also have the player's details accurately and neatly noted on the I.D. Card.
- (c)** ID Cards Photos must be updated to PlayFootball each year and also to SportsTG/Dribl
- (d)** All GDFA competitive age groups to make available printed A4 ID sheets from PlayFootball to officials and opposing clubs/ team on request
- (e)** If a player does not have a current I.D. Card, the player will be deemed, to be an unregistered player, and the player cannot play
- (f)** When a player's identity has been challenged, prior to the commencement of the game, the player's I.D. Card, must be produced for viewing. If the I.D Card is not produced for viewing, when requested, the player in question, will be deemed to be an unregistered player, and cannot play in the game in question.
- (g)** If a player's identity has been challenged after the game has started, the player's I.D. Card, does not have to be produced for viewing.

NOTE: All information can be obtained through each clubs administrator or those with access to their clubs my football website (any confusion can be cleared through the GDFA Association)

7. TEAMS

- (a)** 5 years, 6 years & 7 years teams shall have a maximum of 4 on-field players. No goalkeeper.
- (b)** 8 years & 9 years teams shall have a maximum of 7 on-field players, 1 of whom, shall be the goalkeeper.
- (c)** 10 years, 11 years & 12 years teams shall have a maximum of 9 on-field players, 1 of whom shall be the goalkeeper.
- (d)** 13 years, 14 years 15 years & 16 years teams shall have a maximum of 11 on-field players, 1 of whom shall be the goalkeeper.
- (e)** All Age teams shall have a maximum of 11 on-field players, and a minimum of 7 on-field players, 1, of who shall be the goalkeeper.
- (f)** All Coaches of Competitive Age Groups/Academy/NPL must have completed minimum level Coaching Course and Referee Course and provide Certificates to GDFA before Round 4

NOTE: FIFA - A match is played by two teams, each consisting of not more than eleven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players.

8. TEAM SHEETS

- a) Team Sheets Process and Use of Dribl for competitive age groups only from U11's up.
- i.* All team sheets are to be completed online via Dribl for all GDFA Competition Grades.
 - ii.* The Away Team must make their player selection in Dribl by 2:00pm on the Friday prior to the scheduled weekend Fixture, or 2:00pm the day prior to a midweek Fixture. Failure to comply will result in a \$25 fine
 - iii.* Clubs are required to note the shirt number of each Player in Dribl. This information appears automatically next to the Players name on the team sheet.
 - iv.* The Home Club will be responsible for printing and providing team sheets, from Dribl, on Match day
 - v.* Junior grade Away Teams must make their player selection in Dribl by Friday 3pm prior to the scheduled weekend Fixture, or 2:00pm the day prior to a midweek Fixture. Failure to do so may result in sanctioning by GDFA
 - vi.* All Senior grade teams must enter their player selection on the GDFA official game day team's sheets in Dribl post game by 6pm prior to the scheduled weekend Fixture, or 2:00pm the day prior to a midweek Fixture. Failure to do so may result in sanctioning by GDFA.
 - vi.i.* In the All-age Men's competition, only four (4) NPL players are permitted to be listed on the team sheet and play in the match.
 - vii.* All Junior Grades are required to note the shirt number of each Player in Dribl. This information appears automatically next to the Players name on the team sheet.
 - viii.* The Home Club will be responsible for printing and providing team sheets, from Dribl, on Match Day
 - ix.* Failure of the Home Club to provide printed team sheets on Match Day will result in sanctioning by GDFA
 - x.* Any changes to the Player selections post the Friday deadline must be manually noted on the printed copy of the team sheet
 - xi.* The printed team sheet must be handed to the Referee prior to the scheduled kick-off time
 - xii.* Changes to the team sheet will be permitted any time until ten (10) minutes prior to kick-off, at which point the following will apply:
 - xiii.* Should a listed starting player be removed from the starting line-up, that player may only be replaced by a player listed as a substitute on the team sheet. The former starting player may then be listed as a replacement. However, no other player may be added to the team sheet to replace the former substitute player.
 - xiv.* Should a listed substitute player be removed from the team sheet, the team will not be permitted to name another player in his/her place, and the number of available substitutes will be decreased by one
 - xv.* The numbers on the back of the player's jerseys will correspond to the numbers on the team sheet handed to the Referee before the commencement of a Match. There must be no change of numbers from ten (10) minutes prior to or during a Match (this includes goalkeepers)
 - xvi.* A maximum of sixteen (16) Players only may be listed on the team sheet
 - xvii.* All grades team sheets, signed by the respective Team Officials, must be emailed by the Home Club to email (matchreports@footballnsw.com.au) to arrive no later than 5:00pm Monday following the weekend's match, or 48 hours following a midweek match. If FNSW does not receive the Team Sheets as specified above, the Home Team will be fined for failing to submit their team sheets on time (\$10 per team sheet)
 - xviii.* When a Match is forfeited, the team sheet will be endorsed accordingly by the Referee
 - xix.* A Team Official from both the home and away Club is to sign the team sheet at the completion of the match to confirm the information is correct, including the Players listed, Match Officials listed, stood down Player's listed, half time and full time scores are correct
 - xx.* Each Team must nominate three (3) jacketed officials whose names are to be written on the team sheet

xxi. Clubs must indicate all up-graded and over-age Players on the team sheet by marking the registered grade against all up-graded and over-age Players

xxii. Unless otherwise stated in the FNSW Grievance and Disciplinary Regulations, or in these Regulations, a Player listed on the team sheet will be deemed to have participated in the match

xxiii. The Home Club Team appears first on the team sheet (left side)

xxiv. Clerical errors by either Team on the team sheet will result in a fine of \$5 per error. Clerical errors include, but are not limited to, failing to endorse over-age and up-graded players, duplicate shirt numbers, incorrect shirt numbers and failing to sign a team sheet

b) General Information of an Amateur

i. All amateur Players must be registered via the PlayFootball website

ii. Only an Official Team Sheet can be used for a GDFA game.

iii. It is the sole responsibility of each club to ensure they have the correct team sheet/book available for each game.

iv. The name and registration number of each player must be accurately and neatly noted on the team Sheet, prior to the commencement of the game.

v. Each player's shirt number must correspond with the number on the Team Sheet.

vi. A Team Sheet must be completed for each official Association game, and both Team Sheets, must be in the possession of the Referee, before the game can start.

vii. In the Competitive age group games, players cannot sign on during the first half. They must wait until half time & then only allowed to sign on and up to a maximum of 13 players. No player is allowed to sign on after the second half has commenced.

viii. 13 years to 16 years teams can have a maximum of 16 players' names on the Team Sheet, 10 years to 12 years teams can have a maximum of 12 players' names.

ix. 17 years to All-age teams can have a maximum of 18 players' names on the Team Sheet, but only 16 players can be used during the match.

x. If, at, the start of the game, in the U11 to U16 year's a team has maximum number of its registered players available for the game; no more players can be brought up from a younger age group.

xi. If, before the end of the first half, in the U11 to U16 year's a team has less than 12 of its registered players available for the game, players from a younger age group can be brought up to make a total of 16 players. At the end of the first half Rule 11(f) takes effect.

xii. At the completion of the game, no person is permitted to approach the Referees, without their consent, with the exception of one Official only, from the Home Club.

xiii. Any breach of Rule 11 (e), (f), (j), (k), (l) will result in a forfeit loss to the offending team. No protest is required by the opposing team.

xiv. Any player listed on a team sheet must have signed (where appropriate) and be in attendance either as a member of the starting line up or on the reserves bench otherwise that player is to be considered not to be a part of the match.

c) Result of Match Once GDFA declares the result of a Match or Competition after the conclusion of that Match or Competition then that result will stand. Managers are to sign the team sheet at the end of the Match signifying that all details are correct. There will be no appeal against the score line shown on a team sheet once it is received by GDFA

d) Match Result Reporting

i. For all premiership and Championship matches the home team is responsible for entering the half time and fulltime results of the match/s online into Dribl no later than 45 minutes following the conclusion of the Match.

- ii. Each Club is responsible for entering their player match statistics into Dribl including the following:
 - a) Goal Scorers
 - b) Cautions (Yellow Cards)
 - c) Expulsions (Red Cards)
 - d) Match reports

9. REPLACEMENTS AND INTERCHANGE

- (a) In 11 years to 16 years games, each team may have unlimited interchanging of players, during the game, provided that the player who is to be used as an interchange player, has been listed on the Team Sheet.
- (b) In All-age games, each team can have unlimited interchanging of players, provided the player who is to be used as a replacement player has been listed on the Team Sheet.
- (c) Interchanging and substitution of players can only take place during a stoppage in play, and only at the halfway line.
- (d) The player being interchanged or substituted must first leave the field of play before the interchange or substitute player can enter the field of play.
- (e) Replacing and interchanging of players will cease upon the completion of extra time. If at this time penalty kicks are required, to obtain a result, the remaining players on the field at the end of extra time, are the only players permitted to participate in the penalty kicks.

10. REPRESENTATIVE TEAMS

- (a) The Association shall decide, each year, which teams will represent the Association, in any competition, or tournament the Association wishes to enter.
- (b) Each team representing the Association will have a Coach and a Manager, both of whom will be responsible for selecting the players in the team.
- (c) The colours of the Association shall be, Sky Blue, Black & White, in any combination the Association chooses.
- (d) Any player in a Representative Team must be a current registered player, within the Association.
- (e) If a local club forfeits a match in either the state up competition or champion of champions, they will be ineligible to enter that competition in the next competition season. i.e. the following year
- (f) State cup involvement and subsequent change games note that the games must be played by the week following the original scheduled date for play
- (g) In the event that a senior club makes it to the final (Semi-finals not included) of the competition the club may submit an official request to the GDFa for financial assistance

11. FORFEITS

- (a) Refer to Rule 2 for Scores when a forfeit is involved.

11.1 Forfeits

- (a) Where a team forfeits a match, the opposition shall be awarded a 5-0 win.
- (b) Where both teams forfeit a match, neither team shall be awarded any goals or competition points.
- (c) Where a team forfeits a match in relation to a round that (for that entire grade) is postponed, the GDFa will reschedule (if feasible) the match later in the season.

11.2 Forfeit with Notice

- (a) Clubs must notify the Association Secretary of all forfeits at least 48 hours prior to the scheduled commencement of the fixture. The Association Secretary is to advise the opposing Club and the Referees' Appointment Officer of the forfeit.
- (b) Clubs forfeiting after 4pm of the last working day in any week must advise the Association Secretary, the opposition Club Secretary and the Referee's Appointment Officer of the forfeit.
- (c) A team that forfeits must, nonetheless, fulfil any refereeing/assistant refereeing duties that it has in relation to other games.
- (d) If a team fails to give 48 hours' notice, before the scheduled kick off time, of the forfeit, the opposing team may lodge a claim for expenses, against the forfeiting team. The Association will decide on the claim for expenses.

11.3 Forfeit without Notice

- (a) Where a team has not reported to the referee by the scheduled kick-off or does not have the required minimum number of players present, the team may claim a ten (10) minutes grace, which the opposition must allow. After the ten (10) minutes grace period has passed, a team failing to report to the referee shall automatically forfeit to its opponents, if the opponents have reported in good order to the referee.

11.4 Ineligible Players

- (a) Any team found to have played an ineligible player in a match shall be deducted three (3) points and/or fined as per Section 28 of these Competition Rules.
- (b) If the G DFA determines that the club or its representative has wilfully played an ineligible player, it may suspend the offending club or team from further participation in the Association's competitions.

11.5 Consecutive Forfeits

The G DFA may ask teams/clubs forfeiting on successive occasions without good reason to show cause as to why it should allow the team to continue to participate.

12. DEFERRING GAMES

- (a) The Deferring of a game will not be permitted without the specific consent of the G DFA Executive as well as the Referees association with the only exceptions being: -
- (b) The only instances where a request to defer a game is permitted is when:
 - i.* one of the teams competing in a scheduled match to take part in the state cup competition wherein both teams competing shall play the game by Wednesday of the following week
 - ii.* In the event that the state cup commitment is no longer required due to a forfeit/cancellation – the original scheduled time for the match will resume so long as there is sufficient notice given of the forfeit. If there is not sufficient notice provided the rescheduled match will proceed.
 - iii.* One team is disadvantaged through the absence/loss of regular players due to representative commitments (minimum 3 players)
- (c) The deferring of a game will not be allowed, after the scheduled round. If deferring a game, it is up to the coach of the deferring side to reschedule the game, and Association officials must have the agreement of the opposing side. If there is no agreement, then the deferring team will forfeit the game and there is no appeal to the Association
- (d) Notice of a Match deferral is to be submitted to the G DFA giving a minimum 21 days' notice of the date on which deferment will take place.

13. FINALS SERIES

- (a) The draw for the Finals Series shall be determined by the Association.

- (b)** When a player has been registered on or prior to 30th June in the same competition season, the player is qualified for the Finals Series.
- (c)** When a player qualifies for the Finals Series for the team he is registered in, the player then qualifies to play for teams in older age divisions, for the same Club.
- (d)** During the Finals Series, if a game ends in a draw, extra time is to be played. Extra time for each age group will be 2 equal halves of 10 minutes each. If no goal is scored during extra time, then Penalty Kicks will be taken, in accordance with FIFA Rules, until there is a winner.
- (e)** If a replayed Finals Series game is required and replayed, and the replayed game ends in a draw, extra time is to be played. Before extra time starts, both teams must have a break of at least 5 minutes. Extra time for each age group will be 2 equal halves of 10 minutes each. If no goal is scored during extra time, then Penalty Kicks will be taken, in accordance with FIFA Rules, until there is a winner.
- (f)** During the Finals Series, the team that finishes higher on the competition ladder shall be the home team on the Team Sheet.
- (g)** During the Final Series, replacing and interchanging of players will cease upon the completion of extra time. If, at this time, Penalty Kicks are required to obtain a result, the remaining players on the field at the end of extra time, are the only players permitted to participate in the Penalty Kicks.
- (h)** If a player plays more than 50% of the Home & Away series in a team's 1st side, including being a substitute, he is not eligible to play in the teams 2nd side during the Finals Series, unless 1st & 2nd teams from the same club are playing in the Finals Series on the same day.
- (i)** Please also refer to Rule 12(b).

14. PROTEST

- (a)** The Association will hear all Protests.
- (b)** For Semi-Finals and Finals, all Protests must be lodged within two (2) calendar days of the incident in question, and the Protest to be heard by the Association, by the 4th calendar day after the incident. The Protest must be accompanied with the fee of \$150.00, otherwise the Protest is null & void.
- (c)** All other Protests, except uniform protests, must be lodged within 14 calendar days of the incident in question, and accompanied with the fee of \$150.00, otherwise the Protest will be null & void.
- (d)** Uniform protests must be made no later than at the half time break during a game. The referee must note the protest on the team sheet, with his signature & time of protest.
- (e)** Protests, except uniform protest, must be on Club Letterhead and signed by a Club Official, otherwise the Protest will be null & void.

15. REFEREE

- (a)** Official Referees are to be appointed by the Griffith Football Referees Association Appointment Officer.
 - i.* Each Club to provide 1 Referee for each competitive age group they enter a team into
 - ii.* Each Club to ensure they provide 1 Linesperson for every game played in competitive age group competition
 - iii.* Each Club to ensure they provide 1 Vested Official for every game played in competitive age group competition
- (b)** The fee for Referees and the responsibility for payment shall be decided each year prior to the commencement of a new season.
- (c)** Referees are to submit Yellow Card Reports and Send Off Reports to the Nominated Association Representative, within two (2) calendar days of the game.

- (d) If an Official Referee is not present for the scheduled kick-off time for a game, the home team on the Team Sheet, must provide the Referee. (or a nominated person/s whose ability to officiate the match is agreed by both teams competing in that particular match and subsequently recorded on the team sheets at the conclusion of the match)
- (e) At no time any person is permitted to approach the Referee, and/or, either of the Assistant Referees, and make any threatening, adverse, abusive, insulting, and/or offensive comment to any, or all, of them.
- (f) The Referee has the sole responsibility to decide if the playing colours between the two competing teams, clash. (Preferably this matter should be dealt with at the commencement of or prior to a new season commencing)
- (g) The Referee must have the Team Sheets for both teams in question, otherwise, the game cannot start.
- (h) The Referee must list, on the team Sheets, the goal scorer/s, his own name and the names of both Assistant Referees, plus any other information, the Association may require from time to time. The Referee must also sign the Team Sheet.
- (i) The Referee may add time on to a game, where, he considers it necessary.
- (j) The Referee may reduce the playing time of a game, when the game starts after the scheduled kick-off time. The Referee must still play the game in 2 equal halves.
- (k) If any unauthorised person/s is inside the playing field barrier, the Referee may stop the game, and not restart the game, until the unauthorised person/s is outside the playing field barrier.
- (l) Where it is warranted, the Referee, may suspend or abandon, a game, if in his opinion, his safety, either Assistant Referees' safety, or any player's safety is in doubt. When a referee has suspended or abandoned a game, the Referee, must submit his Report, to the Association, within two (2) calendar days of the game. NOTE: FIFA ruling – "The authority of the referee" - Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

16. SUSPENSIONS

- (a) The following sets out the penalties for the accumulation of Yellow Cards:
 - 2 yellow cards = 1-week suspension
 - 4 yellow cards = 2 weeks suspension
 - 5 or more yellow cards = appear before the Disciplinary Tribunal
- (b) Yellow cards will continue to be counted during the same season, regardless of which Association competition, the player received the Yellow Card in.
- (c) The only time the Yellow card count will not continue, is, when a player has been sent from the field of play, for receiving 2 Yellow Cards, during a game, and the player receives a suspension of at least 1 week. If the player is not suspended for at least 1 week, the 2 yellow Cards will continue to count towards the number of Yellow Cards received during the season.
- (d) Yellow Cards shall not carry over to the following season, but any suspension, will.
- (e) Send-off suspensions shall carry over to the following season
- (f) When a player has been suspended from playing, they are suspended from playing in all grades.
- (g) A player is not eligible to play for any other team whilst suspended.
- (h) Suspensions will not include byes or if the suspended players team forfeits or washed out rounds.
- (i) Any player dismissed from the field of play is to be automatically suspended from the next match of the competition in which the payer was dismissed. (FIFA regulation)
- (j) The Association must, within 48 hours of the receipt of team sheets and send-off reports, set out any suspension in a Notice of Suspension and issue the Notice to the Player or Team Official's Club.
- (k) The Club must, within 24 hours of receipt of the Notice of Suspension, provide the Player or Team Official with a copy of the Notice.

- (l) A Player or Team Official who receives a Temporary Dismissal Suspension or Red Card must serve an MMS of one (1) Match, regardless of whether a Notice of Suspension is received by the Club or not.
- (m) Should the Player or Team Official have served the MMS and the Club still not received a Notice of Suspension from the Association, the Club must contact the Association.
- (n) Suspensions will be issued in terms of either the number of Matches for which a Player or Team Official will be suspended (Match suspension) or the period of time for which they will be suspended (time suspension).

17. JUDICIARY COMMITTEE

- (a) The Judiciary Committee shall consist of a minimum of 3 persons.
- (b) The Judiciary Committee shall consist of one Committee member and two impartial persons, not affiliated with a Soccer Club, Soccer Referees Association, or the Griffith & District Amateur Soccer Association.
- (c) When a player has been sent from the field of play by the Referee, the player, shall be suspended from playing in all games until the player appears before the Judiciary Committee unless that player is issued with a minimum match suspension or accepts the proposed penalty should it be higher than the minimum.
- (d) Unless a Minimum Match suspension is given, a player must be requested to appear before the Judiciary Committee within seven (7) calendar days of being sent from the field of play, otherwise, the player shall be not guilty of the “sendoff” charge. Players based outside the boundaries of Griffith City Council, do not have to appear before the Judiciary Committee, but must still have their “send-off” charge heard within seven (7) calendar days of being sent from the field of play.
- (e) If the Referee’s report has not been completed and presented to the Judiciary Committee within three (3) calendar days of the infringement, the player shall not be guilty of the “send-off” charge and only have to serve the mandatory 1 week suspension awarded for being shown a red card.
- (f) When a player has been sent from the field of play and has been requested to appear before the Judiciary Committee, and fails to appear, the player shall be suspended from playing in all games, until the player appears before the Judiciary Committee.
- (g) The Chairperson of the Judiciary Committee shall notify the Association Registrar, in writing, within 2 calendar days of the decision of the Judiciary Committee makes.
- (h) The Chairperson of the Judiciary Committee shall advise the player, appearing, what decision has been made, by the Judiciary Committee, regarding the “send-off” charge.

18. APPEALS

- (a) The Appeals Committee shall consist of no less than three (3) persons, who were not part of the original decision.
- (b) The Appeals Committee shall adjudicate on appeals from Clubs, Officials and Players.
- (c) The Appeals Committee shall have the power to vary, modify or set aside the original decision.
- (d) The Chairperson of the Appeals Committee must notify the Association, in writing, within 2 calendar days, of the decision made.
- (e) All appeals must be lodged with the Association Secretary within 7 calendar days of the decision, otherwise the appeal is null and void.
- (f) Club appeals must be on Club letterhead and signed by an Official of the Club, otherwise the appeal is null and void.
- (g) All appeals must be accompanied with the fee of \$150.00; otherwise the appeal is null and void

19. FINES

- (a)** The Association is authorised to impose a monetary fine, or any other penalty when these Rules have been breached, or where an action or comment, warrant it.
- (b)** The issuance of a fine will have an expiration date of five (5) calendar days and failure to pay will result in the association administering additional fines/penalties.
- (c)** Regarding Outstanding Debts: -
 - i)** Treatment of outstanding debts will be as per the FNSW By-laws
 - ii)** For the avoidance of doubt, failure to comply with outstanding debts in accordance with the FNSW By-Laws may result in ineligibility for competition points while the debt remains unpaid, and that those points will not be reinstated once the debt is cleared. It may also result in ineligibility to participate in Championship Matches.
- (d)** Clubs are to be issued with fines for red and yellow cards at the completion of each round and clubs have to ensure all fines are paid prior to the commencement of the next round of matches otherwise those clubs and players will be deemed to be unfinancial and render them to be ineligible for competition points while the debt remains unpaid and that those points will not be reinstated once the debt is cleared.

20. PLAYING STRIP

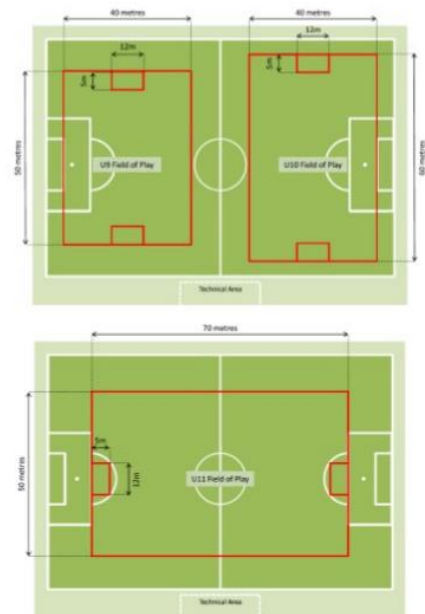
- (a)** Players in the same team must wear matching shirts, shorts and socks, with the exception of the goalkeeper, who must wear colours that distinguish him from all other players and the Referee.
- (b)** Each player must wear shin pads, which are made of a suitable material, and these shin pads must provide a reasonable degree of protection to the player. The shin pads must be covered entirely by the player's socks at all times during the game. Any player who discards his shin pad/s during the game, must leave the field of play, to put the shin pad/s back on, and cannot return to the field of play until the shin pad/s have been put back on.
- (c)** No player can use or wear anything which is a danger to himself, or, any other player. i.e. jewellery including earrings and chains and rings FIFA All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are strictly forbidden and must be removed. Using tape to cover jewellery is not acceptable.
- (d)** Where the playing colours of the two competing teams clash, in the opinion of the Referee only, the away team on the Team Sheet, must change. (Prior to the commencement of a new season all clubs must provide a sample of any new uniforms to the association and referees for review so as to ascertain the possibility of any potential clashes in colours etc. thus identifying and eliminating any issues that would otherwise be created throughout the season.)
- (e)** Each player must wear a numbered shirt, and that shirt, must correspond with his number on the Team Sheet.
- (f)** Each team must have an alternatively coloured playing strip.
- (g)** Players in the same team cannot wear shirts that cause duplication in shirt numbers.
- (h)** By the beginning of Round 5 of the Competition, all teams must be in full uniform and any delays must be officially communicated through the club executive to the GDFA executive including reason for delay and expected time frame for delivery. For uniform protests refer to Rule 15 (c)
- (i)** At the start of the match, both teams will line up at the halfway line. Uniforms will be inspected by both coaches & the referee. Any player out of uniform, except for players coming up from a younger age group, will not be allowed to take the field. Once the correct uniform is put on, that player may take the field. Players coming up from a younger age group MUST be wearing a Club shirt, if no team shirt is available
- (j)** All clubs will apply the competition sponsors logo as directed by the GDFA and should be checked/confirmed prior to the commencement of the new season and/or the ordering of new uniforms.
- (k)** All clubs will apply the GDFA Logo as directed by the GDFA and should be checked/confirmed prior to the commencement of the new season and/or the ordering of new uniforms.
- (l)** If undershorts or tights are worn, they must be of the same main colour as the shorts

21. GROUNDS

- (a) Each official game is to be played on an enclosed or suitable roped off ground. (b) When a game is at TED SCOBIE OVAL the Rostered Club on Canteen must have a minimum of 2 Officials, present for the control of spectators and assistance of Referees. These 2 Officials must be clearly visible at all times, before, during and after the game.
- (c) The Club Rostered to run the Canteen at TED SCOBIE OVAL is responsible for the preparation of each field, for play at TED SCOBIE OVAL.
- (d) For games at all other grounds, the Home Team, must have the field ready for play.
- (e) Only the players, coach, trainer, Referees and Officials are permitted inside the playing field barrier.
- (f) The Referee and/or the Association will decide if a ground is fit to be played on.
- (g) A coach is permitted to coach the players in his team, as long as, the Coach remains within the marked technical area. The substitute players and trainer must remain seated on the bench, or within the marked technical area, at all times during the game. Where no bench, or marked technical area, is provided, each Coach must stand approximately 2 metres either side of the halfway line, on the same side of the field. The Coach must also remain at least 2 metres back from the sideline, at all times during the game. Substitute players and the trainer must remain behind the Coach at all times during the game.

22. FIELD DIMENSIONS

- (a) 5's-7's are 4 v 4 games shall be played on small fields (fields A-I)
- (b) 8's-9's are 7 v 7 played on a quarter pitch (fields 1, 3 and 5)
- (c) 10's-12's are 9 v 9 played on half pitch (fields 2, 4 and 8)
- (c.i) 12's-13's are 11 v 11 played on a full-size pitch (field 6, 7 and 9)
- (c.ii) 14s-16s are 11 v 11 played on a full-size pitch (field 6, 7 & 9)
- (d) All Age games shall be played in fields that conform to FIFA Standards.
- (e) AAW games are 9v9 and shall be played on full sized pitch



23. MATCH BALLS

- (a)** Senior clubs can request 5 match balls to be provided by GDFA at the commencement of the regular season and issued an invoice which must be paid by the commencement of the season.
- (b)** For junior games both teams must supply a match ball of acceptable standard. The referees have the final decision as to the suitability of the balls.
- (c)** Sizes are to be as follows:
 - i.* Under 5's to Under 9 matches, use an approved Size 3 ball
 - ii.* Under 10 & Under 13 matches, use an approved Size 4 ball.
 - iii.* Under 14 to Over 35 matches, use an approved Size 5 ball.

24. GAME DURATION

- (a)** Refer to the following table for the appropriate duration of matches

| AGE DIVISION | DURATION of EACH HALF |
|--------------------------|------------------------------|
| Under 5's to Under 9's | 20mins |
| Under 10's to Under 16's | 25mins |
| Women's 9's | 25mins |
| Over 35's | 35mins |
| All Age | 45mins |

- (b)** As players are entitled to an interval at half time - The half-time interval must be a minimum of 5 Minutes in duration and not exceed 15 minutes.
- (c)** If 10 minutes has elapsed after the scheduled kick-off time, and only one team is ready to play, the offending team shall lose the game on a forfeit.
- (d)** The Referee must then note the Team Sheet accordingly. If 10 minutes or more has elapsed after the scheduled kickoff time and both teams are ready to play and the delay was beyond the control of the two competing teams, the Referee is empowered to reduce the playing time so the following game can start on time. When the Referee does reduce the playing time, he must still play the game in two equal halves.
- (e)** In knockout games where a win/loss result is required and the game ends in draw, extra time is to be played. Before extra time starts, both teams must have a break of at least 5 minutes. Extra time for each age group will be 2 equal halves of 10 minutes each. If no goal is scored during extra time, a penalty shoot out will take place as per FIFA regulations.
- (f)** When a knockout game is to be replayed and the replayed game ends in a draw extra time is to be played. Before extra time starts, both teams must have a break of at least 5 minutes. Extra time for each age group will be 2 equal halves of 10 minutes each. If no goal is scored during extra time, then penalty kicks will be taken, in accordance with FIFA Rules, until there is a winner.
- (g)** The Association shall decide the time, date and venue for all games, but must do so in such a way that is fair and equitable to all teams.
- (h)** For pre-season fixtures or friendly matches played between local clubs or visiting teams the duration of the game shall be determined by the competing teams and communicated directly to the officials for the day. When arranging preseason or friendly matches the following rules will be adhered to:
 - i.* Clubs wishing to arrange friendly Match/s must obtain the written approval of FNSW not less than fourteen (14) days before Match/s and also must ensure that such Match/s do not interfere with Fixtures of other Clubs in FNSW Competitions

- ii.* Club Matches versus visiting overseas or interstate Teams as distinct from organised tours by FNSW and/or the FFA will be only authorised upon such terms and conditions as determined by the Executive from time to time

25. THE CORNER KICK

- (a)** In Under 6 to Under 9 age groups matches, corner kicks shall not be taken.
- (b)** In Under 10 to Under 13 age group matches, corner kicks are to be taken at a point 7.5 metres (in the case of a full-size playing field) out from the corner.
- (c)** In Under 14 to All Age games, FIFA rules apply.

26. PLAYING OUT FROM THE BACK

In junior mixed Under 6's to Under 12's goal kicks are taken from within the goal area. However, the following conditions apply:

- (a)** In Under 6 to Under 9 age group matches, all opponents must stay behind the half way line. It is the responsibility of the coaches or team managers to ensure players are moved back behind this line.
- (b)** In Under 10 to Under 13 age group matches, all opponents must stay behind the twenty-five (25) meter line that shall be marked by cones or similar. It is the responsibility of the Rostered Club to ensure the distance is marked prior to the start of the match.
- (c)** Goalkeepers shall take goal kicks and should pass the ball to a teammate.
- (d)** Opponents may only enter the twenty-five (25) meter zone when the defender has taken his/her first touch.
- (e)** Long kicks (e.g. kicking out of the hands) or throws by goalkeepers are to be discouraged unless there is a purposeful distribution (e.g. counterattack) made.

27. GOAL KICKS

- (a)** In 10 years games, goal kicks are to be taken from an imaginary line drawn through the penalty spot, parallel to the goal line.
- (b)** In 11 years to All Age, FIFA Rules apply.
- (c)** The ball must be stationary and is kicked from any point within the goal area by a player of the defending team.
- (d)** The ball is in play when it is kicked and clearly moves.
- (e)** Opponents must be outside the penalty area until the ball is in play.
- (f)** If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded; if the kicker commits a handball offence:
 - a direct free kick is awarded
 - a penalty kick is awarded if the offence occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded
- (g)** If, when a goal kick is taken, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is in the penalty area when the goal kick is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the goal kick is retaken.
- (h)** If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off, depending on the offence.
- (i)** For any other offence, the kick is retaken.

28. SCHEDULE OF FEES, FINES AND PENALTIES

28.1 Forfeits

- (a) Late forfeit fee (within forty-eight (48) hours of date of match) - \$50 and additional Griffith Referees costs.
- (b) Late forfeit fee (without notifying opposition team and/or GDFA) Competition: i. First offence – \$200 + referee costs. ii. Second/subsequent offence – \$400 + referee costs.
- (c) Subsequent offences may result in additional fines, deduction of points and/or suspension from the competition.

28.2 Players

- (a) Ineligible players in a match – deduction of three (3) points in total and a \$100 fine per ineligible player deemed to have played in the match.
- (b) Players playing two (2) years over their eligibility:
 - i. First offence – \$50.
 - ii. Second/subsequent offence – \$100 and/or deduction of points.

28.3 Results

Failure to notify match results by the stipulated time – \$50 fine and/or deduction of points.

28.4 Trophies

Failure to return perpetual trophy by stipulated time – \$100 + replacement cost.

28.5 Grounds

- (a) Failure to provide at least four (4) corner flags – \$200.
- (b) Failure to provide nets – \$25.
- (c) Failure to open emergency access – \$100.
- (d) Failure to open dressing sheds (where available) – \$25.
- (e) Recurring failure to dress grounds may result in heavier fines deduction of points and/or suspension from a competition.
- (f) Failure to remove rubbish and/or clean ground and dressing rooms after match:
 - i) First Offence - \$250.00
 - ii) Second Offence - \$500.00
 - iii) Third & subsequent offence – deduction of points and/or exclusion from the remainder of the competition.

29. ISSUING OF FINE AND PENALTIES

- (a) The GDFA will issue fines and penalties within twenty-one (21) days of the offence or receipt of the match card.
- (b) Clubs who wish to dispute a fine or penalty must apply in writing to the Association Secretary within seven (7) days of receiving fine notice, otherwise the appeal is null and void.

