

# Table of Contents

<b>Section 1.</b>	<b>General Rules.....</b>	<b>13</b>
1.1	General .....	13
1.2	Wet Weather Arrangement .....	13
1.3	Referees.....	13
1.4	Poaching of Players. ....	13
1.5	Jacketed Officials -Roles and Responsibilities .....	14
1.6	Ground Officials.....	15
1.7	Shin Guards .....	15
1.8	Playing Strip.....	15
1.9	Wearing of Jewellery & other Prohibited Items. ....	16
1.10	Duration of matches.....	16
1.11	Match Ball.....	16
1.12	Champion of Champion Nominations. ....	17
1.13	Female Players.....	17
1.14	Un Financial Player. ....	17
1.15	Representative Trials. ....	17
1.16	Trial Games.....	18
1.17	Securing Field for Senior Matches.....	18
1.18	Concussion Guidelines.....	18
1.19	Good Behaviour Bonds.....	18
<b>Section 2.</b>	<b>Registration .....</b>	<b>19</b>
2.1	General Registration Rules .....	19
2.2	Maximum Player Numbers.....	20
2.3	Age of Players.....	20
2.4	Transfers.....	20
2.5	Dual Registration. ....	21
2.6	Clearances. ....	21
2.7	Reinstatement of Non-Amateur Player.....	21
<b>Section 3.</b>	<b>Junior and Senior Competition .....</b>	<b>22</b>
3.1	Nominations. ....	22
3.2	General .....	22
3.3	Alcohol Prohibited Pre-match .....	22
3.4	Competition Fixtures .....	22
3.5	Women's Competition .....	22

3.6	Two Club Teams in Age Group .....	23
3.7	Late Start. ....	23
3.8	Non-Completed Matches. ....	23
3.9	Abandoned Match's. ....	23
3.10	Forfeit Rule. ....	24
3.11	Deferred - Postponed Games or Re arranged Games .....	24
3.12	Results. ....	24
3.13	Substitution .....	24
3.14	Interchange. ....	25
3.15	Technical Area Substitution and Interchange Format .....	26
3.16	Protests. ....	26
3.17	Team Sheets: Competition Age Groups. ....	26
3.18	Electronic Team sheets Competition Age Groups. ....	27
3.19	Photo ID's. ....	27
3.20	Awarding of Competition Points. ....	28
3.21	Over 35's Special Rules.....	28
3.22	Junior Competition Special Rules. ....	28
3.23	Final Series.....	29
3.24	Qualification for Juniors. ....	29
3.25	Qualification for Seniors. ....	29
<b>Section 4.</b>	<b><i>Knock Out Competitions.....</i></b>	<b>31</b>
4.1	Senior Knockout, Hank Ruyg Cup and/or Pre-Season Competition Rules.....	31
4.2	Substitutes. Interchange .....	31
4.3	Junior Knockout Competition Rules .....	31
<b>Section 5.</b>	<b><i>Under 6 and Under 7 Non-Competition .....</i></b>	<b>33</b>
5.2	Rule of Play. ....	33
5.3	Method of scoring. ....	34
5.4	Shin guards. ....	34
5.5	Substitutes.....	34
5.6	Game Leaders (Referee).....	34
5.7	Game Leader Responsibility: .....	34
5.8	Further Rules of Play .....	35
5.9	Team Cards.....	35
5.10	Points Not Specifically Covered .....	35
5.11	Ball in and out of play.....	35
5.12	Ball crossing the touch line.....	35

5.13	Fouls and Misconduct.....	36
5.14	Field Specifications .....	36
<b>Section 6.</b>	<b><i>Under 8 and Under 9 Non-Competition .....</i></b>	<b>37</b>
6.1	General Rules .....	37
6.2	Specific Rules .....	37
6.3	Goalkeeper. ....	37
6.4	Ball crossing the side line. ....	37
6.5	Indirect free Kicks .....	38
6.6	Fouls and misconduct are:.....	38
6.7	Field Specifications .....	39
<b>Section 7.</b>	<b><i>Under 10 to under 11 Competition Specific Rules.....</i></b>	<b>40</b>
7.1	General Rules .....	40
7.2	Specific Rules .....	40
7.3	Goalkeeper. ....	40
7.4	Ball crossing the side line. ....	41
7.5	Offside. ....	41
7.6	Indirect free kicks .....	41
7.7	Fouls and misconduct are:.....	42
7.8	Minimum Number of Players .....	42
7.9	Field of Play Specifications .....	42
7.10	Interchange. ....	42
<b>Section 8.</b>	<b><i>Summer 7 A Side Competition .....</i></b>	<b>43</b>
8.1	Competition Rules .....	43
8.2	Team Uniform requirements.....	43
8.3	Alcohol Prohibited Pre-match .....	43
8.4	Junior games for Ages 9 – 11 Payout Rule.....	43
8.5	Game Fails to Start .....	43
8.6	Minimum Player numbers .....	43
8.7	Player registration Requirements.....	43
8.8	Representative Player Definition.....	44
8.9	Higher Level Player Definition .....	44
8.10	Junior Team Composition requirements .....	44
8.11	Senior teams.....	44
8.12	For online registration instructions .....	44
8.13	Additional Rules & Requirements .....	45
8.14	Disciplinary Summer Soccer. ....	45

<b>Section 9.</b>	<b>Disciplinary .....</b>	<b>46</b>
9.1	General. ....	46
9.2	Send Off. ....	46
9.3	Disciplinary Tribunal and Hearings. ....	47
9.4	Punishment. ....	48
9.5	Fixture Suspensions .....	48
9.6	Time Suspension.....	50
9.7	Appeals. ....	51
9.8	CAUTIONS (YELLOW CARDS) .....	52
9.9	Suspension Guidelines.....	53
9.10	OFFENCES (RED CARDS).....	54
<b>Section 10.</b>	<b>Financial.....</b>	<b>64</b>
10.1	Fines .....	64
10.2	Prompt payment of Invoices .....	64
<b>Section 11.</b>	<b>Annex A Policies -FFA Concussion Guidelines.....</b>	<b>65</b>
11.1	BACKGROUND .....	65
11.2	DEFINITION .....	65
11.3	RECOVERY .....	65
11.4	SIGNS OF CONCUSSION .....	65
11.5	REMOVE FROM PLAY .....	66
11.6	MEDICAL ASSESSMENT .....	66
11.7	RETURN TO PLAY .....	66
11.8	RESOURCES.....	67
<b>Section 12.</b>	<b>Additional Policies .....</b>	<b>68</b>
12.1	SDFA Zero Tolerance Policy .....	68
12.2	New Club Playing Strips .....	68
12.3	Yellow and Red cards for Team Officials .....	68
<b>Section 13.</b>	<b>Notes.....</b>	<b>69</b>

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# Competition Champions 2020

Competition	Team
Under 10 South	Milton Ulladulla FC
Under 10 North	Shoalhaven Heads Berry FC
Under 11 A	Shoalhaven Heads Berry FC
Under 11B	Illaroo W FC
Under 13A	St Georges Basin FC
Under 13B	Shoalhaven United Grizzlies FC
Under 12 Girls	Shoalhaven Heads Berry FC
Under 14 Girls	Shoalhaven Heads Berry FC
Under 16 Girls	Huskisson Vincentia FC
Under 15A Boys	Shoalhaven United Fc
Under 15B Boys	Shoalhaven United Grizzlies
1st Grade Men	St Georges Basin FC
Reserve Grade	Huskisson Vincentia FC
Third Grade	Huskisson Vincentia FC
Ladies 1st Grade	Callala FC
Ladies Reserves	Sussex Inlet FC
Ladies 3 <sup>rd</sup> Grade	Shoalhaven United FC
Over 35's 1st Grade	Sussex Inlet FC

## Premiers 2020

Competition	Team
Under 10 South	St Georges Basin FC
Under 10 North	St Georges Basin FC
Under 11A	Shoalhaven Heads Berry FC
Under 11B	Illaroo W FC
Under 13A	St Georges Basin FC
Under 13B	Shoalhaven United Grizzlies FC
Under 12 Girls	St Georges Basin FC
Under 14 Girls	Shoalhaven Heads Berry FC
Under 16 Girls	Huskisson Vincentia FC
Under 15A Boys	Shoalhaven United FC
Under 15B Boys	Shoalhaven United Polars FC
First Grade	Bomaderry FC
Reserve Grade	St Georges Basin FC
Third Grade	Huskisson Vincentia FC
Ladies 1st Grade	Shoalhaven Heads Berry FC
Ladies Reserves	Sussex Inlet FC
Ladies 3 <sup>rd</sup> Grade	Shoalhaven United FC
Over 35's 1st Grade	Culburra
Over 35's Reserves	Shoalhaven Heads Berry

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## **SDFA Awards for Season 2020**

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<b>Len Bolden Medal</b>	<b>Benjamin Seyffer</b>
<b>Phil Webb Medal</b>	<b>McKenzie Jones</b>
<b>Ian Cockburn Medal</b>	<b>Glen Henry</b>

### **Senior Men's Player of Year**

<b>1st Grade</b>	<b>Fraser McQueen</b>
<b>Reserve Grade:</b>	<b>Jordan Reid</b>
<b>Third Grade</b>	<b>Warrick McMillan</b>
<b>O35 1st Grade</b>	<b>Nathan McNamara</b>

### **Senior Ladies Player of the Year**

<b>1st Grade</b>	<b>Samara Wehmeyer</b>
<b>Reserve Grade</b>	<b>Kym Arnold</b>
<b>Ladies 3<sup>rd</sup> Grade</b>	<b>Shaylee Meehan</b>

<b>Ladies Rookie of the Year</b>	<b>Samara Wehmeyer</b>
<b>The Wendy McCarthy Award</b>	

### **Senior Men's Rookie of the Year**

<b>The Adam Federici Award</b>	<b>Patrick Muller</b>
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### **Other Awards**

<b>Men's Coach of the Year</b>	<b>Craig Holden</b>
<b>Ladies Coach of the Year</b>	<b>Jarrad Horton</b>
<b>Referee of The Year</b>	<b>Warrick Schultz</b>
<b>Senior Club Champions</b>	<b>Huskisson Vincentia FC</b>
<b>Referee's Fair Play Award</b>	<b>Milton Ulladulla FC</b>

### **Golden Boot Award**

<b>Men's 1st Grade</b>	<b>Brendan Kellett</b>
<b>Men's Reserve Grade</b>	<b>Issac Quirque</b>
<b>Men's Third Grade</b>	<b>Chris Button / Phillip Daddy</b>
<b>O35 1st Grade</b>	<b>Mitchell Davies / Phillip Daddy</b>

**Ladies 1st Grade**

**Charolette Ryan**

**Ladies Reserve Grade**

**Crystal Foster**

**Ladies 3<sup>rd</sup> Grade**

**Shaylee Meehan**

## Section 1. General Rules

### 1.1 General

**1.1.1** Players in all competitions conducted by the Association are subject to the provisions of Section 9 in its entirety.

**1.1.2** All Rules are subject to the SDFA boards discretion, the SDFA Boards ruling is final in all matters pertaining to the Competition Rules.

### 1.2 Wet Weather Arrangement

**1.2.1** If the playing surface is in doubt due to rain, a club official must inspect the ground and report to the Junior / Senior Competition Administrator. Games will be transferred where possible, cancellations will be last resort.

**1.2.2** Where grounds are known to be too wet, advice should be provided as far as possible in advance to allow games to be re allocated.

**1.2.3** Saturday games, if grounds have not been closed the previous day an inspection must be carried out by 7a.m. on the day of play. The clubs must inform the Junior / Senior Competition Administrator. The Competition Administrator will then notify all clubs and post onto Shoalhaven football's face book page, which grounds are playable and which are not. Clubs are also encouraged to place the notice on their club's social media page as well.

**1.2.4** Failure of a club to inspect the ground and make a report by 7am will incur a fine.

**1.2.5** If a ground is declared unfit for Junior games in the morning it cannot be opened for Senior matches in the afternoon

**1.2.6** For night games Notification must be made to the Junior / Senior Competition Administrator by 1pm on the day of the match.

### 1.3 Referees

**1.3.1** Referees when available, shall be appointed by the Referee's Association or Cadet Referee Coordinator. If no official referee has been appointed, the home team is responsible for providing a referee. If playing at a neutral venue, the TEAM listed first on the draw is deemed to be the home team.

**1.3.2** When an official referee or Cadet referee is present on the ground and is prepared to officiate, he/she shall be allowed to do so and shall take precedence over any non-official referee appointed by the team managers.

### 1.4 Poaching of Players.

**1.4.1** No Coach, Manager or club official are to poach players from another club. If a club has any evidence of poaching of players, they are to inform the Secretary of the SDFA Inc. by letter, any disciplinary action will be taken by the Disciplinary Tribunal (DT) or the Board. Poaching of players will be viewed as a serious offence and dealt with accordingly.

## **1.5 Jacketed Officials -Roles and Responsibilities**

**1.5.1** All Clubs and Teams participating in a Match conducted by Shoalhaven District Football (SDFA) must provide a minimum of two people to act in the role of 'Jacketed Official' for senior and junior matches, one official is required for night competitions, Failure provide the required number of Jacketed Officials within 10 minutes of the nominated kick-off time will result in the offending Club/Team being fined per Match and any other sanction deemed applicable by SDFA.

**1.5.2** The match will not start until the Jacketed Officials are in position.

**Jacketed Officials must:**

- (a) *be 18 years of age or older;*
- (b) *wear clothing that readily identifies them as a Jacketed Official;*
- (c) *patrol all fields used throughout the relevant match(s) and ensure they are located in positions where they are clearly visible to Participants and which are appropriate for monitoring on-field and off-field incidents and Spectator behaviour;*
- (d) *Make themselves clearly visible to the Match Officials prior to the commencement of a Match and ensure their names are displayed on the applicable team sheet;*
- (e) *accompany Match Officials on and off the field of play if required or appropriate to do so ensure that, at all times, their Spectators comply with the FFA Spectator Code of Behaviour .If their Spectators are behaving contrary to the Code of Behaviour, a Jacketed Official must, if it is safe to do so, remind those Spectators of their obligations under the Code of Behaviour and issue any reasonable directions to those Spectators, including a direction to leave the venue. If those Spectators fail to comply with the Jacket Official's reasonable directions, he/she should, contact the home Club representative for further assistance. If required the home Club official representative is to contact the police or relevant emergency services for support.*
- (f) *NOT be involved in other duties while acting as a Jacketed Official (not refereeing, coaching managing, canteen duties etc.);*
- (g) *NOT engage in any verbal or physical altercations;*
- (h) *NOT consume alcohol or smoke while acting as a Jacketed Official;*
- (i) *NOT, unless it is safe to do so, approach opposition Spectators behaving inappropriately and must instead approach opposition Jacketed Officials to resolve any issues. If opposition Jacketed Officials are unwilling or unable to assist, and opposition Spectators continue to behave inappropriately, the Jacketed Official should, if necessary, contact the home Club representative for further assistance. If required the home Club official representative is to contact the police or relevant emergency services for support;*

- (j) *within 48 hours of a Match, provide a written report to SDFA setting out any inappropriate Spectator behaviour, including any failure by a Spectator to comply with a Jacketed Official's reasonable direction and/or any failure by opposition Jacketed Officials to provide assistance in controlling opposition Spectators; and*
- (k) *Conduct themselves in a manner that enhances, rather than injures, the reputation and goodwill of SDFA and football generally.*
- (l) *Clubs, Teams and Jacketed Officials that fail to comply with these Roles and Responsibilities may be fined by SDFA or dealt with in accordance with the SDFA Disciplinary Regulations.*

## **1.6 Ground Officials**

**1.6.1** Ground Officials have the authority to remove any offending persons from the officially marked areas, if the ground is fenced they can be removed outside the fence boundary, if they fail to leave the Council Ranger or police are to be called to have them removed, and a report made to the Association including names of the offenders.

## **1.7 Shin Guards**

**1.7.1** No player is to take the field, unless he/she is wearing shin guard protection of the commercial type.

## **1.8 Playing Strip.**

**1.8.1** Affiliated clubs should submit to the Board, a photograph prior to the commencement of the competition of all their playing strips, details of any intending changes of their playing strip including shirt socks and shorts for approval by the Board. Clubs may only wear their approved strips. Any conditions attached to wearing new strips are at Annex A.

**1.8.2** No teams shall play each other wearing the same strip,

**1.8.3** Goalkeepers shall wear colours easily distinguishable from all other players and the referee.

**1.8.4** In the event of a clash of colours, the away team is to change into their alternate strip

**1.8.5** All shirts in competition age groups shall have a number on the back at least 12cms high which shall be in contrasting colour to that of the shirt.

## **1.9 Wearing of Jewellery & other Prohibited Items.**

**1.9.1** 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. Referees are also prohibited from wearing jewellery (except for a watch or similar device for timing the match). Updated April 2017 Football NSW Player Equipment Policy Page 2 However, if in the opinion of the Referee, a medical bracelet or necklace presents no danger, then it may be allowed on the condition that it can be taped or bandaged to the body to provide protection. A medical bracelet can be covered by a tight wrist guard and similarly, a medical necklace can be sufficiently padded, a full copy of the guidelines can be viewed at [www.shoalhavenfootball.com.au](http://www.shoalhavenfootball.com.au) Policies.

**1.9.2** The wearing of plaster or fiberglass or any stiff or hard casts or any other type of hard material are not allowed to be worn in any matches conducted by SDFA.

**1.9.3** Full guidelines of Players Equipment Policy can be viewed at [www.shoalhavenfootball.com.au](http://www.shoalhavenfootball.com.au) in policies.

## **1.10 Duration of matches**

<b>Age/Grade</b>	<b>Time Each Way</b>
U6 -U7	20 Minutes
U8 - U9	20 Minutes
U10 – U11	25 Minutes
U12 – Girls	30 Minutes
U12 –U14 Boys	30 Minutes
U14 – Girls	30 Minutes
U16 - Girls	35 Minutes
U15 – 16 Boys	35 Minutes
Women’s 1st Grade	45 Minutes
Women’s Reserve/Third Grade	40 Minutes
Men’s 1st Grade	45 Minutes
Men’s Reserve/Third Grade	40 Minutes
O35’s	40 Minutes

## **1.11 Match Ball**

**1.11.1** The home team shall be responsible for the provision of footballs

- (a) *1 (one) ball shall be supplied for under 6 – under 12’s*
- (b) *3 (Three) balls for all other age groups.*

**1.11.2** On a neutral ground each team shall provide:

- (a) *1 (one) ball for Junior Matches*
- (b) *3 (three) for all Senior Matches.*



**1.11.3** Ball sizes shall be

Age Group	Ball Size	Number of Balls Home team must supply
U6 -U9	Size 3	1
U10 -U12	Size 4	1
All other Age Groups	Size 5	3

**1.12** **Champion of Champion Nominations.**

**1.12.1** Any team playing above its own age group has the right to challenge the competition champions in its correct age group for the right to represent the Association in the Champion of Champions competition.

**1.12.2** Competition Champions of "A " division competitions will be entered into the Champion of Champions.

**1.13** **Female Players.**

**1.13.1** Female Players are only permitted to play in junior mixed competitions up to and including under 12's or according to current State rules.

**1.13.2** Pregnancy is governed by FNSW Policy document that is on SDFA website, also a Pregnancy Check list that clubs need to follow.

**1.14** **Un Financial Player.**

**1.14.1** It is the responsibility of each club to ensure that all fees are paid by their players.

**1.14.2** If Any player is deemed un financial by his club, the club may request SDFA not to allow the player to register with any other club, the club is to provide the details of any un financial player including FFA number to the SDFA Secretary by 30th June each year

**1.14.3** Players notified to the Secretary in 1.14.2 will be deemed unfinancial and are to be deregistered by their club, failure to do so will result in no action taken by SDFA.

**1.15** **Representative Trials.**

**1.15.1** Only players who are registered with SDFA are eligible to trial for SDFA representative teams in the year of trials.

**1.15.2** Players who were not registered with SDFA when trials were held and register with an SDFA affiliated club the following year may be considered to fill any vacancy that may occur within the Representative teams.

**1.15.3** Players who hold dual registration are ineligible to be considered for representative team participation.

### **1.16 Trial Games.**

**1.16.1** Any club wishing to play a trial game are to follow the following procedures.

**1.16.2** If your club is playing a team under the jurisdiction of SDFA both teams are to complete the Trial Match Request Form Community Football form. Available from SDFA secretary this is then to be followed up with a completed online team sheet.

**1.16.3** If your club is playing a trial match against a team from outside of SDFA jurisdiction than a trial Match Request Form Community Football is to be completed, online at FNSW, once completed it will be sent by FNSW to the opposing clubs Association for their approval, SDFA Secretary will approve SDFA's club once received from FNSW.

**1.16.4** If your club is travelling to the opposing team's ground than the club you are playing against has to complete the form, a copy will be sent to SDFA for approval.

- (a) The form is available at [www.footballnsw.com.au](http://www.footballnsw.com.au), 1. Scroll down to the bottom of the page and click on forms, then select Inter Association Trial Match Form, then complete the form, once completed the form will be sent to your club, SDFA, and the opposing club's Association for approval.

**1.16.5** All players who take part in trial matches are to be registered with "Playfootball" as per rule 2.1, 2.2, 2.3, The appropriate games organiser will enter the trial matches into the "Playfootball" system to enable clubs to complete the online team sheet

### **1.17 Securing Field for Senior Matches**

**1.17.1** All fields that senior matches are played are to be roped off 3 metres from the sideline, no person other than players, coaches, team officials, match officials and yellow jacketed officials are allowed inside the boundary rope.

### **1.18 Concussion Guidelines**

**1.18.1** The FFA Guidelines on Concussion procedures has been adopted by SDFA and can be viewed at: [www.shoalhavenfootball.com.au](http://www.shoalhavenfootball.com.au) under menu item Rules and Policies and at Section 9 Section Annex A Policies -FFA Concussion Guidelines.

### **1.19 Good Behaviour Bonds**

**1.19.1** The board of SDFA at its discretion can place a club or player on a good behaviour bond, this may also require the club or player to pay a monetary value to SDFA who will then hold the amount imposed for the period of the good behaviour bond.

## Section 2. Registration

### 2.1 General Registration Rules

**2.1.1** A player shall be deemed registered with the SDFA when the club or player completes registration and uploads a current Photo for ID cards to Playfootball at time of registration. A guideline to the Playfootball registrations can be found at [www.shoalhavenfootball.com.au](http://www.shoalhavenfootball.com.au) in the document is in the library .

**2.1.2** The Id card system will be used for all competitive age groups a team ID sheet complete with photos must be printed from “Playfootball” and held by the manager or coach and be available at each match.

**2.1.3** All Club Coaches are to be registered with their club through “Playfootball” by the date nominated by the SDFA Board. They also are to be allocated to a team

**2.1.4** No player, Coach or Club Official shall be entitled to take part in any trial or competition match unless they are registered with the SDFA on “Playfootball”.

**2.1.5** Player registrations must be completed in “Playfootball” at least 24 hours before they may play in a competition / trial match.

**2.1.6** A player shall be eligible to play for the club which he/she is registered and no other unless special permission is granted by the SDFA Board.

**2.1.7** If the SDFA Board receives a registration for the same player, from more than one club, the player shall be registered with the club whose registration was first received.

**2.1.8** A club playing an unregistered player, and the player concerned shall be dealt with by the Board or Disciplinary Tribunal. The Board may order the Offending team forfeit the match to the opposing team and also be fined.

**2.1.9** Baptismal certificates, birth certificates, statutory declarations or such suitable proof of age is to be produced by all players registered with the Association in their initial season with the Association. It is the responsibility of the club to sight the evidence of age.

**2.1.10** No registrations will take place after 30th June each year unless approved by the Board, such registration will only be permitted for players who have not been previously registered with this Association.

## **2.2 Maximum Player Numbers**

**2.2.1** In Junior Competitive Teams the number of players in each team is limited to the Maximum registered to a team in Rule 2.2.2 Team Player Numbers , this may be extended with the permission of the Board. Players may be de registered and others registered up to that number during the season in line with 2.1.10

### **2.2.2 Team Player Numbers**

Age Group	Maximum on Field	Minimum Field	Maximum on game Sheet	Maximum Registered to Team
U6 - U7	4	N/A	7	7
U8 - U9	7	N/A	10	10
U10 – U11	9	6	13	13
U12 - U16	11	7	16	16

## **2.3 Age of Players.**

**2.3.1** The age of a player for the purpose of categorizing into the correct age group shall be the age that player turns during the current calendar year.

**2.3.2** Where a player wishes to play more than two years above their own age group, approval must be obtained from SDFA. If approved parents / guardian of the player has to sign a Playing Above Age Consent form. Guidelines and consent form for playing above age are on SDFA website.

**2.3.3** A player may play up two years from his current age, without being assessed as to his ability to play in an older age group.

**2.3.4** To play in a Senior Competition a player must be turning 16 years of age in the current calendar year.

**2.3.5** If a player is eligible to play in the Junior Competition, but cannot due to the number of players in the team as outlined in Rule 2.2.2 if that player is allocated to the Senior Competition, the player cannot play in the Junior Competition they are age eligible to participate in.

**2.3.6** To be eligible to play over 35's the player must turn 35 within the current calendar year.

**2.3.7** To play in the Mini Roo's a player must turn five (5) years of age in the current calendar year.

**2.3.8** Female Players are only permitted to play in junior mixed competitions up to and including under 12's or according to current State rules.

## **2.4 Transfers.**

**2.4.1** A player wishing to transfer to another club within the Association must deregister from his current club and then re- register for his new club.

**2.4.2** The club has seven (7) days to action the de-registration request.

**2.4.3** Transfer of players between clubs shall cease on the 30th June each year.

**2.5**     **Dual Registration.**

**2.5.1** A Player can be registered with only one Club at a time, this is subject Rule 2.1.6

**2.5.2** A Player registered with FFA can play only for the Club (in the relevant form of the game) nominated on the Prescribed Form unless the Player is playing:

- (a)     *for a Representative Team;*
- (b)     *for a school team that is not a Club;*
- (c)     *Summer Sevens*
- (d)     *in a benefit, testimonial or charity match if that Player has written special permission from SDFA.*

**2.6**     **Clearances.**

**2.6.1** Where a club, team or player(s) wish to play outside SDFA boundaries in a competition organized by another Association or body for any reason, the club, team or player(s) concerned must apply for and obtain a release permit from the Association within whose boundaries it or they are situated.

**2.7**     **Reinstatement of Non-Amateur Player.**

**2.7.1** In the case of a Non- Amateur player wishing to be reinstated as an Amateur player a clearance will be required from Football NSW. A period of 30 days has to be elapsed from the players last match as a Non- Amateur player before he /she can play as an Amateur, or with the current Football Australia rules and regulations. (Art. 25) The player will not be allowed to play until this Association is notified by Football NSW that the player is cleared to play.

## Section 3. Junior and Senior Competition

### 3.1 Nominations.

**3.1.1** Competitions shall be open to teams nominated by clubs affiliated with the SDFA. Nominations shall be submitted to the SDFA by a date determined by the Board. Nominations are to be sent to SDFA listing the number of teams in each grade ( Not grades that the club wishes to participate in )

**3.1.2** All clubs entering SDFA senior competitions must nominate a 1<sup>st</sup> grade team, clubs with only one team the placement of that team is at the Boards discretion , clubs entering two (2) into SDFA senior competitions, the placement of the second team is at the Boards discretion.

### 3.2 General

**3.2.1** Competitions shall be arranged by the board in suitable age groups, from under 10 to over 45's where applicable each year after Team nominations have been received.

### 3.3 Alcohol Prohibited Pre-match

**3.3.1** No Alcohol is to be consumed by any player before playing in a match, any player suspected of having alcohol or is intoxicated must not take the field. The enforcement of this rule is the responsibility of the players club.

### 3.4 Competition Fixtures

**3.4.1** SDFA Board shall determine the makeup of teams in a competition and draw up a fixture list for the Competitions as soon as possible after nominations have concluded. The Competitions where possible will be drawn on a home and away basis.

**3.4.2** Competitions conducted by the Association shall be:

- (a) *District Premiership*
- (b) *District Knockout*
- (c) *Pre-Season*
- (d) *Summer 7 aside*
- (e) *And other competitions that are considered suitable*

### 3.5 Women's Competition

**3.5.1** The Women's Competition may be conducted in two divisions or as the Board decides for the better of the competition, on a home and away basis.

### **3.6 Two Club Teams in Age Group**

**3.6.1** Where two Junior teams from the one club are playing in the same age group in different divisions in a competition, which is graded, from the start of the season, representative players must play in the highest division of their club. Unless the Representative player is younger than the age groups maximum age, they are eligible to play in the lower division of that Competition. This also applies to Lower Grade Representative players in line with Rule 3.22.3

**3.6.2** When two teams from the same club enter teams in the same grade, all players who play in those teams, are team tied from the start of the competition.

### **3.7 Late Start.**

**3.7.1** A period of ten minutes (10) grace shall be allowed in the event of the game not starting at the scheduled time, at the end of this period of grace, if the game has not started, the game shall be called off and the circumstances reported to the Competition Administrator who shall refer it to the Board for a decision as to whether a forfeit or replay is required. In the event of the game starting within the period of grace, the game shall be shortened by the number of minutes the kick off was delayed, both halves shall be of equal duration.

**3.7.2** Where the circumstances will not permit full time to be played the two managers shall mutually arrange with the referee for a lesser duration. In all cases both halves shall be of equal duration and a maximum of five (5) minutes interval between halves shall be allowed. The referee shall keep the time for the game and this time shall be official.

**3.7.3** Where matches of two or more different grades are being conducted on the one ground and a delay occurs in the preliminary match, it shall be played in equal halves of lesser time so as to allow the next match to start on time. Except in the case of the Final series where the full amount of time is to be played in each grade.

**3.7.4** The consent of the referee must be obtained before the kick off may be delayed from the programmed time

### **3.8 Non-Completed Matches.**

**3.8.1** Any fixture which, cannot be played or completed owing to causes over which neither club has any control shall be played within 15 days from postponement of the scheduled match or by the date specified by the SDFA Board. The failure of an official referee to officiate at the match shall never be regarded as sufficient grounds for the match to be postponed. If the match is not played within the time limit, the game will be set by the Board. If a club does not play on the date set by the Board the match will be forfeited and fines will be incurred. If a match is not completed, the players who appeared on the team sheet at the start of the match are the only players who can play if the board deem that the match has to be completed.

### **3.9 Abandoned Match's.**

**3.9.1** If a match is abandoned after the start for any reason the Board will make a decision if the match is to be replayed, abandoned, or points awarded to either team. If the board deem that match is replayed, the players who appeared on the team sheet at the start of the abandoned match are the only players who can appear on the team sheet and play in the match.

### **3.10 Forfeit Rule.**

**3.10.1** If a team gives notice of an impending forfeit to the opposing team and to the Competition Administrator three days or more prior to the match, a fine will be imposed, however a forfeit without this advance notice will also incur a fine plus a cost to the Referees 8.1 Fines

**3.10.2** In the event of a Senior First Grade team forfeiting a match when their lower grades have played at the same venue the penalty will be loss of any competition points for the lower grades as well as the fine.

**3.10.3** Any club which, without just cause, fails to play its fixtures as scheduled shall be liable to disciplinary action by the Board, or the disciplinary Tribunal and may forfeit the points to the opposing team.

### **3.11 Deferred - Postponed Games or Re arranged Games**

**3.11.1** The Competition Administrator or the Board can only defer games. Any teams that have 2 (Two) or more players unavailable due to representative commitments, or formal school activities such as excursions are entitled to a deferred match, requests and arrangements must be made through the Competition Administrator at least 72 hours prior. A Representative Player is a player who is selected in a Representative Team, which, comes under the control of Shoalhaven, Southern NSW Football or Football NSW or a higher authority.

**3.11.2** Any application by a club for rearrangement of a Competition fixture shall be in writing and be received by the Competition Administrator and the SDFA Secretary at least five days prior to the date upon which the match was scheduled to be played. The SDFA Board may re-arrange any fixture in the competitions whether or not such a request has been received from a club participating.

### **3.12 Results.**

**3.12.1** The Referee shall be responsible for reporting the results of home games to the Competition Administrator by an image of the team sheet from a mobile device. The Home Club is responsible for entering results into the online system. In the event of no appointed match official the Home Club must report the results of home games to the Competition Administrator by an image of the team sheet from a mobile device and enter the results into the online system. For daytime games they must be received by 6pm on the day of the match. For Games played at night, scores are to be reported on completion of the match. All Official match sheets must be posted or delivered to the SDFA within three working days of the match. Fine as per Rule 10.1.12. Fines for each unreceived competition result card. See also Rule 3-17-2

### **3.13 Substitution**

**3.13.1** In Men's first Grade and Reserve Grade, Substitutes shall be limited to the replacement of five (5) players. Substitutes may be made at any time after the start of the match and for any reason provided the substitutes have been previously listed as substitutes on the team sheet at the start of the match. A maximum of 16 players per team sheet is allowed.

**3.13.2** Substitutions are to be made from the marked interchange area, during a stoppage in play.



**3.13.3** All Substitute players must wear a coloured vest that does not conflict with either the home or away team strip.

**3.14 Interchange.**

**3.14.1** In all competitions conducted by the SDFA for age groups Under 10 and up to and including Under 16's, Women's, Third Grade and Over 35's or any other grade as determined by the board, the interchange format will be used. Interchange of players is unlimited. Interchanging of players is permissible at any time during the game in those age groups. The interchange procedure shall be followed

- (a) Interchange players must wear a coloured vest that does not conflict with either the home or away team strip.*
- (b) interchanges are to be made from the marked interchange area.*
- (c) Interchange zone will be an area one (1) meter either side of the half way line.*
- (d) An interchange is one, which is made when the ball is out of play or a dead ball situation and for which the following conditions shall be observed.*
- (e) The player leaving the field shall do so from the sideline crossing over at the sector called the interchange zone.*
- (f) The player entering the field shall also do so from the interchange zone but not until the player leaving the field has passed completely over the side line.*
- (g) A player nominated for interchange shall be subject to the authority and jurisdiction to the referee whether called upon to play or not.*
- (h) The interchange is completed when the player who was off the field enters the field. From this moment they become a player and the player whom they replaced ceases to be a player.*
- (i) Play should not be halted for the interchange.*

**3.14.2** The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.

**3.14.3** If during an interchange an interchange player enters the field before the replaced player has completely left it, the referee shall ensure the replaced player leaves the field, then caution the interchange player, and then restart the game.

**3.14.4** If during an interchange an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone the referee shall caution the offending player.

**3.14.5** The interchanging of players will cease at the completion of normal and extra time. If at this time penalty kicks are required to obtain a result then the eleven (11) players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchange at this time is permissible.

**3.15 Technical Area Substitution and Interchange Format**

**3.15.1** A maximum of nine (9) personnel are permitted including the maximum number of vested substitute or interchange players.

**3.16 Protests.**

**3.16.1** Protests regarding the result of any match are to follow the following procedure:

- (a) *The protest noted on the match card/team sheet*
- (b) *The Competition Administrator notified within 24 hours*
- (c) *Follow up with a letter to the Secretary of the*
- (d) *SDFA within 3 working days after the match*

**3.17 Team Sheets: Competition Age Groups.**

**3.17.1** Team sheets must be completed online for all competition matches, with the names of each player recorded against their correct shirt number.

**3.17.2** Team sheet to be completed by 4pm for all night games or 8am for Weekend Senior games. Juniors 6pm the night before.

- (a) *All players must be listed on the team sheet*
  - i) *The starting players as per rule 2.2.2 who take part in the match must be clearly marked on the designated area of the printed team sheet.*
  - ii) *any other player who subsequently takes part in the match shall be a substitute or interchange player*
  - iii) *all manual amendments to the printed team sheet must be completed fifteen (15) minutes prior to kick-off.*
  - iv) *The correctly completed team sheet shall be handed to the referee at least ten (10) minutes before the scheduled start of the match.*
- (b) *A maximum number of player names specified in Rule 2.2.2 Team Player Numbers can appear on the team sheet.*
- (c) *The home club is responsible for entering Results, Scorers, Cautions, or any Send Offs or comments one hour after completion of each match to the online match sheet, the Match sheet is to be signed by an official from each team and the Referee. The completed signed Match Sheet is to be forwarded to the appropriate competition organiser within three (3) days of the completion of the match.*

**3.17.3** Manual alterations to the printed team sheet must have the names of each player correctly spelt, and FFA numbers, recorded against their correct shirt number. All manual alterations must be clear and legible.

**3.17.4** On neutral grounds the team named first in the official draw shall be responsible for forwarding the completed result card and results.

**3.17.5** Any matters to be brought to the attention of the SDFA should be noted on the back of the Team sheet and signed by both team officials there by confirming their awareness of the matter being reported.

**3.17.6** Any person who is not available at the venue to take the field prior to half time, shall be deleted from the team sheet.

**3.17.7** No players are to be added to the team sheet after the start of the match.

**3.17.8** A player may only play during the competition proper in one "Club Grade" lower than the grade in which he last played., unless he is returning from an absence of more than two weeks and two days and that absence did not include any time forfeited due to disciplinary reasons. "Played" means he was named on the match sheet in Third Grade, or Reserve Grade, or took the field as a substitute, or took the field at any time in first grade.

**3.17.9** When the clubs First grade or Reserve Grade team has a bye, players who were on the team sheet starting eleven(11) the previous week, are not allowed to play down that week.

### **3.18 Electronic Team sheets Competition Age Groups.**

**3.18.1** When Electronic team sheets are used, they are to be completed online 10 minutes prior to the start of the game players are to be selected from the drop down list of club players, shirt numbers are to be entered, positions selected as well as substitutes , and the starting box ticked for each of the first eleven players starting the game then click save to save the data entered. At the competition of the games scores, cautions, and send offs are to be recorded by the referee. Also see 3-17-2C.

### **3.19 Photo ID's.**

**3.19.1** Not less than ten (10) minutes prior to the scheduled time of the commencement of the game the Photo ID Registration Cards of all players (including substitutes) appearing on the team sheet shall be made available to an official of the opposing team.

**3.19.2** In the event of any manager electing not to examine the opposing teams ID cards, prior to the start of play, all rights shall be forfeited to lodge a protest on the grounds of the players' ineligibility.

**3.19.3** Failure to produce ID cards upon request prior to the game will result in a forfeit.

**3.19.4** The photo ID's are to be retained for the duration of the match by the team manager or coach and be given to the referee if requested.

### **3.20 Awarding of Competition Points.**

**3.20.1** Points in all premiership competitions shall be awarded as follows:

- (a) 3 points for a win*
- (b) 1 point for a score draw*
- (c) 1 point for a scoreless draw*
- (d) 3 points for a bye*
- (e) 3 points and four (4) goals for a forfeit.*

### **3.21 Over 35's Special Rules**

**3.21.1** This has been left blank

### **3.22 Junior Competition Special Rules.**

**3.22.1** In the Junior Competition where a club enters only one (1) team in a grade which competitions are conducted in more than one (1) division, such team shall be required to play in the division as decided by the Board.

**3.22.2** In the Junior Competition a player shall not be permitted to change teams within the one club and within one age group after they have played in any competition match in that season, such competition match does not to include Gala Day. Provided, however, the Board may at their discretion approve a request for a player to play outside his designated team if it is in the interest of the competition and where hardship would otherwise result.

**3.22.3** In the Junior Competition where two teams from the one club are playing in the same age group in different divisions in a competition, which is graded, from the start of the season Representative players must play in the higher division, if the Representative player is younger than the age groups maximum age they can play in the lower division of that competition. This applies to Lower Grade Representative Team Players that are determined at the SDFA Boards discretion.

**3.22.4** In the Junior Competition, a player may play up in an older age group only to make up a team of twelve.

**3.22.5** Players cannot play down from their allocated age group even if they are eligible to play in a lower age group.

**3.22.6** In the Junior Competition players may not play up or down in any Final series. This rule is applied in conjunction with rule 1.1.2.

### **3.23 Final Series**

**3.23.1** The team with the greatest number of points at the completion of the competition shall be declared Competition Champions.

**3.23.2** In the event two or more teams finish on equal points, the Competition Champions following the determination of:

- (a) *Greatest goal difference from all Competition Games*
- (b) *Greatest number of goals scored in all Competition Games.*

**3.23.3** If two teams are still tied based on (3.23.2(a)) & (3.23.2(b)), then their place will be determined as follows:

- (a) *The Major Semi Final winner will be declared the Competition Champions.*

**3.23.4** The Top four (4) Teams shall be declared in the same manner as 3.23.2(a) and 3.23.2(b)

**3.23.5** In the event of still being equal after the application of rule 3.23.4 then:

- (a) *A playoff game will be required*

**3.23.6** The finals format will be:

<i>Major Semi Final</i>	<i>1 v 2</i>
<i>Minor Semi Final</i>	<i>3 v 4</i>
<i>Preliminary Final</i>	<i>Winner of Minor Semi Final v Loser of Major Semi Final</i>
<i>Grand Final</i>	<i>Winner of Major Semi Final v Winner of Preliminary Final</i>

**3.23.7** In the Final series of the premiership for all competitive age groups, if scores are equal at full time. In under 12 to Seniors will be an extra time of ten (10) minutes each way shall be played. Under 10 and Under 11 will be five (5) minutes each way. If the scores are still level at the end of extra time, the result shall be determined by a penalty's, as per the referee's chart.

**3.23.8** All Senior matches shall have applicable added stoppage time by the referee.

### **3.24 Qualification for Juniors.**

**3.24.1** A player must have played five (5) competition aged games of football in the current season with that club, with the team and in the competition to qualify to play in the semi-final and finals.

### **3.25 Qualification for Seniors.**

**3.25.1** player shall be entitled to play in a semi-final, preliminary final or grand final if they have in that same season appeared in not less than five (5) premiership rounds excluding byes, the club. "Appeared" means a player who took the field as a player for some part of the match shall be eligible to play in a lower grade semi-final and finals if they have:

- (a) *Played more games in that grade than in any higher grade.*
- (b) *In grades that play interchange, if a player's name appears on the team sheet they are deemed to have played in that grade.*

**3.25.2** An Under 16, or over 35 player who is not a regular player in the Senior competition must have played 5 (Five) match days in the competition, which he is seeking to be eligible to play in the finals. Senior players must play five (5) match days in the over 35s to play in finals.

**3.25.3** Players who play in the Under 16, or Over 35s competitions, and also play in the Senior competition on weekends are subject to all the Senior rules including qualification.

## Knock Out Competitions

### **4.1     Senior Knockout, Hank Ruyg Cup and/or Pre-Season Competition Rules**

**4.1.1** 4-1. The Knockout and/or pre-Season competition shall be played with all clubs participating.

**4.1.2** 4-2. Team Nominations are to be made prior to the draw being made. All players are to be registered thru "Playfootball ".Each team is limited to sixteen players, and all players are cup tied to their nominated teams for the duration of the competition.

**4.1.3** A player will be regarded as having played for a team if his name appears on the match card.

**4.1.4** Duration of the matches will be two equal halves of forty (40) minutes. There will be no time added on. Half time will be five (5) minutes or as otherwise decided by the Board.

**4.1.5** If the scores are equal at the completion of normal time, 3.23.3(a) will apply.

**4.1.6** In the event of any team forfeiting they are to fill out a match card and those players will be tied to the team that has forfeited Rule 10.1 Fines

**4.1.7** will be applied.

### **4.2     Substitutes. Interchange**

**4.2.1** Substitutes may be made at any time after the start of the match and for any reason provided the substitutes have been previously listed as substitutes on the team sheet. As per the interchange rules listed in Rule 3.13 Interchange.

### **4.3     Junior Knockout Competition Rules**

**4.3.1** The competitions shall be played on a Knockout principle and shall be played where the Association directs. The duration of the games is as per rule 1.10.

**4.3.2** A player may play with only one team in an age group.

**4.3.3** If the scores are equal in the preliminary rounds, semi-finals or finals of the Knockout Cup at full time, ten (10) minutes extra time shall be played, for Under 10s to Under 16s). If the score is still equal, the result shall, be determined by a penalty's as per the referee's chart.

**4.3.4** Semi Finals and final of the Knockout competition shall be played on neutral grounds where possible, provided that suitable grounds as decided by the Association are available.

**4.3.5** After the first round the teams may be divided into a winners and losers pool which form the A and B competition, so that each team would get at least two (2) matches. If the games are played on the same day, the duration of the games shall be ten (10) minutes each way.

**4.3.6** Teams from other Associations may be invited to take part in the Knockout Cup.



Section 5.

## Under 6 and Under 7 Non-Competition

**5.1.1** Under 6 and Under 7 Non-Competition is open to all affiliated clubs of SDFA, nominations will be called by SDFA and clubs are to submit their nominations to SDFA by a date determined by SDFA board.

**5.1.2** The games shall be arranged by the SDFA board in suitable age groups each year after team nominations have been received.

**5.1.3** SDFA board will as soon as possible after nominations are received draw up a fixture list. The fixtures may be centralized or on a home and away basis at the SDFA board's discretion.

### **5.2**     **Rule of Play.**

**5.2.1** 20 Minute Halves as per Rule 1.10 Duration of matches with a Size 3 Ball as per Rule 1.11.3 Ball sizes shall be

**5.2.2** The game shall not be stopped for an interchange to be made unless a player is injured or else a goalkeeper is being changed and the interchange format will apply.

**5.2.3** No Off Side.

**5.2.4** No coaching from the sideline by parents or any hysterical abuse (only encouragement to be allowed). Clubs are encouraged to enforce this rule.

**5.2.5** Coaching by the coach is to be done in a quiet and helpful manner from the sideline.

**5.2.6** No Corners

**5.2.7** No Goal kicks

### **5.3 Method of scoring.**

**5.3.1** A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

### **5.4 Shin guards.**

**5.4.1** Shin guards must be worn by all players without exception.

### **5.5 Substitutes.**

**5.5.1** Substitutes may rotate during the entire game. The coach or parents are allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

**5.5.2** Every effort should be made to ensure all players, regardless of age, gender, and ability, are given equal playing time.

### **5.6 Game Leaders (Referee).**

**5.6.1** Each game is to be controlled by one Game Leader. The main role of the Game Leader is to keep the game moving fluently, limit stoppages and assist players with all match restarts.

**5.6.2** Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement.

**5.6.3** The Game Leader can be a club official, parent, older child/player or beginner referee and should always be enthusiastic and approachable. Most importantly, remember the children are learning the game – be flexible and patient.

### **5.7 Game Leader Responsibility:**

**5.7.1** Encourage all children to have fun and different children to take Re-starts;

**5.7.2** Ensure the correct number of players are on the field;

**5.7.3** Discourage players from permanently over-guarding the goal;

**5.7.4** Check all players are wearing shin guards;

**5.7.5** Use a “Ready, Set, Go” prompt to encourage quick decisions when restarting play

**5.7.6** Encourage children to dribble or pass ball to team mates rather than kick the ball long;

**5.7.7** Ensure the opposing team is at least 10 metres outside the penalty area for all goal line restarts;

## **5.8 Further Rules of Play**

**5.8.1** A player may play in any team or any number of teams providing it is not in a younger age group. Players can also play for the opposition in order to equalize the teams. All players must be registered with SDFA. A match card is to be completed for all games, the match card is to have the players name and FFA registration number. No scores are to be recorded on the match sheet

**5.8.2** In fact, coaches are asked to swap players at half time if the score is more than six (6) goals up.

**5.8.3** Mini Roo Games are to be seen as a fun game by the players whilst still learning the basics. Coaches should encourage sportsmanship, co-operation and participation.

## **5.9 Team Cards**

Official team cards must be completed for each match and must contain player's names, and registration number, and must be sent to the competition organiser. A competition point score table is not to be kept and there are no finals. Fines will apply as per Rule 10.1 Fines

## **5.10 Points Not Specifically Covered**

**5.10.1** Any point in relation to Under 6 and Under 7 Non-Competition not specifically covered in these regulations shall be dealt with by the SDFA if applicable.

### **5.10.2** Playing Formation

- (a) 4 v 4 – no goalkeeper.
- (b) *Maximum of three substitutes, who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.*
- (c) *The game leader, coaches and managers should continually discourage Children from permanently standing in front of the goal.*

## **5.11 Ball in and out of play.**

**5.11.1** The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the game leader or instructing referee.

## **5.12 Ball crossing the touch line.**

**5.12.1** There are no throw ins or corners. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

**5.12.2** Ball crossing the goal line after touching the defending team last.

**5.12.3** There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

**5.13 Fouls and Misconduct.**

**5.13.1** Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (Indirect free kicks where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

**5.13.2** Most acts of handball or fouls or misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

**5.14 Field Specifications**

<i>Field Dimensions</i>	
<i>Field Length</i>	<i>Thirty (30) metres</i>
<i>Field Width</i>	<i>Twenty (20) metres</i>
<i>Goal Dimensions</i>	
<i>Goal Width</i>	<i>one point five (1.5) to two metres (2) wide.</i>
<i>Goal Height</i>	<i>Point nine metres (.9) to one (1) metre high</i>

## Section 6. Under 8 and Under 9 Non-Competition

### 6.1 General Rules

**6.1.1** Junior Under 8 and Under 9 Non-competition is open to all affiliated clubs of SDFA, nominations will be called by SDFA and clubs are to submit their nominations to SDFA by a date determined by SDFA board.

**6.1.2** The games shall be arranged by the SDFA board in suitable age groups each year after team nominations have been received.

**6.1.3** SDFA board will as soon as possible after nominations are received draw up a fixture list. The fixtures may be centralized or on a home and away basis at the SDFA board's discretion.

### 6.2 Specific Rules

**6.2.1** Match duration is as per Rule 1.10 Duration of matches with a Size 3 Ball as per Rule 1.11.3 Ball sizes shall be

#### **6.2.2** Playing Formation

(a) 1-3-3.

(b) 7 v 7 – including goalkeeper

(c) *Maximum of three substitutes who, may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.*

### 6.3 Goalkeeper.

**6.3.1** The goalkeeper is allowed to handle the ball anywhere in the penalty area.

**6.3.2** To restart play after a save or gathering the ball with their hands, the ball must be rolled underarm or played from the ground with the feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 5m outside the penalty area and cannot move until the ball is in play. The ball is in play once a second attacking players has played at the ball. The ball must be received inside the defensive third of the field (attacking team.) If ball is rolled or kicked outside the defensive third, play is stopped and the goalkeeper is to start play again.

**6.3.3** Indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

### 6.4 Ball crossing the side line.

#### **6.4.1** Throw in.

(a) *Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least*

(b) *5 metres away from the ball until it is in play. The ball is in play once it*

(c) *enters the field of play. A goal cannot be scored directly from a throw in.*

(d) *Ball crossing the goal line after touching the defending team last,*

**6.4.2** Goal kick from anywhere within the penalty area. Opponents remain at least 5 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 5 metres outside the penalty area and they cannot move until the ball is in play. The ball is in play once a second attacking player has played at the ball. The ball must be received inside the defensive third of the field (attacking team.) If ball is rolled or kicked outside the defensive third, play is stopped and the goal kick is to be taken again.

**6.4.3** Corner kick. Ball crossing the goal line after touching the defending team last.

**6.4.4** A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.

**6.4.5** A goal may be scored directly from a corner kick.

**6.5     Indirect free Kicks.**

**6.5.1** Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (Indirect free kicks where a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball or fouls or misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

**6.6     Fouls and misconduct are:**

- (a)     *kicks or attempts to kick an opponent*
- (b)     *trips or attempts to trip an opponent*
- (c)     *jumps at an opponent*
- (d)     *charges an opponent*
- (e)     *strikes or attempts to strike an opponent*
- (f)     *pushes an opponent*
- (g)     *tackles an opponent from behind to gain possession of the ball*
- (h)     *making contact with the opponent before touching the ball*
- (i)     *holds an opponent*
- (j)     *spits at an opponent*
- (k)     *handles the ball deliberately*
- (l)     *plays in a dangerous manner*
- (m)     *impedes the progress of a player.*

## 6.7 Field Specifications

<i>Field Dimensions</i>	
<i>Field Length</i>	<i>Forty-Five (45) to Fifty (50) metres</i>
<i>Field Width</i>	<i>Thirty-Five (35) Forty (40) metres</i>
<i>Goal Dimensions</i>	
<i>Goal Width</i>	<i>two point five (2. 5) metres to three (3) metres</i>
<i>Goal Height</i>	<i>1.8 metre. To two (2) metres</i>
<i>Penalty Area Dimensions</i>	
<i>Depth</i>	<i>Five (5) metres</i>
<i>Width</i>	<i>12 metres</i>

## Section 7. Under 10 to under 11 Competition Specific Rules

### 7.1 General Rules

**7.1.1** Junior Under 10 to under 11 Competition is open to all affiliated clubs of SDFA, nominations will be called by SDFA and clubs are to submit their nominations to SDFA by a date determined by SDFA board.

**7.1.2** The games shall be arranged by the SDFA board in suitable age groups each year after team nominations have been received.

**7.1.3** SDFA board will as soon as possible after nominations are received draw up a fixture list. The fixtures may be centralized or on a home and away basis at the SDFA board's discretion.

### 7.2 Specific Rules

**7.2.1** Match duration is as per Rule 1.10 Duration of matches with a Size 4 Ball as per Rule 1.11.3 Ball sizes shall be.

#### **7.2.2** Playing Formation

- (a) *Shall be 1-3-2-3*
- (b) *There shall be nine players in a team, one of whom will be a goalkeeper.*
- (c) *Maximum of four substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field*

**7.2.3** Scores are to be recorded and a competition table kept, there will be a Final Series as per Rule 3.23 Final Series

### 7.3 Goalkeeper.

**7.3.1** The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be rolled underarm or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop-kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area and cannot move until the ball is in play. The ball is in play once a second attacking player has played at the ball. The ball must be received inside the defensive third of the field (attacking team.) If ball is rolled or kicked outside the defensive third, play is stopped and the goalkeeper is to start play again.

**7.3.2** An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.



#### **7.4 Ball crossing the side line.**

**7.4.1** Throw in. Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in. Ball crossing the goal line after touching the defending team last

**7.4.2** Corner kick. Ball crossing the goal line after touching the attacking team last.

**7.4.3** A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

**7.4.4** Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area and they cannot move until the ball is in play. The ball is in play once a second attacking player has played at the ball. The ball must be received inside the defensive third of the field (attacking team.) If ball is rolled or kicked outside the defensive third, play is stopped and the goal kick is to be taken again.

#### **7.5 Offside.**

**7.5.1** The offside rule as per normal competition games will apply.

#### **7.6 Indirect free kicks**

**7.6.1** Indirect free kicks are awarded for all acts of: handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (Indirect free kicks a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball, fouls or misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark Fouls and misconduct.

**7.7 Fouls and misconduct are:**

- (a) *kicks or attempts to kick an opponent*
- (b) *trips or attempts to trip an opponent*
- (c) *jumps at an opponent*
- (d) *charges an opponent*
- (e) *strikes or attempts to strike an opponent*
- (f) *pushes an opponent*
- (g) *tackles an opponent from behind to gain possession of the ball*
- (h) *making contact with the opponent before touching the ball*
- (i) *holds an opponent*
- (j) *spits at an opponent*
- (k) *handles the ball deliberately*
- (l) *plays in a dangerous manner*
- (m) *impedes the progress of a player*

**7.8 Minimum Number of Players**

**7.8.1** An under 10 to under 12 team must have the required number of players to participate in a match as per Rule 2.3.1 Team Player Numbers

**7.9 Field of Play Specifications**

<i>Field Dimensions</i>	
<i>Field Length</i>	<i>Sixty (60) to seventy ( 70 ) metres</i>
<i>Field Width</i>	<i>Forty (40) to Fifty (50) metres</i>
<i>Goal Dimensions</i>	
<i>Goal Width</i>	<i>four point five ( 4.5 ) to five (5) metres</i>
<i>Goal Height</i>	<i>One point eight ( 1.8 ) to Two (2) metres</i>
<i>Central Circle</i>	
<i>Diameter</i>	<i>Five (5) metres</i>
<i>Penalty Area Dimensions</i>	
<i>Depth</i>	<i>Five (5) metres</i>
<i>Width</i>	<i>twelve (12) metres</i>

**7.10 Interchange.**

**7.10.1** The interchange format will apply as per Rule 3.14 Interchange..

## Summer 7 A Side Competition

### **8.1 Competition Rules**

**8.1.1** The competition shall be played on a half-sized field.

**8.1.2** Duration of the games shall be of 20 minute each way with up to 5 minutes for half time.

**8.1.3** All games will be refereed as per the rules in the Referee's handbook except for Offside

### **8.2 Team Uniform requirements**

**8.2.1** All teams must have a team uniform which must be worn by all players, the goalkeeper's shirt shall be different from the field players, each shirt must have a number, players must wear the numbered shirt that is on the team nomination form.

### **8.3 Alcohol Prohibited Pre-match**

**8.3.1** No Alcohol is to be consumed by any player before playing in a match, any player suspected of having alcohol or is intoxicated will not be allowed to take the field. Glass containers of any type are prohibited from the grounds. A no smoking policy is also in force.

### **8.4 Junior games for Ages 9 – 11 Payout Rule**

**8.4.1** In Junior games for Ages 9 – 11 inclusive as per Rule 6.3.2 and Rule 7.3.1 the first pass rule will apply for goal kicks and after the keeper has made a save. Goalkeepers must not kick the ball out of the hands, ball must be released with a pass from the ground or rolled along the ground

### **8.5 Game Fails to Start**

**8.5.1** If a game fails to start on time due to teams not being ready it shall be shortened to allow the following game to start on time. A Ten-minute grace period will be allowed which when it expires it will be deemed a forfeit.

### **8.6 Minimum Player numbers**

**8.6.1** A Minimum of 5 (Five) players (on a team) are required for the match to commence.

**8.6.2** If a team does not have five players at the scheduled start time, a period of ten minutes grace will be allowed, after this this time has elapsed the game will be forfeited. (Teams should endeavour to play a friendly by evening up numbers or using other REGISTERED players).

### **8.7 Player registration Requirements**

**8.7.1** Players must be registered using the official team nomination form, a team may register a maximum of 12 (Twelve) and a minimum of 10 (Ten) players for Seniors, for Juniors a minimum of 9 (Nine) players and a maximum of 10 (Ten) players.

**8.7.2** Players may only be registered and play in one team. A team playing an unregistered player, and the player concerned shall be dealt with by the Summer Soccer Committee or the P.D. and J.C. and shall forfeit the match to the opposing team, and the player will be suspended for two (2) matches.

**8.7.3** All Players are to register on via Playfootball

**8.8     Representative Player Definition**

**8.8.1** For the purpose of Summer Soccer, a player is deemed to be a Representative Player if they participated anytime from January to September in the current year in a Shoalhaven Representative team or any team deemed by the SDFA Board to be equivalent to a Shoalhaven Representative League.

**8.9     Higher Level Player Definition**

**8.9.1** For the purpose of Summer Soccer, a player is deemed to be a Higher-Level Player if they participated anytime from January to September in the current year in a NPL1, NPL2, NPL3 AYL, GCL, Men's State League or any team deemed by the SDFA Board to be equivalent or higher than NPL1, NPL2, NPL3 AYL, GCL, Men's State League.

**8.10    Junior Team Composition requirements**

**8.10.1**         For junior teams the maximum number of Higher level or Representative players in any team is FOUR (4). Of these players no more than three (3) Higher Level players or FOUR (4) Representative players are permitted. (For example, if a team has two (2) Higher Level players only two (2) Representative players are eligible. The Summer Soccer committee may vary this rule under exceptional circumstances

**8.11    Senior teams**

**8.11.1**         Senior teams are permitted a maximum of three (3) Higher level or Representative players. The Summer Soccer committee may vary this rule under exceptional circumstances.

**8.12    For online registration instructions**

**8.12.1**         A guideline to the Playfootball registrations can be found at <http://www.shoalhavenfootball.com.au> the document is in the library.

### **8.13 Additional Rules & Requirements**

- 8.13.1** No additional player will be registered after week 3 of the competition. The Summer Soccer committee may vary this rule under exceptional circumstances.
- 8.13.2** Teams will be divided into grades and teams will be graded at the discretion of the Summer Soccer committee.
- 8.13.3** Any Senior team forfeiting a game without a minimum of three days' notice will be deducted three (3) points
- 8.13.4** Any team forfeiting two or more games may at the discretion of the Summer Soccer committee be suspended from the competition.
- 8.13.5** Games may only be deferred at the discretion of the Summer Soccer committee, The game will be rescheduled at a mutually acceptable date, if agreement cannot be reached the competition organiser will set the date.
- 8.13.6** Unlimited interchange shall be played in all games.
- 8.13.7** The top four teams will play in a semi- final series. The top four will be decided on points, then goal difference, if still equal the team scoring the most goals, if still equal the team winning the most games.
- 8.13.8** In the event of a draw in the semi- finals and finals, an extra five minutes each way shall be played, if still even a penalty shootout consisting of three (3) penalty shots from each team, if still even then sudden death with be played with the first scorer declared the winner.
- 8.13.9** The coach or manager are to sign the referees match card at the competition of the game, failure to do so will result in any appeal against incorrect scores being dismissed.

### **8.14 Disciplinary Summer Soccer.**

- 8.14.1** Blue cards shall be used to sin bin players for offences where the referee considers an offence is not serious enough for a yellow or red card. Issue of a Blue Card is a 5 (Five) minute suspension from the match, a player shall not be replaced while sin binned.
- 8.14.2** The disciplinary committee shall consist of the Summer Soccer competition Administrator, assistant competition Administrator and referee's coordinator. This committee will consider the referee's report and decide if the offence is proven. Punishments shall be in accordance with section 7 (seven) of the Disciplinary code.
- 8.14.3** Suspensions will be carried over to the following summer competition.

## Section 9. Disciplinary

### 9.1 General.

**9.1.1** The board can summon a hearing to investigate and punish by way of fine, suspension, loss of points or placed on a Good Behaviour bond for any of the following.

- (a) *The conduct of a player or club, or ordinary member.*
- (b) *Any alleged breach of the Association rules and By Laws.*
- (c) *Failure to observe lawful decisions and directions of the Board of the Shoalhaven District Football Association Inc.*
- (d) *A breach of the Articles of Association of Football NSW. and it's By Law*

**9.1.2** Where a Participant is prohibited under child protection legislation from regulated activity relating to children, the Executive may order that the Participant be suspended immediately from all or any specific Football Related Activity for such a period and on such terms and conditions as it determines, in its absolute discretion.

**9.1.3** Clubs and their Officials are responsible for ensuring their participant's correctly and fully serve any Suspension

**9.1.4** Club officials must list in the appropriate place on the online team sheet any of their participant's serving a suspension at the time the online team sheet is completed, Failure to do so could result in a fine or loss of points or at the Board's discretion.

**9.1.5** Should a player or official strike or attempt to intimidate a Referee or an official, such players and official will be automatically suspended and shall appear before the Disciplinary Tribunal at a time and date of which due notice will be given to the players club.

**9.1.6** Any player or official who receives a suspension as a result of a RED card shall be ineligible to play or officiate again in any SDFA competition, or at the discretion of the Disciplinary Tribunal until after the completion of play for all grades in the competition the offence occurred, on the date of the last match of the suspension.

### 9.2 Send Off.

**9.2.1** The referee shall note on the team online sheet the name of any player dismissed from the field of play, and any other player who has received a caution.

**9.2.2** All send off and caution reports are to be forwarded to the chairman of the Disciplinary Tribunal. Email: [judiciary@shoalhavenfootball.com.au](mailto:judiciary@shoalhavenfootball.com.au) . All send off and caution reports and appeals against send offs are treated as laid down in Section 9 Disciplinary

**9.2.3** Players or officials dismissed from the field of play shall change into normal street clothes as quickly as possible and leave the ground, it shall be the responsibility of the club concerned (players) to see this is carried out. Failure to do so could see the club fined.

**9.2.4** A player or official sent from the field shall not play or officiate again until the suspension is completed, The suspension will be as per section 9-10 or as the Disciplinary Tribunal sees fit, relevant to the charge on the team sheet, unless he or she is to appear before the Disciplinary Tribunal. Clubs will be notified (Notice of Offence) of the offence and the penalty incurred for the infringement.

**9.2.5** Clubs will be notified in the first instance by way of a Notice of Charge which will contain the offence and the minimum penalty incurred for the infringement. The player / Official who is referred to in the Notice of Charge will be required to reply to the charge by the way of a statement, the date and time for the DT receiving it will be stated in the Notice of Charge. The Disciplinary Chairman on reviewing the statement a Notice of Suspension will be sent to the club outlining the sanction if any.

### **9.3     Disciplinary Tribunal and Hearings.**

**9.3.1** The Disciplinary Tribunal is to be made up of a Chairperson and a minimum of two other neutral persons who will decide on any penalties. A referee's representative may be available to answer any questions relating to the laws of the game as per the referee's handbook.

**9.3.2** The Disciplinary Tribunal has the power to:

- (a)     *a. Consider the reports of the Referee, Assistant Referee's or Others*
- (b)     *b. Consider any Incident Reports received*
- (c)     *c Decide if the offence is proved*
- (d)     *d,. Determine and set whatever punishment or sanctions that it considers appropriate in accordance with the guidelines.*

**9.3.3** . The Disciplinary Tribunal has the right to consider:

- (a) *a. The severity of the offence*
- (b) *b. The players past record*
- (c) *c. Extenuating circumstances*

**9.3.4** where the offence is of a relatively minor nature and the player has a previous record of good conduct, the Tribunal may choose to set a suspended sentence. in accordance with the guidelines.

#### **9.4 Punishment.**

**9.4.1** If the Disciplinary Tribunal considers that the offence is proved, it must select the punishment as per Section 9.10 The Disciplinary Tribunal is empowered to set punishments outside these guidelines where they consider extenuating circumstances require either higher or lesser suspensions. Suspensions are calculated in , fixtures or time, regardless of proof of offence any player sent off shall serve one (1) mandatory match suspension. (MMS) (FIFA) except where proof of mistaken identity can be proved.

**9.4.2** Any offence not covered in Section 9.10 will have the penalty determined by Disciplinary Tribunal but shall be at any case at least two (2) matches.

**9.4.3** Any player or official who does not attend or is not represented at the Disciplinary Tribunal hearing when requested to do so will automatically be suspended until he or she appears. The disciplinary Tribunal has the power to convene and hear the charges in the player or official's absence and issue a sanction.

**9.4.4** Any competition matches missed by a player or official awaiting determination by the Disciplinary Tribunal shall be taken into account when the matter is determined. A bye, trial, or representative match does not count towards reducing the suspension.

**9.4.5** Only ONE fixture per day in any competition can be included as part of the suspension and the player is ineligible to play until after the completion of play for all grades on the date of the last fixture of the suspension

#### **9.5 Fixture Suspensions**

**9.5.1** A Fixture Suspension imposed on a Participant participating in:

- (a) *eleven-a-side football, only affects that Participant's participation in eleven-a-side football; or*
- (b) *futsal only affects that Participant's participation in futsal.*

**9.5.2** A Participant subject to a Fixture Suspension resulting from or related to any Premiership, Championship, or FFA Cup Fixture must serve that Suspension in the next Premiership, Championship, or FFA Cup Fixture(s) in which that Participant's Team or Club plays in, whichever occurs first, until that Suspension is served in full.

**9.5.3** A Participant cannot serve such a Suspension in a Trial Match, Tournament, Pre-Season fixture, or the Futsal State Titles, the FFA national titles, any SDFA Representative Match, any competition, event or tournament conducted by another Member Federation or any other match/fixture.



**9.5.4** A Participant subject to a Fixture Suspension resulting from or related to any SDFA Representative Match (for example, Branch Titles) must serve that Suspension in the next consecutive Fixture(s) be that a SDFA Representative Match, Premiership, Fixture in which that Participant's Team or Club plays in, whichever occurs first, until the Suspension is served in full. A Participant cannot serve such a Suspension in a Trial Match, Tournament or any Pre-Season fixture.

**9.5.5** A Participant subject to a Fixture Suspension resulting from or related to any Trial Match, Pre-Season fixture or any Tournament must serve that Suspension in the next consecutive Trial Match, Pre-Season fixture, Tournament, or Premiership fixture in which the Participant's Team or Club plays in, whichever occurs first, until the Suspension is served in full.

**9.5.6** The following applies to Participants participating in a Cup or Tournament (including the FFA Cup) as part of a grassroots team. Notwithstanding anything to the contrary in this section 9 but subject to any local rules to the contrary:

- (a) a Participant subject to a Fixture Suspension resulting from or related to any Cup or Tournament (including the FFA Cup) must serve that Suspension in the next consecutive fixture in which the Participant's team plays in, and*

**9.5.7** Participant must serve a Fixture Suspension in the same age-grade in which they received that Suspension and will not be eligible to participate in any Fixture of any Competition until that Suspension is served in full. If a Fixture Suspension extends over one (1) or more Seasons, that Suspension must be served in the age-grade in which the Participant would normally participate in the following Season(s). The player receives a Fixture Suspension as a result of a Red Card Offence committed while playing in his club's team in the Football SDFA Competitions. The player must serve that suspension in the team/grade. Until he has served that suspension in the team/grade, he is not eligible to play in any of his club's Fixtures in the SDFA Competitions and nor is he eligible to play or serve that suspension in any of his club's FFA Cup matches.

**9.5.8** While subject to a Fixture Suspension, a Participant may only participate in a Trial Match, Tournament or a Pre-Season fixture if the Participant's Club has obtained written approval from SDFA to do so. That approval is to be at SDFA's absolute discretion.

**9.5.9** Unless SDFA or a higher Body determines otherwise, a Fixture Suspension applies to the Participant in the capacity in which the Participant was acting when they committed the Offence giving rise to the Suspension.

**9.5.10** While serving a Fixture Suspension, a Participant must not, on the day of a Fixture, act in any manner or role for which they have been suspended.

**9.5.11** A Participant subject to a Fixture Suspension as a Player or Official must not:

- (a) enter the Field of Play, its surrounds, the Technical Area, players race or dressing rooms;*
- (b) in the case of a coach, must not:*
  - i) provide or attempt to provide coaching instructions during the Match, at halftime and/or after the Match; or*
  - ii) engage or attempt to engage a third party to relay coaching instructions during the Match, at half-time and/or after the Match.*

**9.5.12** a Participant subject to a Fixture Suspension as a Spectator must not enter a stadium, venue, ground or Centre during a Fixture until that Suspension is served in full. Unless SDFA or a higher body determines otherwise.

**9.5.13** Where a Fixture Suspension extends over one (1) or more Seasons and the Participant does not return to participate in a Competition in the following Season(s), that Participant must serve that Suspension in whichever competition they subsequently participate in.

**9.5.14** Where a Participant is the subject of a Fixture Suspension incurred in a season and extends into the next season(s) and is going to play must register with a club first to serve the balance of that suspension, SDFA in its absolute discretion may allow the player on request to register with a club after the suspension is served to save the participant the cost of registration in that Competition.

**9.5.15** Where a Participant the subject of a Fixture Suspension incurred with one Club transfers to a new Club, that Participant will be required to serve the remainder of that suspension with the new Club and in the same age-grade unless otherwise approved by SDFA in its absolute discretion

## **9.6 Time Suspension**

**9.6.1** Time Suspension, where a player or official is suspended with a time penalty the following outlines that suspension.

**9.6.2** A Time Suspension affects a Participant's participation in both eleven- a-side football and futsal, regardless of whether the infringement was committed in an eleven-a-side football or futsal Match.

**9.6.3** Upon issuing a Time Suspension, the Executive or a Body must provide a start date for the Suspension.

**9.6.4** It in the case of a Time Suspension, some or all of the suspension coincides with any non-playing period(s), then such non-playing period(s) must not be counted towards the satisfaction of that suspension, unless the SDFA Board or a Disciplinary Tribunal determines otherwise.

**9.6.5** Unless the SDFA Board or a Disciplinary Tribunal determines otherwise, but subject always to section 15.5(a) of FNSW regulations, a Participant issued with a Time Suspension is ineligible to participate in all Football Related Activities for the duration of the Suspension.

**9.6.6** Football Related Activities include, but are not limited to:

- (a) *taking to the Field of Play (or court) as a Player or Official in any match or competition sanctioned or administered by Football NSW, Clubs, Centres, Association Members, Branches, Regional Associations or their clubs;*

- (b) *taking a position as a coach or acting as a coach, Team Official or Club Official in any match or competition sanctioned or administered by Football NSW, Clubs, Centres, Association Members, Branches, Regional Associations or their clubs, ( in the case of a coach, this includes providing or attempting to provide coaching instructions or engaging or attempting to engage a third party to relay coaching instructions;*
- (c) *entering the Field of Play (or court), its surrounds, the Technical Area, players race, dressing rooms or any other place within a venue on a match day where players, coaches or Officials are likely to assemble to prepare for a match;*
- (d) *taking part as a player, coach, Team Official or Club Official in any training session conducted by or for a team or club participating in any matches or competitions sanctioned or administered by Football*
- (e) *NSW, Clubs, Centres, Association Members, Branches, Regional Associations or their clubs;*
- (f) *acting in any way as a Team Official, Club Official or Association Member Official, including, but not limited to, participating in or carrying on any function as a member of a committee, sub-committee or board of directors (whether paid, voluntary or honorary) at any level (to the extent such a restraint is permissible by law);*
- (g) *having any contact with the Host Broadcaster or any other media where the purpose of such contact is for it to be electronically broadcast to the public, including (but not limited to) participating in any post-match press conference and participating in television or radio interviews;*
- (h) *attending any function or event coordinated, conducted or sanctioned by Football NSW, Shoalhaven District Football and/or entering a stadium, venue, ground or Centre during any match, competition or training session sanctioned or administered by Football NSW, Clubs, Centres, Association Members, Branches, Regional Associations or their clubs.*

## **9.7 Appeals.**

**9.7.1** The Appeals Tribunal will be responsible for hearing and determining appeals from the Disciplinary Tribunal, Players and Members

A player or official sent from the field of play who wishes to appeal against a suspension that is imposed in 9.10, shall submit a written report on club letterhead within three working days after the issue of the Notice of Suspension along with the prescribed fee as per section 10.

The report should clearly outline the grounds for the hearing and what he/she will rely on as a defence as well as the names of any witnesses and attach their statements they wish to present to the Appeals Tribunal.

### **9.7.2**

The appeal is to be sent to the Chairman of the Disciplinary Tribunal within three (3) working days of the issue of the suspension. The prescribed appeal fee is to be paid as per section 10 at the same time the appeal is submitted. The appeal will not go ahead if the appeal fee is not paid.

**9.7.3** A player or official sent from the field of play who wishes to appeal against a suspension that is imposed above the minimum suspension in section 9.9 , shall submit the appeal as per section 9-7. The players Club will be notified of the time and venue of such hearing. All requests for such shall be forwarded including the prescribed fee to the Chairman of the Disciplinary Tribunal. Within three working days after receiving the Notice of Suspension.

**9.7.4** The players Club will be notified of the time and venue of such hearing.

**9.7.5** At the Appeals Tribunal hearing the player or official will be entitled to have one representative of his club in attendance, with any witness to the events which caused the send-off or incident report. In the case of a Junior player he/she will be entitled to have a parent accompany him/her as well.

**9.7.6** The Appeals Tribunal has the power to dismiss or increase any suspension or issue a suspended suspension,

**9.7.7** No further appeal shall lie within the Association from any determination or penalty of the Appeals Tribunal relating to an appeal from the Appeals Tribunal, a player, or club may, subject to the Articles of Association and By Laws appeal to Southern NSW Football unless, the Board of the Association grants a stay.

## **9.8 CAUTIONS (YELLOW CARDS)**

**9.8.1** Cautions shall be issued by Referees to players for minor infringements of the Laws of the Game as follows:

<b>Code</b>	<b>Description</b>
Y1	The players is guilty of unsporting conduct
Y2	The player shows dissent by action or word
Y3	The player persistently infringes the Laws of the Game
Y4	The player delays the restart of play
Y5	The player fails to respect the required distance when play is restarted with a corner kick, free kick or throw in
Y6	The player re-enters the field of play without the Referee's permission
Y7	The player deliberately leaves the field of play without the Referee's permission

**9.8.2** There shall be no appeal against a single yellow card (caution) issued by the match official.

**9.8.3** If a player receives 2 (Two) Yellow Cards in a match, resulting in an R7 Red Card offence, then the two Yellow Cards are expunged from the players record and neither Yellow Card will be considered when accumulating Yellow Cards

**9.8.4** All players will start the new season free of any official cautions, however any suspensions will carry over.

**9.8.5** At the end of the competition proper all Yellow Card Cautions will be reset to Zero for the Final Series.

**9.8.6** A Player who accumulates 2 (Two) Yellow Cards in the final series irrespective of the grade in which they are received, must serve a mandatory one match suspension.

**9.8.7** In the case of a player who plays in both The Senior, over 35 and Junior competitions, the official cautions are to be combined and the suspension is to be served in the competition where the majority of yellow cards were received.

**9.8.8** Any player who accumulates 5 (Five) official cautions during the competition, irrespective of the grade in which they were received, and prior to the final series the player shall serve a mandatory match suspension of 1 (one) fixture in the competition where the majority of yellow cards were received. There shall be no appeal against the one (1) fixture suspension after receiving five (5) official cautions.

**9.8.9** Any player who accumulates an additional 3 (Three) cautions (in total 8 (eight) official cautions in one season and prior to the final series must serve a mandatory fixture suspension of four (4) competition fixtures in the competition where the majority of yellow cards were received. There shall be no appeal against the four (4) fixture suspension after receiving 8 (eight) official cautions.

## **9.9     Suspension Guidelines**

**9.9.1** Second or subsequent offences: Where a Player or Club Official has been found guilty of an offence and then commits the same offence on a second or subsequent occasion within two (2) years of the expiration of the suspension issued in respect of the previous offence, the second or subsequent offence will be considered a second or subsequent for the purpose of Sanctioning under Table A, B and C.

## 9.10 OFFENCES (RED CARDS)

Table A Offences by Players and Registered Participants			
	Description	Minimum Suspension	Maximum Suspension
R1	Serious Foul Play tackle or challenge	1st MMS 2nd MMS +1 Fixture	24 Months
	Attempting to gain possession of the ball using excessive force	1st MMS + 1 Fixtures 2nd MMS + 2 Fixtures	24 Months
	Conduct that endanger the safety of an opponent in a contest for the ball or has the potential to cause serious injury	1st MMS + 2 Fixtures 2nd MMS +3 Fixtures	24 Months
	Conduct causing serious injury	1st MMS + 6 Fixtures 2nd MMS + 10 Fixtures	24 Months
	Contact causing minor injury	1st MMS + 4 Fixtures 2nd MMS +5 Fixtures	24 Months
R2	Violent Conduct, (typically, but not limited to, serious foul play when the ball is not in play, and/or pre meditated violent conduct)		

	Excessive Force	1st MMS +1 Fixtures 2nd MMS + 2 Fixtures	24 Months
	Violent conduct	1st MMS +3 Fixtures 2nd MMS + 5 Fixtures	24 Months
	Serious and/or premeditated violent conduct	1st MMS +6 Fixtures 2nd MMS +8 + 8 Fixtures	24 Months
	Serious Violent conduct that has caused bodily harm or responsibility for a violent melee	1st MMS +12 Fixtures 2nd MMS + 20 Fixtures	24 Months
	Serious violent conduct that has caused bodily harm or responsibility for a melee	1st MMS + 12 Fixtures 2nd MMS +20 Fixtures	24 Months
R3	Spitting at or towards an opponent or any other person	1st MMS +4 Fixtures 2nd MMS +8	24 Months

	Spitting on an opponent or any other person	1st MMS + 8 Fixtures 2nd MMS + 16 Fixtures	24 Months
R4	Denying the opposing team, a goal or an obvious goal scoring opportunity by deliberately handling the ball (except a goalkeeper within his own penalty area)	1st MMS 2nd MMS	MMS
R5	Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick	1st + 2nd MMS	MMS
R6	Offensive, insulting or abusive or intimidating language and / or gestures		
	Using language and/or gestures in frustration	1st MMS 2nd MMS + 1 Fixtures	24 Months
	Using language and/or gestures directed at another person	1st MMS +1 2nd MMS + 3 Fixtures	24 Months
	Using discriminatory, homophobic, racist, religious, ethnic or sexist language and/or gestures	1st MMS + 6 Fixtures 2nd MMS + 14 Fixtures	24 Months
	Incitement to violence, or repeated use of offensive language and/or gestures to another person	1st MMS + 4 Fixtures 2nd MMS + 8 Fixtures	24 Months



	Threat of physical violence directed at or towards another person or their family or property	1st MMS + 4 Fixtures 2nd MMS + 8 Fixtures	24 Months
R7	Second Yellow Card caution in a match	1st & 2nd MMS	MMS

TABLE 5: OFFENCES BY PARTICIPANTS AGAINST MATCH OFFICIALS			
	Description	Minimum Suspension	Maximum Suspension
1	Fail to abide by or comply with a direction of a match official	1st MMS Fixture 2nd MMS + 1 Fixture	24 Months
2	Disputing a decision of a Match Official or dissent	1st MMS Fixture 2nd MMS + 1 Fixture	24 Months
3 (R6) for Players	Using offensive, insulting or abusive language and/ or gestures (repeated and excessive conduct)	1st MMS + 4 Fixtures 2nd MMS + 6 Fixtures	24 Months
4 (R6) for Players	Indecent gestures	1st MMS + 6 Fixtures 2nd MMS + 10 Fixtures	24 Months

5 (R6) for Players	Provocation or incitement of hatred or violence	1st MMS + 8 Fixtures 2nd MMS + 12 Fixtures	24 Months
6 (R6) for Players	Use of discriminatory, homophobic, racist, religious, ethnic or sexist language and/or gestures	1st MMS + 10 Fixtures 2nd MMS + 12 Fixtures	24 Months
7 (R6)	Threatening or intimidating language or conduct  towards a Match Official	Fixtures MMS + 11 Fixtures  2nd MMS + 15 Fixtures	24 Months

TABLE 5: OFFENCES BY PARTICIPANTS AGAINST MATCH OFFICIALS s			
	For Players	Fixtures	
8 (R6) for Play ers	Threat of physical violence toward a Match Official or his / her family or property	1st 12 Months 2nd 2 Years	24 Months
9 (R6) for Play ers	Use language or gestures in frustration	1st MMS 2nd MMS + 1 Fixture	24 Months
10 (R6) for Play ers	Using offensive, insulting or abusive language and/or gestures (isolated incident)	1st MMS +2 Fixtures 2nd MMS + 4 Fixtures	24 Months
11 (R6) for Play ers	Inappropriate contact with a Match Official	1st MMS +2 Fixtures 2nd MMS + 2 Fixtures	24 Months
12 (R6) for Play ers	Pushing a Match Official	1st 12 Months 2nd 2 Years	Life

13 (R6) for Play ers	Tripping a Match Official	1st 12 Months 2nd 2 Years	Life
14 (R6) for Play ers	Striking a Match Official with a ball or other object	1st 12 Months 2nd 2 Years	Life
15 (R6) for Play ers	Punching, kicking, elbowing or striking a match official	1st 2 Years  2nd 4 Years	Life
16 (R6) for Play ers	Spitting at or towards a Match Official	1st 12 Months 2nd 2 Years	Life
17 (R6) for Play ers	Spitting on a Match Official	1st 2 Years  2nd 4 Years	Life

- 9.10.1** A challenge on the basis of mistaken identity on a team sheet or in a Match Official Send-Off/Expulsion Report
- 9.10.2** *At the end of a Match, the relevant Team Official must sign the team sheet confirming that all details on the team sheet, including the attribution of Yellow Cards, Red Cards and Expulsions, are correct.*
- 9.10.3** *If the Team Official believes that a Participant has been mistakenly identified on the team sheet by a Match Official as having received a Yellow Card or Red Card or been Expelled, the Team Official must indicate same (with brief reasons) on the team sheet prior to signing it. Failure to do so will result in a fine against the Club.*
- 9.10.4** *Unless there are exceptional circumstances (to be determined by the Board in its absolute discretion), if a Team Official has failed to comply with the requirement set out in Mistaken Identity rule*
- 9.10.5** *If a Participant believes that he or she has been mistakenly identified on the team sheet by a Match Official as having received a Yellow Card or Red Card or been Expelled or has been mistakenly identified in a Match Official Send-Off/ Expulsion Report, the Participant must notify Football NSW by submitting the following:*
- 9.10.6** WHAT:
- 9.10.7** *COMPULSORY: a signed written statement by the Participant who was reported by the Match Official in any team sheet or Match Official Send- Off/Expulsion Report stating that he or she was not responsible for the offence and identifying, to the best of his or her knowledge, the name of the Participant responsible (Form 4)*
- (a) *OPTION 1: a signed written statement by the Participant who was responsible for the offence (Form 1)*  
OR
- (b) *OPTION 2: a signed written statement from the Participant's Club identifying, to the best of its knowledge, the name of the Participant who was responsible for the offence (Form 3)*
- 9.10.8** *OPTIONAL: any other evidence which may support the claim for mistaken identity including, but not limited to, any video or photo evidence.*
- 9.10.9** WHEN:
- (a) **Within (24) twenty-Four hours following the completion of the Match.**
- 9.10.10** HOW:
- (a) *Email a signed Form 1 (compulsory) and Form 2 or Form 3 to SDFA. secretary@shoalhavenfootball.com.au*
- 9.10.11** *Participants should note that the time limit set out above is strict. Unless there are exceptional circumstances (to be determined by the Executive in its absolute discretion), if a Participant fails to comply with the requirements prescribed under Mistaken Identity by the time specified therein, the Participant identified on the team sheet or in the Match Official Send-Off/Expulsion Report is deemed to have been responsible for the Offence and may, subject to the Executive's consideration of the matter, be issued with a Suspension. Further, that Participant is deemed to have waived his or her right to challenge under this section 7.8.*

- 9.10.12** *After considering the written statements and any other evidence provided, SDFA will decide whether the claim for mistaken identity should be rejected or upheld.*
- 9.10.13** *If SDFA rejects a claim for mistaken identity and*
- (a) A Suspension in relation to the matter has already been issued to the Participant, the original decision set out in the Suspension continues to apply; or*
  - (b) a Notice of Suspension in relation to the matter has not already been issued to the Participant, SDFA will determine the Suspension, and issue a Notice of Suspension to the Participant's Club,*
- 9.10.14** *If SDFA upholds a mistaken identity claim, the Yellow Card or Red Card issued to the original Participant will be expunged and the Suspension issued (if any) will be rescinded by SDFA.*
- 9.10.15** *If the SDFA upholds any mistaken identity claim and makes a finding in respect of the identity of the actual offender, SDFA must determine or re-determine the matter, as the case may be, as if it were dealing with a fresh matter.*
- 9.10.16** *SDFA must, as soon as is practicable, issue its determination in writing to the Participant's Club and, if applicable, set out the Suspension imposed on the actual offender in a Notice of Suspension and issue same to that Participant's Club. That Club must, as soon as is practicable, advise the Participant of the Suspension and provide the Participant with a copy of the Notice of Suspension. Failure by the Club to do so will result in a fine against the Club.*
- 9.10.17** *Appealing a decision in respect of a challenge (mistaken identity)*
- 9.10.18** *The decision to reject a challenge brought in accordance with (Challenging a decision on the basis of mistaken identity in a Match Official Send-Off/ Expulsion Report) may be appealed to the Appeals Tribunal set up by the Board of SDFA.*
- 9.10.19** *The right of appeal is limited under this section to the Participant who brought the challenge in form 2.*
- 9.10.20** *If a Participant wants to appeal the Participant must, within seven (7) working days of the issuance of SDFA's decision:*
- (a) Pay to SDFA the relevant Application Fee as laid out in section 10 of the rules with the appeal documents.*
  - (b) ii. Submit to SDFA completed and signed Notice of Appeal – Challenge on the basis of mistaken identity (Form 4);*
  - (c) submit to SDFA all supporting material, including any additional evidence and submit to SDFA any written submissions the Participant intends to rely on.*

**9.10.21**      *Participant should note the time limits set out above are strict. Unless there are any exceptional circumstances (to be determined by the Board in its absolute discretion), if SDFA does not receive the material and the Application fee prescribed in section 10 by the time specified therein, the Participant is deemed to have waived his or her right to appeal the decision.*

**10.1 Fines**

	2. Description	3. Fine
<b>10.1.1</b>	Failure to notify results	\$200.00
<b>10.1.2</b>	Forfeit No Notice Junior	\$20
<b>10.1.3</b>	Forfeits No Notice Senior	\$50
<b>10.1.4</b>	1st Grade Forfeit	\$300 Plus Referee Costs (Seniors) As per Referee's Schedule
<b>10.1.5</b>	Forfeit Notice Given Juniors	\$25
<b>10.1.6</b>	Forfeit Notice Given Seniors	\$150
<b>10.1.7</b>	Failure to Compete in Pre-Season	\$150
<b>10.1.8</b>	Withdrawal of Team after Start Of Competition Juniors	\$100
<b>10.1.9</b>	Withdrawal of Team after Start of Competition Seniors	\$500
<b>10.1.10</b>	Appeal against Disciplinary Hearing Members & Players	\$250
<b>10.1.11</b>	Non-attendance at Association Meetings	\$100
<b>10.1.12</b>	Official Result Cards not received. Two (2) officials not available at Senior Games \$25.00	\$25 \$250
<b>10.1.13</b>	Three (3) balls not available at Senior Games \$10.00	\$10
<b>10.1.14</b>	Failure to Pay Accounts after 30 days	10% of Invoice
<b>10.1.15</b>	Failure to Pay Accounts after 60 days	loss of points for from that date for all Club teams.
<b>10.1.16</b>	No FFA or shirt numbers on Team sheets (per each missing number)	\$10
<b>10.1.17</b>	Fee for appeal against suspension	\$250.00
<b>10.1.18</b>	Fines and Bonds of an undisclosed amount can be applied by the Association for serious breaches of any matter.	

**10.2 Prompt payment of Invoices**

**10.2.1** All invoices raised by SDFA are to be paid within 30 days of invoice date. Failure to do so will result in a fine equal to 10% of each invoice total. If more than Sixty (60) days and the Member is a Football Club:

- (a) *Shall not be entitled to points from matches in which the Football Clubs' teams participate until the Financial Default is rectified;*
- (b) *Points lost are not re-in stateable;*
- (c) *Prohibited from participating in semi-final or final play-off series; For the purpose of this clause a Football Club includes each of the teams playing for that Football Club.*



## Section 11. Annex A Policies -FFA Concussion Guidelines

### 11.1 BACKGROUND

**11.1.1** This document sets out the guiding principles and provides general advice regarding the management of concussion in football in Australia.

**11.1.2** These Guidelines have been produced by Football Federation Australia (FFA). FFA has adopted the Consensus Statement on Concussion in Sport: The 4th International Conference on Concussion in Sport held in Zurich, November

**11.1.3** 2012 (see 'Resources' below). This statement was produced in conjunction with Fédération Internationale de Football Association (FIFA), and has also been adopted by FIFA.

**11.1.4** These Guidelines are of a general nature only. Individual treatment will depend on the facts and circumstances specific to each individual case. These Guidelines are not intended as a standard of care and should not be interpreted as such.

**11.1.5** These Guidelines will be reviewed regularly by FFA and will be modified according to the development of new knowledge. The latest version of these Guidelines can be found here:  
<http://www.footballaustralia.com.au/insideffa/statutes>

### 11.2 DEFINITION

**11.2.1** Concussion is a brain injury and is defined as a complex pathophysiological process affecting the brain, induced by biomechanical forces (See page 1 of the Consensus Statement on Concussion in Sport: The 4th International Conference on Concussion in Sport for a more detailed definition).

### 11.3 RECOVERY

**11.3.1** The majority (80-90%) of concussions resolve in a short (7-10 day) period, although the recovery frame may be longer in children and adolescents.

### 11.4 SIGNS OF CONCUSSION

**11.4.1** Immediate visual indicators of concussion include:

- (a) *Loss of consciousness or responsiveness;*
- (b) *Lying motionless on the ground/slow to get up;*
- (c) *A dazed, blank or vacant expression;*
- (d) *Appearing unsteady on feet, balance problems or falling over;*
- (e) *Grabbing or clutching of the head*
- (f) *Impact seizure or convulsion*

**11.4.2** Concussion can include one or more of the following symptoms:

- (a) *Symptoms: Headache, dizziness, “feeling in a fog”.*
- (b) *Behavioural changes: Inappropriate emotions, irritability, feeling nervous or anxious.*
- (c) *Cognitive impairment: Slowed reaction times, confusion/disorientation- not aware of location or score, poor attention and concentration, loss of memory for events up to and/or after the concussion. FFA Concussion Guidelines*
- (d) *The Pocket Concussion Recognition Tool may be used to help identify a suspected concussion (see ‘Resources’ below).*

## **11.5 REMOVE FROM PLAY**

**11.5.1** - Any athlete with a suspected concussion should be immediately removed from play, and should not be returned to activity until they are assessed by a qualified medical practitioner.

**Players with a suspected concussion should not be left alone and should not drive a motor vehicle.**

**Only qualified medical practitioners should diagnose whether a concussion has occurred, or provide advice as to whether the player can return to play. There should be no return to play on the day of a concussive injury.**

## **11.6 MEDICAL ASSESSMENT**

**11.6.1** qualified Medical Practitioner should:

- (a) *Diagnose whether a concussion has occurred – based on clinical judgement;*
- (b) *Evaluate the injured player for concussion using SCAT 3 (or Child – SCAT 3) or similar tool (see ‘Resources’ below);*
- (c) *Advise the player as to medical management;*
- (d) *Advise the player as to when it is appropriate to begin a Graduated Return to Play Program (Annexure 1 to these Guidelines).*
- (e) *Clear the player to return to play following the graduated RTP program*

## **11.7 RETURN TO PLAY**

**Following clearance from a qualified Medical Practitioner for the player to return to play, the player should progress through a Graduated Return to Play Program (see Annexure 1 to these Guidelines).**

**In all cases, the Graduated Return to Play Program provides for a minimum of 6 days before the player can play a competitive game.**

## 11.8 RESOURCES

- (a) *Consensus Statement on Concussion in Sport: The 4th International Conference on Concussion in Sport held in Zurich, November 2012 (McCrory et al), found here: <http://bjsm.bmj.com/content/47/5/250.full>*
- (b) *Pocket Concussion Recognition Tool, found here:*
- (c) *<http://bjsm.bmj.com/content/47/5/267.full.pdf>*
- (d) *SCAT 3 – Sport Concussion Assessment Tool – 3rd Edition, found here:*  
*<http://bjsm.bmj.com/content/47/5/259.full.pdf>*
- (e) *Child-SCAT3- Sport Concussion Assessment Tool (for children ages 5-12 years), found here:*  
*<http://bjsm.bmj.com/content/47/5/263.full.pdf>*
- (f) *Graduated Return to Play Protocol (Annexure 1 to these Guidelines) FFA Concussion Guidelines*

Annexure 1 – Graduated Return to Play Program Rehabilitation Level	Functional exercise at each stage of rehabilitation	Objective of each stage
<b>Level 1</b>  No activity, minimum 24 hours following the injury where managed by a medical practitioner, otherwise minimum 14 days following the injury	Complete physical and cognitive rest without symptoms. Only proceed to level 2 once ALL symptoms have resolved.	Recovery
<b>Level 2</b>  Light aerobic exercise during 24-hour period	Walking, swimming or stationary cycling keeping intensity, <70% maximum predicted heart rate. No resistance training. Symptom free during full 24-hour period.	Increase heart rate
<b>Level 3</b>  Sport-specific exercise during 24-hour period	Running drills. No head impact activities. Symptom free during full 24-hour period.	Add movement
<b>Level 4</b>  Non-contact training drills during 24-hour period	Progression to more complex training drills, e.g. passing drills. May start progressive resistance training. Symptom free during full 24-hour period.	Exercise, coordination, and cognitive load
<b>Level 5</b>  Full Contact Practice	Following medical clearance participate in normal training activities	Restore confidence and assess functional skills by coaching staff
<b>Level 6</b>  After 24 hours return to play	Player rehabilitated	Recovered

## Section 12. Additional Policies

### 12.1 SDFA Zero Tolerance Policy

SDFA Policy 1/2018

At the Board meeting held on 15th January 2018 the Board adopted a policy of ZERO TOLERANCE of violent conduct and abuse of match officials.

Any reported incidents of violent conduct or abuse of match officials will be dealt with severely, the board can administer sanctions, which can and are not restricted to the following:

Suspension, Fines, Loss of competition points and expulsion from all competitions.

Clubs are directed to inform all players, spectators and club officials. A notice of such should be on display in all dressing rooms and canteen notice boards.

All club ground controllers should be aware of this policy.

### 12.2 New Club Playing Strips

**12.2.1** At the meeting of Clubs on 5th February 2018 the following were approved. Sussex Inlet presented a new playing strip, the strip is close to the Wreck Bay playing strip and it was decided by the meeting that the strip be approved with the condition when playing Wreck Bay Sussex Inlet is to wear an alternate strip.

### 12.3 Yellow and Red cards for Team Officials

**12.3.1** Meeting of Clubs on 5th March 2018 the following was approved as a Policy Yellow and Red Cards for Team Officials.

(a) *Referees will issue Yellow or Red cards for any Dissent by team officials, Yellow cards issued will not be accumulated, but Red cards will be dealt with by the Disciplinary Tribunal.*

**12.3.2** Yellow Cards for Dissent during a match.

(a) *Any player in SDFA competitions will be issued a yellow card by the referee for dissent will be dealt with by a term in the "sin bin", the player cannot be substituted whilst he/she serves the "sin bin" time.*

(b) *A senior player will serve ten (10) minutes, and a junior player will serve five (5) minutes. If the player dissents again during the match, he will be given a second yellow card and will incur a suspension.*

### Section 13.

## Notes...

This image shows a vertical rectangular sheet of white paper. It features ten evenly spaced horizontal dashed lines running across its width. The lines are thin and black, creating a template for handwriting practice or a simple ledger. There is no text, imagery, or other markings on the page.



