

1. COMPETITION FORMAT

1.1 ALTERATION OF MATCH RULES

- 1.1.1** The regulations contained in this document shall be subject to alteration only by The Board of Directors (the 'Board') of the Eurobodalla Football Association (EFA) provided that any alteration is made 30 days prior to commencement date of the competition.

1.2 AFFILIATION

- 1.2.1** Clubs must be an incorporated body to be affiliated to the EFA. To be accepted Clubs, must nominate a minimum of three competition teams per season and pay the appropriate affiliation fee.

1.3 FEES

- 1.3.1** Fees shall be determined by the Board prior to the start of the competition.
- 1.3.2** A current fee schedule is to be issued to each affiliated Club prior to commencement of the registration period each year.

1.4 COMPETITION OPPONENTS

- 1.4.1** The Eurobodalla Football Association Premierships shall consist of a competition between Club teams affiliated to the EFA.

1.5 AGE GROUPS

- 1.5.1** The EFA Premierships will be conducted in age groups considered appropriate by the Board after taking into account registrations received.
- 1.5.2** Mixed age groups are encouraged up to the Under 12 division. From Under 13 and older, teams shall be gender specific. Females cannot play in Youth Boys or All Age Men; likewise, male players cannot play in Youth Girls or All Age Women.
- 1.5.3** Female only teams/divisions will be considered if numbers are deemed viable.

1.6 PURPOSE OF COMPETITIONS

- 1.6.1** The purpose of these competitions shall be to find the EFA Premier and Minor Premier of each age group.

1.7 ENTRY CLOSING DATE

- 1.7.1** The closing date for entry into the EFA Premierships shall be determined by the Board.

1.8 COMPETITION FORMAT

- 1.8.1** Competitions will be run, wherever possible, on a home and away basis of equal games in each round, culminating with Semi-Finals, Finals and Grand Finals.
- 1.8.2** Each division will consist of a minimum number of four teams, to a maximum number of ten teams.
 - 1.8.2.1** The Board may consider different formats to cater for various circumstances.
- 1.8.3** Divisions that number eleven teams or more shall be split into two or more divisions.
 - 1.8.3.1** Where possible, each team will play all teams in their division once. If time constraints make this difficult, the Board shall decide the best format for that season.
 - 1.8.3.2** At the conclusion of these preliminary games, the final points standing will determine the divisional positions.

1.8.3.2.1 The top six teams will be allocated to a new Division One. The remaining teams will be allocated to a new Division Two.

1.8.3.2.2 Points shall revert to zero and the two divisions will commence their divisional competition over two rounds.

1.8.3.3 Each division shall play its own Finals Series, as per Rule 12.3.

1.9 SUPPLY OF OFFICIAL FORMS

1.9.1 The Association Secretary shall make an electronic version of the Official Team Sheet available to all Clubs prior to the commencement of the Premierships.

1.10 RULES OF GAMES

1.10.1 All games shall be played under the rules as laid down and amended by the International Referee's Handbook, except as otherwise stated in these rules.

1.11 SUPPLY OF COMPETITION MATCH RULES

1.11.1 All Clubs shall be issued with an electronic copy of the EFA Competition Match Rules, receipt of which shall be regarded as sufficient proof that its members are aware of all incurred responsibilities. It is the Clubs responsibility to inform its members of any amendments.

2. REGISTRATIONS

2.1 FOOTBALL FEDERATION AUSTRALIA (FFA) REGISTRATION REQUIREMENTS

2.1.1 All players must be registered with the Association in whose area they reside and registration must be in accordance with the Constitution of the EFA and the FFA.

2.1.2 Registrations are to be lodged via the current National Online Registration System and will be deemed active when accepted/approved by the Association Registrar.

2.2 REGISTRATION REQUIREMENTS

2.2.1 Players registering for the first time must upload a recent passport size/quality photograph clearly depicting facial features.

2.2.1.1 If a player is registering to any Club for the first time, that Player must provide the Club with evidence of name and age, by producing an original birth certificate, passport, drivers licence or similar form of identification.

2.2.2 Players re-registering must upload a current photograph every two years, or as specified by the governing body at the time.

2.2.3 It is each Club's responsibility to ensure the registration process is adhered to, including that the Player is eligible to play in the age grade to which he/she has been registered. Any team found guilty of playing an unregistered player in a competition match will forfeit the game, as per rule and incur a fine as set by the Board.

2.2.4 Dual Registration – A Player can only be registered with one Club at a time (in the relevant form of the game) unless the Player is playing:

- i) For a Representation Team
- ii) A school team that is not a club
- iii) Summer Football
- iv) Has had relevant dispensation/sanctions approved

2.3 LODGING REGISTRATIONS

- 2.3.1** All Players must be confirmed as ACTIVE before they can take the field of play
- 2.3.2 Initial Registrations** – All Registrations must be lodged by each club to the Association Recorder and Registrar 7 days prior to the first competitive matches of the season.
- 2.3.3 Late Registrations** – Registrations marked Active by Clubs **after** team lists have been lodged, must be notified to the Recorder and Registrar and marked Active the day preceding that player taking the field.
- 2.3.4 Final Registrations** - No registrations or transfers will be accepted by the Association Registrar after 30 June each year unless extraordinary circumstances can be proved.
 - 2.3.4.1** Acceptance of such registrations must be approved by the Board.

2.4 AGE REQUIREMENTS

- 2.4.1** A player is eligible to participate in the age group that aligns with the age they turn in the competition year (i.e. 1 January to 31 December). For example, if a player turns 10 between 1 January and 31 December, he/she shall be registered as an Under 10 player.
 - 2.4.1.1** A player may not play above their own age group by more than two years. For example, an Under 10 player (as defined in Rule 2.4.1) can play up to the Under 12 competition, but not in the U13 competition.
- 2.4.2** The following age restrictions apply to EFA competitions:
 - 2.4.2.1** A player must turn five years of age within the competition year to register and play.
 - 2.4.2.2** A player must have turned 16 years of age to take the field or play up in any All Age Men's competition game.
 - 2.4.2.3** A player must have turned 15 years of age to take the field or play up in any All Age Women competition game.
 - 2.4.2.4** A player must have turned 35 years of age to take the field in the Over 35 Men's division.
 - 2.4.2.5** A player must have turned 30 years of age to take the field in the Over 30 Women division.

2.5 DISPENSATIONS

- 2.5.1** Any dispensation requests for players to participate outside of their own age group will be decided on an individual basis.
- 2.5.2** Dispensations will be considered for medical/developmental delay conditions.
 - 2.5.2.1** Playing with a sibling and/or friends is not grounds for dispensation.
- 2.5.3** Parent/Guardian consent is required where a player is requesting to play in an age group above their own age group.
 - 2.5.3.1** Players requesting to play up in age must be assessed by a qualified coach who will have regard to the player's ability, stamina, strength and maturity.

2.6 DE-REGISTRATIONS

2.6.1 Once competitions commence, players must have played less than three competition matches to be de-registered.

2.6.1.1 Further de-registrations are at the discretion of the Board.

2.6.2 Where used, a New South Wales Government Active Kids Voucher cannot be refunded to the player.

2.6.2.1 The value of an Active Kids Voucher can be paid directly to another registered provider on request.

2.6.3 No de-registrations will be permitted after 30 June of the competition year, or an alternate date set by the Board.

2.7 PAYMENT OF FEES

2.7.1 The EFA will invoice each Club for 60 per cent of their estimated total registration fees in March of the competition year.

2.7.2 The EFA will invoice each Club for the balance of their total registration fees following 30 June of the competition year.

2.7.2.1 The EFA will take into account Rule 2.6 in calculating the balance of fees payable by each Club.

2.7.2.2 Clubs that are not financial on 30 July of the competition year, or an alternate date set by the Board, will not be permitted to participate in any further matches until their liability is settled.

2.7.2.2.1 Rule 2.7.2.2 applies equally to matches that form part of a Finals Series.

2.8 TEAM NOMINATIONS

2.8.1 Each Club must nominate teams in defined age groups by a date set by the Board.

2.8.2 Prior to nominating a team in a given age group, each Club must be confident to have a minimum of:

2.8.2.1 Four players for each Under 6 and Under 7 team.

2.8.2.2 Six players for each Under 8 and Under 9 team.

2.8.2.3 Eight players for each Under 10 and Under 11 team.

2.8.2.4 Nine players for any team Under 12 and older.

2.8.3 Where a team is nominated as a combined team from one or more Clubs, the team must affiliate to one Club only.

2.8.3.1 Players/coaches/officials associated with the team must be registered or appointed by the affiliated Club.

2.9 REGISTRATION CARD RESPONSIBILITY

2.9.1 It shall be the responsibility of the Club concerned to supply to the Protest and Disputes Committee within two days, evidence to prove that the player(s) were registered on that date and comply with the registration rules. Failure to do so will automatically deem the player(s) unregistered and the penalty for the offending player(s) will apply.

3. TRANSFERS

3.1 TRANSFERS

3.1.1 No transfers from Clubs within the EFA will be permitted after 30 June each year.

3.2 TRANSFER CLEARANCE

3.2.1 Any player transferring from another Association, or from one Club to another within the EFA, shall obtain written clearance from the Club they are departing.

3.2.2 Any registered player who seeks and is refused a clearance from his/her Club may make a written appeal to the Board for permission to transfer to another Club.

3.2.3 In all cases, a player will only be free to transfer to another Club if:

3.2.3.1 He/she is financial in every way with his/her former Club and/or Association.

3.2.3.2 He/She does not hold any equipment that is the property of their former Club.

3.2.3.3 He/She is not suspended by their former Club and/or Association.

3.2.3.4 He/she has met the terms of any outstanding disciplinary requirements imposed by their former Club and/or Association.

4. PLAYERS QUALIFICATIONS

4.1 PLAYER PARTICIPATION

4.1.1 All registered players nominated in that team, in attendance at a club, SHALL play at least ten (10) minutes of a game unless injured. This applies from the Under 12 age group upwards. Under 6 through to Under 11 follow the MiniRoos National Format and Playing Rules (appendix 1).

4.2 PLAYING UP IN GRADE

4.2.1 If a player participates in three consecutive games of a higher age group, without playing for their registered age group within the same period, he/she must remain in the higher age group and forfeit the right to play in his/her own age group.

4.2.1.1 Where a player from a lower age group has a bye within their registered age group, that bye is considered a fixture for the purpose of Rule 4.2.1.

4.2.2 A Player may play two (2) years up in grade provided he/she is registered with the same club and the match sheet is marked for the Association Registrations attention. A player playing two (2) years above his/her own age group, E.g. an U/12 playing up in an U/14 game, should be marked as "S/12". (i.e. Substitute from Under Twelves).

4.2.3 Reserves from a lower age group are only permitted to be used to bring the number of players being used in a game up to the maximum allowable, plus one (1) substitute, for the format being played. This applies to all competitions except the All Age Division.

4.3 MORE THAN ONE TEAM IN AGE GROUP

4.3.1 Clubs with more than one team in an age group must assign players to one team within the National Online Registration System.

4.3.2 Clubs with more than one team in an age group cannot interchange players between teams during the season, except under the Board's direction as per Rule 4.3.4.

- 4.3.3** If required, Clubs with more than one team in any age group must draw reserves from a lower age group (e.g. an Under 12 team must draw reserves from an Under 10 or Under 11 team).
- 4.3.4** Where a Club has more than one team in any age group, the Board reserves the right to direct the Club to transfer players between teams to balance numbers or grade the players into teams based on ability.

4.4 SEMI-FINAL QUALIFICATIONS

- 4.4.1** A player must play at least three games with a team in normal competition matches to qualify with that team for the Finals Series.
 - 4.4.1.1** For the purpose of Rule 4.4.1, matches that are external to EFA competition and matches that form part of the Finals Series are not considered normal competition.

4.5 ILLEGAL PLAYERS

- 4.5.1** Any team found guilty of playing either overage, unregistered or suspended players will forfeit the points in each game the offence occurred.
 - 4.5.1.1** An illegal player for the purpose of Rule 4.5.1 may include dual-registered players if the proper sanctions have not been approved.
- 4.5.2** A breach of Rule 4.5.1 will attract a fine (refer to Rule 20).

5. PLAYERS REGULATIONS

5.1 NUMBER OF RESERVES

- 5.1.1** A maximum of five reserves are permitted per team, per game.
- 5.1.2** Any Team found guilty of breaching Rule 5.1.1 will forfeit the points in each game the offence occurred and incur a fine (refer to Rule 19).

5.2 INTERCHANGE

- 5.2.1** Unlimited interchange of players is allowed in all EFA competitions during both normal and extra time.
 - 5.2.1.1** Interchange is not permitted during penalty kicks required to obtain a result unless a goalkeeper is injured during the course of those penalty kicks.
- 5.2.2** The Referee is authorised to deny an interchange if, in his/her opinion, a team has engaged in excessive interchange, or is using interchange as a means of time wasting.
- 5.2.3** All players who are to be used as replacements must have their names and FFA numbers recorded on the Official Team Sheet prior to the match commencing.

5.3 INTERCHANGE PROCEDURE

- 5.3.1** The Referee must be informed before any proposed interchange is made.
- 5.3.2** Players entering and leaving the field of play must do so in accordance with The Laws of The Game.
- 5.3.3** For any contravention of this procedure, will be dealt with as per The Laws of The Game.

5.4 CAUTIONS AND SEND OFFS

- 5.4.1 Players receiving cautions (i.e. yellow cards) from the Referee will be recorded by the Competition Secretary/Recorder.
- 5.4.2 When a player receives three (3) cautions during one season, the player shall serve a one (1) match suspension.
 - 5.4.2.1 A suspension under Rule 5.4.2 cannot be appealed.
- 5.4.3 Cautions accrued are counted over the WHOLE PREMIERSHIP season and are NOT reset for the Finals series.
- 5.4.4 All cautions will lapse at the conclusion of the competition each year.
- 5.4.5 Refer to Section 19 for rules governing disciplinary actions as a result of cautions and/or send offs.

5.5 GAME DURATION

- 5.5.1 The game duration for each age group is depicted in Table 1.

Table 1: Game Duration

Age Group	Game Duration
Under 6	15 minute equal halves
Under 7	20 minute equal halves
Under 8	20 minute equal halves
Under 9	20 minute equal halves
Under 10	25 minute equal halves
Under 11	25 minute equal halves
Under 12	25 minute equal halves
Under 13	30 minute equal halves
Under 14	30 minute equal halves
Under 15	35 minute equal halves
Under 16	35 minute equal halves
Under 17	40 minute equal halves
Under 18	45 minute equal halves
All Age Women	40 minute equal halves
All Age Men	45 minute equal halves
Over 35's	40 minute equal halves (full field 11 a-side format)
	25 minute equal halves (small sided; 7-a-side format)

- 5.5.2 All age groups are allowed a five minute half time interval.
- 5.5.3 The Board reserves the right to make variations to the game durations in Table 1 as necessary.
- 5.5.4 Game duration times for any age group not stated in Table 1 shall be determined by the Board.
- 5.5.5 With the exception of the All Age competition, there is to be no allowance played for lost time during normal competition rounds.
 - 5.5.5.1 Injury time may only be played in fourth placed play offs, Semi-Finals, Finals and Grand Finals.
- 5.5.6 In the All Age competition, stoppage time shall be played. This includes the time taken to complete any interchange of players.

5.6 FIELD DIMENSIONS

5.6.1 The field dimensions for each age group are depicted in Table 2.

Table 2: Field Dimensions

Age Group	Field Dimensions
Under 6 – Under 7	30m x 20m
Under 8 – Under 9	Minimum 40m x 30m / Maximum 50m x 40m
Under 10 – Under 11	Minimum 60m x 40m / Maximum 70m x 50m
Under 12* and over	As per FIFA Regulations – Full Field

*See Rule 5.11.

5.7 BALL SIZE

5.7.1 The appropriate ball size for each age group is depicted in Table 3.

Table 3: Ball Size

Age Group	Ball Size
Under 6 – Under 9	Size 3
Under 10 – Under 13	Size 4
Under 14 and over	Size 5

5.8 SUPPLY OF MATCH BALLS

5.8.1 Both teams are responsible for supplying a match ball of the correct size, quality and air pressure at the commencement of each game.

5.9 CORNER KICKS

5.9.1 Corner kicks shall be taken as per Table 4.

Table 4: Corner Kicks

Age Group	Corners to be taken:
Under 8 – Under 11	As per the MiniRoos Game Rules
Under 12	From a point 7.5 metres outwards from the penalty box line on the goal line
Under 13 and over	The correct spot as per the Referees Handbook

5.10 GOAL KICKS

5.10.1 Goal kicks shall be taken as per Table 5.

Table 5: Goal Kicks

Age Group	Corners to be taken:
Under 8 – Under 11	As per the MiniRoos Game Rules
Under 12 and over	The correct spot as per the Referees Handbook

5.11 UNDER 12 GAMES – 25 METRE RULE

- 5.11.1** Goal kicks will be taken from anywhere within the 5.5 metre area (the '6 yard box').
- 5.11.2** Defending players are required to retreat at least 25 metres to allow the attacking team to build up play out of the back third.
- 5.11.3** An attacking player will not be able to encroach inside the 25-metre area until a defending player has touched the ball following the goal kick.
 - 5.11.3.1** If an attacking player encroaches prior to the defending player having his/her first touch, then the goal kick will be retaken.
- 5.11.4** The 25-metre line must be marked by the home Club via placement of a cone or pole to the side of both touch lines, 25 metres from the goal line at both ends of the field.
- 5.11.5** If, in the opinion of the Referee, the 25-metre rule is being utilised to waste time by either the attacking or defending team, the players guilty of the perceived time wasting will be cautioned.

6. PLAYERS EQUIPMENT

6.1 UNIFORM

- 6.1.1** All players in all matches must appear in proper football uniform (i.e. shirts, shorts and socks) in their Club colours.
- 6.1.2** Goalkeepers must wear a coloured shirt that is different in colour with the opposition colours and/or the colours of his own team. Goalkeepers are also allowed to wear shorts and socks different to their own and opposition team.
- 6.1.3** Players must not wear anything which could be dangerous to other players, including:
 - 6.1.3.1** Plaster casts, whether covered/padded or not.
 - 6.1.3.2** Accessories such as bangles, hair clips, bobby pins or rigid hair bands. Hair bands must be made of soft material.
 - 6.1.3.3** All jewellery.

6.2 SHIRT NUMBERS

- 6.2.1** Playing shirts must have numbers on the back which correspond with the players' names on the Official Team Sheet.

6.3 SHIN PADS

- 6.3.1** All players must wear approved shin pads underneath their socks. This applies to match play and training sessions alike.

6.4 BOOT STUDS

- 6.4.1** All boot studs must be in accordance with the Referees Handbook.

6.5 CLASH OF STRIPS

- 6.5.1** In the event of a clash of team colours, the away team is to use an alternate strip.

6.6 ADVERTISING ON SHIRTS

- 6.6.1** Advertising of an appropriate nature is permitted on team shirts.
- 6.6.2** No tobacco or alcohol advertising will be permitted on any strip.

7. CLUB GROUNDS

7.1 GROUND CONDITION

- 7.1.1** During wet weather, Clubs should check with their local Council to determine if fields are available for use.
- 7.1.2** In the case of a sudden change of weather outside of Council hours, common sense should be used regarding the safety of players.

7.2 FIELD MARKING

- 7.2.1** Home Clubs at each game will be responsible for ensuring that the field/fields are correctly marked and nets in place prior to the start of play.
- 7.2.2** Where a match is scheduled away from the home ground of both teams, the team listed first on the competition draw will be responsible for meeting the requirements of Rule 7.2.1.

7.3 FIRST AID KIT

- 7.3.1** All home Clubs are to have a First Aid Kit on hand at all games.

7.4 GROUND MARSHALL

- 7.4.1** It is the home Clubs responsibility to appoint a Ground Marshall.
- 7.4.2** The Ground Marshall must wear official identification and be generally in charge of affairs on the ground.
- 7.4.3** It is the responsibility of visiting teams to report any problems they may have (other than Referee decisions) to the Ground Marshall.

7.5 WET WEATHER PROCEDURE – COMPLETE CLOSURE OF GROUND

- 7.5.1** Where rain or other conditions have rendered grounds unsafe for play the following day, the relevant Club must notify the Association Secretary, any affected Clubs and their own coaches that evening.
- 7.5.2** The Association Secretary can use social media, emails and text messages to advise which games have been cancelled.
- 7.5.3** Where possible, local radio stations should be contacted by the Association Secretary indicating which games are cancelled.
- 7.5.4** Where overnight rain (or other conditions) may render a ground unsafe, an inspection by the relevant home Club should be carried out by 7.00am to assess if the ground is playable. The outcome of the inspection will be communicated to the appropriate persons as per Rule 7.5.1.

7.6 PARTIAL CLOSURE OF GROUND

- 7.6.1** A similar procedure to Rule 7.5 should be adopted for the partial closure of grounds, except that notification should indicate which games are impacted and which can proceed as planned.
- 7.6.2** When games are called off due to wet weather (or other conditions) and the Referee is not notified, payment of Referee fees is to be made by the Home club for the first game appointment only.

8. SPECTATORS AND COACHES

8.1 ENTRY TO FIELD OF PLAY

8.1.1 No spectators are to enter the field of play for the duration of the game.

8.1.2 The Coach/Manager is the only person allowed to enter the field and may only enter the field during play to attend to an injured player.

8.1.2.1 This may be done if there is no interference to play in progress and only if the player is outside the penalty area.

8.2 POSITION OF COACHES - UNDER 8 AND OVER

8.2.1 No coaching is permitted from behind the goal line while the game is in progress.

8.3 SPECTATORS

8.3.1 All spectators, including parents, must abide by the National Spectators Code of Behaviour **(Appendix B)**

9. TERMINATION OF MATCHES

9.1 ABANDONMENT OF GAMES

9.1.1 If a game is called off because of weather conditions, that game must be replayed before the end of the season.

9.1.2 If agreement cannot be reached between opposing Clubs as to when and where games should be played, the matter is to be referred to the Board to decide the timing and location, or how points will be allocated.

9.2 TERMINATION BY OUTSIDE INTERFERENCE

9.2.1 If a game is terminated as the result of outside interference (e.g. inappropriate spectator interference), a full report will be sent to the Association Secretary by the Referee within 48 hours.

9.2.1.1 This matter must be discussed by the Protest and Disputes Committee at the earliest possible date.

9.3 TERMINATION DUE TO MASS WALK-OFF

9.3.1 Any team which causes a match to be determined before its natural conclusion, through mass walk-off or refusal to allow play to continue, shall be deemed to have committed a serious misconduct against the EFA and shall be liable to such penalties as shall be determined by the Board.

9.3.1.1 In such cases, the team guilty of the walk-off shall be deemed to have lost the match and the game shall be treated as a 0-5 loss, unless the score is greater at the time of the walk-off.

9.4 FORFEITS

9.4.1 Any team forfeiting a game must notify the Association Secretary at least 48 hours prior to the scheduled kick off time.

9.4.1.1 Where a team forfeits a game in contravention of Rule 9.4.1, that team is responsible for the payment of the Referee's fees in total.

9.4.2 Where a team fails to take the field within 10 (ten) minutes of the scheduled starting time, that team shall forfeit the match. A team must consist of at least seven (7) players U12 and above and six (6) players for U10 and U11, one of which must be a goalkeeper.

- 9.4.2.1 In the event of the game starting within 10 minutes of the scheduled starting time, the game shall be shortened by the number of minutes the kick-off was delayed; both halves shall be of equal duration.
- 9.4.2.2 Any club which, without just cause, fails to play its fixture as scheduled, shall be liable to disciplinary action by the Board and may forfeit the points to the opposing team.
- 9.4.3 Where a team has forfeited the match as a result of the application of Rule 4.5 (Illegal Players), the match shall be treated as a 0-3 loss to the offending team.
- 9.4.3.1 If the offending team lost the game by a goal difference of three goals or more, the original result will stand.

9.5 DEFERRED GAMES

- 9.5.1 No games shall be deferred by mutual agreement between Coaches or Clubs unless approval has been given by the Board.
 - 9.5.1.1 Where deferment has been approved, the Board will determine the date by which the game must be completed.
- 9.5.2 The failure of an official Referee to officiate at a match shall never be regarded as sufficient grounds for the match to be deferred.
- 9.5.3 Failure to comply with Rule 9.5.1 and/or Rule 9.5.2 shall be sufficient reason to declare the match abandoned and no points will be awarded for the match.

10. OFFICIAL MATCH SHEETS AND REPORTS

10.1 OFFICIAL MATCH SHEETS

- 10.1.1 Official Match Sheets are required for ALL matches played from U6 through to the All Age divisions.
- 10.1.2 Official Match Sheets must be collected from official(s) at the ground.
- 10.1.3 The **home team** is responsible for making Official Match Sheets available. Visiting teams are to collect the Official Match Sheet from the home team officials as per rule 10.1.2.
- 10.1.4 Participating teams are responsible for completing the Official Match Sheet prior to the start of their game. Players must not take the field without the Official Match Sheet being completed.
 - 10.1.4.1 Official Match Sheets must be printed in black or blue ball point pen. No pencil or water-soluble pen is to be used. Official Match Sheets completed contrary to this rule will result in a fine (refer to Rule 20) for the offending Club.
 - 10.1.4.2 All players taking part in the game must be listed on the Official Match Sheet.
 - 10.1.4.3 No additional names will be accepted after the game has commenced.
 - 10.1.4.4 Any player whose name does not appear on the Official Match Sheet, other than a registered player, shall be deemed an 'illegal player', as per Rule 4.5.
 - 10.1.4.5 Registered players who participate in the match but do not appear on the Official Match Sheet will be subject to a fine (refer to Rule 20).

- 10.1.5** The Official Match Sheet must be signed by the Coach/Manager of both teams at the **completion** of the game to acknowledge the result.
- 10.1.6** The team listed first/on the left hand side of the draw shall be known as the home side and must enter their details on the left hand side of the Official Match Sheet.
 - 10.1.6.1** Official Match Sheets filled in on the wrong side will be subject to a fine (refer to Rule 20) by each offending team.
- 10.1.7** Where a player award system is being used, the home Club should check that the appropriate notation has been recorded on the Official Match Sheet by the Referee or match official.

10.2 RETURN OF OFFICIAL MATCH SHEET

- 10.2.1** Home Clubs are responsible for returning Official Match Sheets for each game to the Association Recorder no later than the Friday following weekend fixtures.
- 10.2.2** Failure to return Official Match Sheets by the designated time will result in the offending Club being fined (refer to Rule 20) for each sheet not received.

10.3 ALTERATION OF OFFICIAL MATCH SHEETS

- 10.3.1** No 'white out' is to be used on an Official Match Sheet.
 - 10.3.1.1** A breach of Rule 10.3.1 will result in a fine (refer to Rule 20) and loss of competition points.

10.4 NOTIFICATION OF RESULTS

- 10.4.1** The home Club/duty team is responsible for providing the results of each match to the Competition Secretary (or nominated member of the Board) on the same day the matches are completed.
 - 10.4.1.1** Results can be submitted via telephone, text or email.
 - 10.4.1.2** Results not received on the same day as the match will incur a fine (refer to Rule 20).

10.5 SUBSTITUTES ON OFFICIAL MATCH SHEETS

- 10.5.1** Coaches/Managers are required to write 'S' behind the name of a player that does not take the field at the first kick-off on the Official Match Sheet.
 - 10.5.1.1** The Referee will cross this 'S' as soon as this substitute takes the field as a replacement.
- 10.5.2** Where a player does not arrive, or does not take the field at all, 'DNP' (Did Not Play) must be noted on the Official Match Sheet at the conclusion of the game.

10.6 MATCH REPORTS

- 10.6.1** Match reports (other than Referees reports) will only be accepted if received by the Association Secretary no later than 7pm, three days following the incident that gave rise to a match report.

11. REFEREES AND MATCH FEES

11.1 INJURED PLAYERS

11.1.1 Injuries will be dealt with by the referee in accordance with The Laws of The Game.

11.2 REFEREES APPOINTMENTS

11.2.1 Referees will be appointed to games by the Referees Appointments Officer.

11.2.2 Should an official Referee not be appointed and/or available at the nominated time for a game, the home Club must appoint a Referee.

11.2.2.1 A note must be made on the back of the Official Team Sheet to indicate the Referee appointment. Each Coach/Manager should sign below the notation.

11.2.3 Should either Coach/Manager disagree with the home Club's appointment of a Referee, the game must be played under protest and the back of the Official Team Sheet noted accordingly and signed by both team Coaches/Managers.

11.2.3.1 Any protest under Rule 11.2.3 must be followed up with a Match Report (as per Rule 10.6.1).

11.2.3.2 The matter will then be dealt with by the Board.

11.2.4 If an officially appointed Referee arrives when a game is in progress, the replacement Referee should be notified during a stoppage in play and the official Referee take charge of the game. The back of the Official Team Sheet must then be marked accordingly.

11.3 SETTING OF FEES

11.3.1 If a game is Refereed by a qualified Referee, that Referee shall receive payment as per fees set annually by the Board, in consultation with the Referees Association.

11.4 PAYMENT OF FEES - HOME MATCHES

11.4.1 It is the responsibility of the home Club to ensure that the match fee is paid to the Referee at the completion of the match.

11.4.2 The team listed first/on the left hand side of the competition draw is regarded as the home side, regardless of venue.

11.5 PAYMENT OF FEES - NEUTRAL GROUND

11.5.1 In the event that a game set by the EFA is to be played at a neutral ground, the Referee's fees are to be paid by the home team (i.e. the team that appears first/on the left hand side of the competition draw).

11.5.1.1 Rule 11.4.1 does not apply to Semi-Finals, Finals, Grand Finals and play-offs. See Rule 11.5.

11.6 PAYMENT OF FEES - SEMIS, FINALS AND KNOCK-OUTS

11.6.1 For finals matches and knock-outs, the EFA will pay 50 per cent of the relevant Referees fees and each Club involved will pay 25 per cent.

11.6.1.1 Clubs will be billed by the EFA on completion of the competition.

11.6.2 Payment of Referees fees in Champion of Champions and State Cup games will be the responsibility of the Club team involved, with 50 per cent of the total fee to be paid by both participating teams.

11.6.3 The EFA will pay Referees fees for all Representative matches.

12. POINTS, COMPETITION FORMAT AND FINALS

12.1 POINTS ALLOCATION

12.1.1 Points will be awarded for competition fixtures in accordance with Table 6.

Table 6: Competition Point Allocation

Result	Points Awarded
Win	Three points
Draw	One point
Loss	No points
Win on Forfeit	Three points (plus three goal credit – refer to Rule 9.4.4.1)
Loss on Forfeit	No points (plus three goal debit – refer to Rule 9.4.4.1)
Bye	No Points

12.1.2 A maximum goal difference of seven is to be recorded for all age groups below Under 14.

12.2 COMPETITION BYE

12.2.1 If a team(s) is allocated more competition byes than other teams in the division, the Board can award competition points for one or more of those byes.

12.3 COMPETITION RESULTS

12.3.1 Each division will conclude with Semi-Finals, a Final and grand Final.

12.3.2 The four top point scorers in each division will contest the Finals Series.

12.3.3 Where points are equal, the team with the greater goal difference will receive the higher position.

12.3.3.1 If goal difference is equal, the team having scored the most goals will take the higher position.

12.3.3.2 If still equal, a play-off match will take place (including for fourth position) at a neutral field and on a date to be set by the Board.

12.3.3.2.1 The EFA will incur all Referees fees involved in any play-off.

12.3.3.2.2 If the match is drawn at the end of normal regulation time, the match shall be decided as per Rule 12.5.

12.3.4 The team that finishes in the top position will be declared Minor Premiers.

12.3.5 The Finals Series will consist of the fixtures outlined in Table 7.

Table 7: Finals Series Format

Week	Fixture(s)	
1	Semi-Final 1 - 1 st Place vs 2 nd Place	Semi-Final 2 - 3 rd Place vs 4 th Place
2	Final – Loser of Semi-Final 1 vs Winner of Semi-Final 2	
3	Grand Final – Winner of Semi-Final 1 vs Winner of Final	

12.3.6 The winner of the Grand Final will be known as the EFA 'Premiership Winner' and the loser will be known as the 'Runner-Up'.

12.4 ANNUAL EVENTS - VENUES

12.4.1 The venue for the following season's Finals Series shall be decided at the Annual General Meeting.

12.4.1.1 The venue is to be determined on a rotation basis between each EFA Club.

12.4.2 Any further annual events will be decided as per Rule 12.4.1, noting that the venue must be of sufficient size to accommodate the event(s).

12.4.2.1 Events for the purpose of Rule 12.4.2 may include Knock-Out days, Gala Days, State Titles or Representative games and Tournaments.

12.5 SEMIS AND FINALS - DRAWN GAMES

12.5.1 If a game is drawn at the completion of normal playing time and a win/loss result is required, extra time will be played.

12.5.1.1 A break of up to five minutes can be allowed before the commencement of extra time.

12.5.1.2 Age groups from Under 10 to Under 12 will play an extra 5 minutes of extra time each way.

12.5.1.3 Under 13s and older will play an extra 10 minutes of extra time each way.

12.5.2 If a game is still drawn at the completion of extra time, penalty kicks (as per Rule 12.7) will be taken to determine the outcome of the game.

12.5.2.1 Prior to the first penalty kick being taken, the Coach/Manager of a team in the Under 10 to Under 12 age groups can enter the centre circle and direct their players in the correct procedure for penalty kicks.

12.5.2.2 In Grand Finals only, if the game is still drawn at the conclusion of extra time, age groups up to and including under 12s will be declared joint Premiership Winners.

12.6 SEMI-FINALS AND FINALS - WET WEATHER PROCEDURE

12.6.1 In the event of Semi-Finals or Finals being cancelled due to wet weather or other natural disasters, the team who finished higher on the competition ladder will be declared the winners and will proceed to the next stage of the Finals Series or be declared Premiership Winners.

12.7 PENALTY KICKS AFTER EXTRA TIME

12.7.1 Penalty kicks shall consist of each team alternatively taking five penalty kicks.

12.7.2 At the completion of the five kicks, the team having scored the most goals shall be declared the winner.

12.7.3 If, before both teams have taken five kicks, one team has scored more goals than the other could (even if it were to complete its five kicks) the taking of further kicks will cease.

12.7.4 If, at the completion of the five kicks each the teams are still equal, they shall continue to take alternate kicks until one team misses. Both teams must complete the same number of kicks.

12.7.5 No player is to take more than one kick until all of the players on the field have taken part.

12.7.6 No member of either team is permitted to leave the field of play until a decision has been achieved.

12.7.7 Interchange players and Officials are not allowed onto the field until a decision has been achieved, except as per Rule 12.5.2.1.

12.8 REGISTRATION VERIFICATION

- 12.8.1** Every player, including reserves, for each game in the Finals Series must have his/her identification verified against records extracted by the EFA Registrar from the National Online Registration System.
- 12.8.2** Failure to present for identification verification will result in the player not being able to take the field.

13. CUPS TROPHIES AND AWARDS

13.1 PERPETUAL AWARDS

- 13.1.1** Perpetual awards shall be presented annually at an event deemed appropriate by the Board (e.g. Presentation Dinner).
- 13.1.2** Perpetual awards must be returned by 31st July the following year.

13.2 PLAYER OF THE YEAR

- 13.2.1** 'Player of the Year' awards, if approved by the Board, will have the formula/system approved at least one month prior to the competition starting date.

13.3 CLUB CHAMPIONSHIP

- 13.3.1** The 'Club Championship' award shall be determined by a points system agreed by the Board. This shall be based on the format of the EFA Premierships, which will differ from year to year, and any such formula should take the Premiership format into consideration.

13.4 COACH OF THE YEAR

- 13.4.1** The 'Coach of the Year' award shall be considered from votes received from Clubs and the Board. The criteria are to be based not only on a Coach's success, but on his/her attitude to Referees/Officials and their interaction with young and older players alike.

13.5 BRUCE SMITH MEMORIAL AWARD

- 13.5.1** The 'Bruce Smith Memorial' award is presented to a Youth Player who contributes in many aspects to Eurobodalla Football. Not necessarily a talented player, but a player that may coach a junior team, Referee, and/or help with Club duties, such as putting up goalposts, nets, etc. The player will be selected from nominations received from Clubs, with the final decision being made by the Board.

13.6 SHOESMITH AWARD

- 13.6.1** This award is the only one that can be won by a non-player/Coach. It is essentially a volunteer award. This person would have put in their time and effort far above and beyond their appointed position. Nominations are received from each Club and Board member with a short history of the nominee's contributions for the current year. Final decisions may be made from an outside body to avoid any "in-house" outcome.

13.7 MOST IMPROVED TEAM

- 13.7.1** The 'Most Improved' award may be run in each competitive division by a point's system formula. A trophy (trophies) will be presented at the Board's discretion for that particular season.

13.8 GOALKEEPER AWARD

- 13.8.1** The 'Goalkeeper' award is to apply to players in their first year of the FULL FIELD format of competitive games. Clubs may vote on a player that has played in the goalkeeper position for the majority of the season, who they feel deserves acknowledgement.

13.9 SPECIAL AWARDS

13.9.1 An extra or special award may be considered from time to time to allow for an extraordinary recognition. This could be for an extraordinary contribution, an external body (e.g. Referees), or a Memorial Award. The current Board will decide the viability of such an award when required.

13.10 RETURN OF TROPHIES

13.10.1 The Association Secretary will maintain a record of all perpetual cup and trophy recipients for the previous year.

13.10.2 Perpetual cups and trophies must be surrendered to the EFA by 31st July each year.

13.10.3 Failure to return cups and trophies on time will result in a fine (refer to Rule 20).

13.10.4 If a perpetual cup and/or trophy is not returned, the relevant Club will be liable for the replacement cost.

13.10.5 Any Club that returns a damaged cup and/or trophy to the EFA will be liable for the cost of repairs to that cup and/or trophy.

14. REPRESENTATIVE TEAMS

14.1 BRANCH CHAMPIONSHIPS AND STATE COMPETITIONS

14.1.1 Teams to be nominated in Branch Championships must be nominated at the Annual General Meeting.

14.2 CHAMPION OF CHAMPIONS

14.2.1 The EFA Minor Premiership winner in each age division may represent the EFA in the Football NSW (FNSW) Champion of Champions.

14.2.1.1 Should a Minor Premier not desire to contest the Champion of Champions, the right to represent the EFA will be offered to the next highest team in each age group.

14.3 BRANCH CHAMPIONSHIPS

14.3.1 All registered players are encouraged, if selected, to represent the EFA in each age division.

Players must trial and, if selected, play in their correct age group, unless there are extenuating circumstances.

14.4 REPRESENTATIVE COLOURS

14.4.1 The EFA representative strip shall consist of a white shirt with a royal blue trim, royal blue shorts and white socks with blue bands on the cuff.

14.4.2 The alternate strip shall consist of a navy/white shirt, navy shorts and either white or navy socks.

14.4.3 Any change of uniform shall be approved by the Board before being purchased.

14.5 CALL ON REPRESENTATIVE PLAYERS

14.5.1 The EFA shall have first call on registered players for representative fixtures.

14.5.2 Where representative fixtures clash with local games, the Competition Secretary may allow for competition games not to be scheduled on that day for the age groups involved.

14.5.2.1 Where this is not possible, the games must proceed and will not be postponed on the day.

14.5.2.2 Coaches/Managers are not to re-arrange these games without approval of the Board.

14.5.2.3 Deferments will only be granted if less than 11 registered players are available after Representative commitments have been met.

14.6 SPONSORSHIPS

14.6.1 Any sponsorship negotiated by a representative team must be first approved by the Board.

15. DELEGATES

- 15.1.1** Member Clubs must nominate at least one delegate, who must attend all scheduled meetings of the EFA. This includes 'virtual' meetings.
 - 15.1.1.1** Failure to attend will result with the offending Club(s) incurring a fine (refer to Rule 20) and/or loss of Club Championship points.
 - 15.1.1.2** Rule 15.1.1.1 applies whether an apology has been received or not.
- 15.1.2** Member Clubs that attend all EFA meetings from AGM though to the next AGM will be rewarded by being offered hosting rights of events in the following season.
- 15.1.3** Where an official/sanctioned function requires the EFA to be represented by a delegate(s), the cost of that function, if approved by the Board, shall be met/reimbursed by the EFA.
- 15.1.4** Where a delegate(s) is/are required to travel outside of the Eurobodalla to represent the EFA, they shall be entitled to reasonable reimbursement of travel costs.
 - 15.1.4.1** Amounts payable under Rule 15.1.4 shall be determined by the Board.
- 15.1.5** Where a delegate(s) is/are required to attend an official function that requires accommodation, reasonable costs of that accommodation shall be paid/reimbursed by the Board.
- 15.1.6** A delegate(s) would normally be a Member/Director of the Board, however, nomination of EFA members will be considered if approved by the Board.

16. ALDI MINIROOS FOOTBALL

16.1 UNDER 6 TO UNDER 11 AGE GROUPS

- 16.1.1** Unless stated otherwise in these Rules, all Under 6 to Under 9 games will adhere to the FFA's 'MiniRoos National Playing Formats and Rules', as updated from time to time (refer to **Appendix A**).
- 16.1.2** The EFA has sanctioned the playing of competition games in the Under 10 and Under 11 age groups. This includes playing the OFFSIDE rule and Goal kicks from the keepers' hands.

16.2 POINTS TABLES AND FINALS

- 16.2.1** Results for Under 10 and Under 11 games will be recorded and culminate in a Finals Series as per Rule 12.3.

17. OVER-AGED FOOTBALL (MENS OVER 35/WOMEN OVER 30)

17.1 GAME FORMAT AND BASIC RULES

- 17.1.1** The game format of Over-Aged Football will be decided upon nominations received.
 - 17.1.1.1** The game format may include small-sided games where/when necessary.
- 17.1.2** Games will be played as competition games with points and tables. The season will culminate with Semi-Final, Final and grand final games.
- 17.1.3** Over-Aged Football shall be played under the rules of the International Referees Handbook, except where a different format and rules are agreed by the Board.

18. SUMMER FOOTBALL COMPETITION

- 18.1** The competition shall be played on MiniRoos U8/9 size fields.
- 18.2** Duration of the games shall be 20 minutes each way with up to 5 minutes for half time.
- 18.3** All games will be refereed as per the Referee's Handbook with the exception of Offside (there is NO offside), Slide Tackles (players must remain on their feet during tackling and NO slide tackles) and Goal Kicks (See 18.6.). Each team must supply a referee to cover their referee duties. This person must actively referee (including keeping score). Teams that do not supply a referee may have points deducted.
- 18.4** If a free kick is awarded, the opposing team must be a minimum of 3 metres from where the ball is kicked.
- 18.5** Unlimited interchange shall be played in all games. Interchanges should be made at (or close to) halfway.
- 18.6** Goalkeepers picking up the ball during general play, may release the ball as a throw, kick or rolled along the ground, although it cannot go over halfway on the full. When a goal kick is taken, the ball is in play when it has been kicked and moves. It cannot be kicked past halfway on the full.
- 18.7** If a game fails to start on time due to teams not being ready it will be shortened to adhere to the ground buzzer. For each minute the game is delayed, the team not ready will forfeit a point. Once 10 minutes has been reached, the team not ready will forfeit the game.
- 18.8** A minimum of four (4) players (on a team) are required for the match to commence.
- 18.9** If a team does not have four (4) players at the scheduled start time, a period of ten minutes 10 minutes grace time (losing a point a minute as per 18-7) will be allowed, after this time, the game will be deemed a forfeit. (Teams should endeavour to play a friendly by evening up numbers or borrowing other registered players).
- 18.10** Players must be registered using the official Play Football Registration site. A team may register a maximum of twelve (12) and a minimum of seven (7) players.
- 18.11** Players may only be registered and play in one team (unless playing up with approval). A team playing an unregistered player, will forfeit the match and have three (3) points deducted.
- 18.12** Players must be financial in order to play. Additional players will not be registered after round 3 of the competition without approval from the Summer Football Committee.
- 18.13** Any All Age team forfeiting a game without a minimum of 24 hours notice will be deducted three (3) points. Any teams forfeiting two or more games may, at the discretion of the Summer Football Committee, be suspended from the competition.
- 18.14** Games may only be deferred at the discretion of the Summer Football Committee.
- 18.15** A final series will be played at the duration of the competition. The structure of finals is at the discretion of the Summer Football Committee.
- 18.16** In the event of a draw during the finals, an extra 5 minutes will be played each way. After this extra time, if the scores are still equal, a player drop off takes place and the golden goal wins the game.
- 18.17** No alcohol is to be consumed by any player before playing in a match. Fields are a Smoke Free zone.

19. DISCIPLINARY

19.1 MATCH CAUTIONS

19.1.1 Refer to Rule 5.4.

19.2 TEMPORARY DISMISSAL FOR DISSENT

19.2.1 FNSW temporary dismissal (for dissent) rules apply to all EFA competitions.

19.3 OFFICIAL REPORTS PROCEDURE

19.3.1 Only the Referees Report shall be taken as evidence that a player has been sent from the field or cautioned.

19.3.2 All send-offs and cautions shall be recorded by the Referee on the back of the Official Team Sheet at the conclusion of the match.

19.3.3 The Referee shall return the original Send-Off and/or Caution Report to the Home Club Representative in addition to the completed Official Team Sheet.

19.3.4 When submitting match results to the Point Score Recorder, or nominated Official, the Home Club Representative shall report the contents of Send-Off or Caution Reports received from Referees, as noted on the back of the Official Team Sheet.

19.3.5 The Point Score Recorder/Official will notify the Association Secretary of any Send-Offs or Cautions Reports as soon as practicable following receipt.

19.3.6 The Home Club must forward the original Send-Off or Caution Reports to the Association Secretary within 48 hours. By electronic means is acceptable.

19.3.6.1 The Association Secretary and/or Point Score Recorder will maintain records of all Send-Off and Caution Reports.

19.4 MATCH SUSPENSION

19.4.1 Any player sent from the field of play by the officiating Referee shall be subjected to the applicable mandatory suspension detailed in Schedule 1, 2 and/or 3.

19.4.1.1 Any player sent from the field of play by the officiating Referee may appeal against the decision or suspension.

19.4.1.2 The Board may also refer the matter to the Judiciary Committee

19.5 ADDITIONAL PENALTIES

19.5.1 Should the Board or Judiciary Committee deem an offence serious enough, the suspensions outlined in Rule 19.4.1 may be increased at a Judiciary Committee meeting.

19.5.1.1 The Judiciary Committee meeting will be held on the Tuesday following the offence, unless an alternative time is set by the Judiciary Committee, with proper notification being issued to all parties.

19.6 PLAYER STRIKING OFFICIALS

19.6.1 Should a player strike or attempt to strike a Referee, Linesman or Official, such player will automatically be suspended and shall appear before the Judiciary Committee at a time and place of which due notice shall be given to the players Club.

19.7 CLEARANCE TO PLAY

19.7.1 Any player sent from the field of play may not appear in any match until he/she has either served his/her sentence or has had his/her Appeal upheld.

19.8 SUSPENSION OF MANDATORY SUSPENSION

19.8.1 When an appeal by a player against a mandatory suspension has been lodged with the Association Secretary, that match penalty shall be suspended until heard by the Appeals Committee. Rule 19.7.1 still applies.

19.9 SERVING SUSPENSION

19.9.1 Any player suspended from play must serve the suspension in his/her next scheduled competition game for the team that he/she is registered with.

19.9.1.1 Rule 19.9.1 applies to replayed games.

19.9.2 A forfeit (when caused by a suspended player's team) or washed-out game does not count toward service of a suspension.

19.9.2.1 All other forfeits are deemed as a game served toward a suspension.

19.9.3 In the case of an abandoned game, any cautions and/or send-offs remain valid.

19.10 FAILURE TO APPEAR

19.10.1 Any player not appearing before the Judiciary Committee when directed shall be suspended until he/she does appear.

19.11 SUSPENDED SENTENCES

19.11.1 A suspended sentence will be imposed automatically if a player again appears before the Judiciary Committee and is proven guilty.

19.11.1.1 The player must also serve any additional suspension imposed by the Judiciary Committee.

19.11.2 Any suspended sentences imposed during the course of the season shall lapse at the end of that season, unless expressly dictated by the Judiciary Committee.

19.12 APPEALS

19.12.1 A player, official, team or Club has the Right of Appeal against any decision of the Judiciary Committee.

19.13 LODGING APPEALS PROCEDURE

19.13.1 Appeals against decisions of the Judiciary Committee must be submitted in writing to the Association Secretary within 48 hours of the Judiciary Committee's decision.

19.13.1.1 An appeal under Rule 19.13.1 must be signed by the Club Secretary.

19.13.2 Appeals against Mandatory Match Suspensions must be lodged by midnight on match day verbally and or electronically, and in writing no later than two days after the match.

19.13.3 Any Appeal must be accompanied by the Appeal Fee, as set by the board.

20. FEES AND FINES

20.1.1 Fees and Fines shall be determined by the Board prior to the start of the competition.

20.1.2 Fines will be applied at the discretion of the Board as per Table 8.

Table 8: EFA Fees and Fines

Item/Offence	Fine
Non-attendance of Club delegate at EFA meeting	\$50.00
Appeal fee	\$200.00
Suspended player(s) used	\$100.00 each instance
Four cautions accrued (based on Executive decision)	\$50.00
Send-off (based on Executive decision)	\$50.00
Use of unregistered players	\$50.00 each instance
Use of illegal players	\$50.00 each instance
Use of more than five substitutes (Under 10 and over)	\$50.00
Use of under-age or over-age player(s)	\$25.00 each instance
Player(s) names not on match sheet	\$25.00 each instance
Use of white out/liquid paper on match sheet	\$25.00 each instance
No identifiable Ground Marshall	\$10.00
Match Results reported late	\$25.00
Match sheets not received or late	\$10.00 each instance
Late send-off or caution reports	\$10.00
Use of illegal pen (not blue or black ballpoint)	\$10.00 each instance
Match sheets filled out on incorrect side	\$5.00 per team
Shirt numbers incorrect	\$5.00 each instance
No and/or incorrect name or FFA number	\$5.00 each instance
No Managers signature	\$5.00 each instance
Late return of trophies	\$25.00 each instance
Non-return of trophies	\$100.00 each instance*

*If the cost of replacing a trophy is greater than \$100, the relevant Club will be liable for the additional cost.

SCHEDULE 1: OFFENCES RELATED DIRECTLY TO PLAYER EXPULSIONS DURING A MATCH

Offence Number	Description	Minimum Sanction	Maximum Sanction
1 (R4 or R5)	Denying the opposing team a clear goal scoring opportunity	Mandatory 1 fixture	4 fixture suspension
2 (R6)	Use of offensive, insulting or abusive language and or gesture/s	Mandatory 1 fixture	6 month suspension
3 (R1)	Serious foul play (e.g. When challenging for the ball)	Mandatory 1 fixture plus 1 additional fixture	12 month suspension
4 (R2)	Assault on a player (e.g. Violent conduct when not challenging for the ball)	Mandatory 1 fixture plus 1 additional fixture	24 month suspension
5 (R6)	Serious Unsporting conduct	Mandatory 1 fixture plus 1 additional fixture	24 month suspension
6 (R6)	Use of Discriminatory language and/or gesture/s, including racist, religious, ethnic or sexist	Mandatory 1 fixture plus 4 additional fixtures	24 month suspension
7 (R3)	Spitting at a player	Mandatory 1 fixture plus 5 additional fixtures	24 month suspension
8 (R2 or R6)	Inciting a brawl	Mandatory 1 fixture plus 5 additional fixtures	24 month suspension
SPECIFIC OFFENCES AGAINST A MATCH OFFICIAL			
9 (R6)	Use of offensive, insulting or abusive language and/or gestures against a match official	Mandatory 1 fixture	24 months suspension
10 (R6)	Unsporting conduct toward a match official	Mandatory 1 fixture plus 3 additional fixtures	24 months suspension
11 (R2)	Assault of a match official	6 months, including a mandatory 1 fixture suspension	Life suspension
12 (R3)	Spitting at a match official	12 months, including a mandatory 1 fixture suspension	24 months suspension

SCHEDULE 2: OFFENCES RELATED TO BEHAVIOUR OF CLUB OFFICIALS

Offence Number	Description	Minimum Sanction	Maximum Sanction
1	Use of offensive, insulting or abusive language and or gesture/s toward any individual other than a match official	Mandatory 1 fixture	6 month suspension
2	Use of offensive, insulting or abusive language and or gesture/s toward a match official	Mandatory 1 fixture	12 month suspension
3	Assault of a player, spectator, Club official or any other person other than a match official	Mandatory 1 fixture plus 1 additional fixture	24 month suspension
4	Assault of a match official	6 months, including a mandatory 1 fixture	Life suspension
5	Physical damage caused to any facility within a Football Stadium	Mandatory 1 fixture	24 month suspension
6	Spitting at any individual other than a match official	Mandatory 1 fixture plus 5 additional fixtures	24 month suspension
7	Spitting at a Match official	12 months, including a mandatory 1 fixture suspension	24 month suspension
8	Serious unsporting conduct	Mandatory 1 fixture plus 1 additional fixture	24 month suspension
9	Any action they may be deemed to bring the game of Football or FNSW into disrepute	Mandatory 1 fixture suspension	24 month suspension

SCHEDULE 3: OTHER OFFENCES

Offence Number	Description	Minimum Sanction	Maximum Sanction
1	Misconduct of any nature	- 1 fixture suspension if applicable; and/or \$250 fine	- 5 years suspension; and/or - \$5000 fine; and/or - Deduction of a maximum 3 competition points from the current season in the relevant grade; and/or - Any other provision as referred to in the FNSW By-Laws.
2	Misconduct against FNSW or any appointed FNSW Officer	- 2 fixture suspension if applicable; and/or - \$500 fine	- 10 years suspension; and/or - \$15,000 fine; and/or - Deduction of a maximum 9 competition points from the current season in the relevant grade; and/or - Any other provision referred to in the FNSW By-Laws.
3	Gross Misconduct against FNSW or any FNSW Officer	- 4 fixture suspension if applicable; and/or - \$1000 fine.	- Life suspension; and/or - \$25,000 fine; and/or - Deduction of a maximum 15 competition points from the current season in the relevant grade; and/or - Deduction of a maximum 9 competition points from the following season in the relevant grade; and/or - Removal from competition and / or any other provision referred to in the FNSW By-Laws.
4	Deliberately misleading any FNSW Disciplinary Body	10 fixture suspension	- Life Suspension; and/or - Any other provision referred to in the FNSW By-Laws.

21. APPENDIX 'A' – MINIROOS NATIONAL PLAYING FORMATS AND RULES

https://www.playfootball.com.au/sites/play/files/2018-01/14701_football_aldi-miniroos-collateral_playing-formats-rules.pdf

22. APPENDIX 'B' – NATIONAL SPECTATOR CODE OF BEHAVIOUR

<https://footballnsw.com.au/wp-content/uploads/2017/04/FFA-National-Spectator-Code-of-Behaviour.pdf>



SPECTATOR CODE OF BEHAVIOUR

A spectator at a Match or otherwise involved in any activity sanctioned or staged by, or held under the auspices of, Football Federation Australia Limited or an affiliated Member Federation or Club must:

- (a) respect the decisions of Match Officials and teach children to do the same;
- (b) never ridicule or unduly scold a child for making a mistake;
- (c) respect the rights, dignity and worth of every person regardless of their gender, ability, race, colour, religion, language, politics, national or ethnic origin;
- (d) not use violence in any form, whether it is against other spectators, Team Officials (including coaches), Match Officials or Players;
- (e) not engage in discrimination, harassment or abuse in any form, including the use of obscene or offensive language or gestures, the incitement of hatred or violence or partaking in indecent or racist chanting;
- (f) comply with any terms of entry of a venue, including bag inspections, prohibited and restricted items such as flares, missiles, dangerous articles and items that have the potential to cause injury or public nuisance;
- (g) not, and must not attempt to, bring into a venue national or political flags or emblems (except for the recognised national flags of any of the competing teams) or offensive or inappropriate banners, whether written in English or a foreign language;
- (h) not throw missiles (including on to the field of play or at other spectators) and must not enter the field of play or its surrounds without lawful authority; and
- (i) conduct themselves in a manner that enhances, rather than injures, the reputation and goodwill of FFA and football generally.

Any person who does not comply with this Spectator Code of Behaviour or who otherwise causes a disturbance may be evicted from a venue and banned from attending future Matches.

23. APPENDIX 'C' – CONCUSSION RULE

Concussion may result in serious brain injury, especially repetitive concussions where there has been insufficient time between incidents for the brain to fully recover. Consequently, the Eurobodalla Football Association has established the following game rules:

Where the referee (including game manager) becomes aware of a concussive incident such as a head clash, a heavy fall to the ground where the head hits the ground, a collision with a goal post where the head hits the post or ground, a kick to the head or neck, or a similar incident involving impact to the head or neck the referee will stop the game (unless already stopped for another reason) and:

- 23.1** If the player(s) has been knocked out or displays a lack of coordination, immediately direct them to leave the field of play and recommend urgent medical attention by either calling an ambulance or conveying them to the nearest hospital EMERGENCY DEPARTMENT.
- 23.2** Otherwise, direct the affected player(s) to leave the field of play and be assessed by their coach/manager as to their ability to continue playing. The player(s) may be substituted during the assessment (without it counting toward permitted substitutions in the case of All Aged games).

In case 23.2, The Coach/Manager will undertake an assessment as to the player(s) ability to resume playing. The assessment will consist of a cognitive awareness and a functional ability review. Where the coach/Manager is not completely satisfied as to the players fitness to resume playing they must be removed from play for the remainder of the game and consideration given to referring the player(s) for a medical assessment.

Where the player(s) is attended by an Ambulance or taken to an ED they will not be permitted to participate in any further training or game play until certified fit to do so by a medical practitioner.

Otherwise it is advised that the player(s) removed from play due to concerns about a concussive injury not participate in any training or game play until after either an assessment by the coach/manager or a medical practitioner satisfies concerns about not having fully recovered from the concussive injury.

Players must advise their coach/manager where they seek medical attention for concussion and in such cases they will not be permitted to participate in training or game play until certified fit to do so by a medical practitioner.

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