#### 3.2D.x

#### All clubs are allowed two (2) teams in competitive ages and Three (3) in mini roo ages more are permitted on approval of the CA

### 3.3g Substitution of Players

#### 3.3A.i

#### For all male senior Premier Division matches each team can make up to three (3) substitutions (including a goalkeeper), with no more than Five (5) substitutes listed.

#### 3.3A.ii

#### For all other divisions, unlimited interchange will be permitted, with no more than Five (5) for seniors And Three (3) Interchange players for all other Competition

Only players’ names listed on the team sheet and signed prior to going on the field are permitted to take part in the match

### 4.2a General

#### 4.2a.1

#### The eligibility of a player to participate in matches under the jurisdiction of this Competition Administrator is finalized upon. The players club making them active on My Football Club

#### 4.2a.ii A player is eligible to play in matches under the jurisdiction of this Competition Administrator, provided he / she are registered in line with Football Federation Australia National Registration Regulations, Football Queensland Registration Procedures and Football Gympie in the Wide Bay Football Zone Registration Procedures. On my footballclub web site and be on the active player report received on the Friday before the first match he or she wishes to play.

#### 4.2a.iii A player is eligible to play in matches under the jurisdiction of this Competition Administrator, provided he / she are not under suspension by any Federation.

#### 4.2a.iv Up to sixteen (16) names for seniors and Fourteen (14) names for all other competition with signatures may be entered on the team’s games sheet. Names of player/s that will be late must be entered on the team sheet before the start of the game. Providing this has been done, a player who is late must see Assistant Referee after signing the team sheet at the control room before going on the field.

#### 4.2a.v All players whose name appear on the team sheet and are signed are deemed to have played the game. Team sheets must be signed on the day before the start of match, not at training during the week, so the information is accurate

#### 4.2a.vi For the new Foxsporting pulse team sheets only players with a shirt number against their name or not crossed out will be deemed to have played.

#### 4.2a.vii Before the game the referees are to take the shirt numbers the players who are to take part in the match and report any irregularities at the end of the game