



2010 Competition Procedures

The Zone Committee has the power at any time at a Committee Meeting to introduce, amend or delete all Procedures as and when it sees fit, and the same shall be binding on all Members.

1. Competitions

- (a) **Anzac Cup (mens)** - This will be played on a round robin basis prior to the pointscore competition. Nominations will be called for from Clubs in various divisions, with the final to be played on Anzac Day. Please also refer to the Round Robin Competition Procedures.
- (b) **Callan McMillan Shield (womens)** - This will be played on a round robin basis prior to the pointscore competition. Nominations will be called for from Clubs in various divisions, with the final to be played on Anzac Day. Please also refer to the Round Robin Competition Procedures.
- (c) **Pointscore Championship** - This will be played on a home and away basis, **dependant upon field availability.**
- (d) **Grand Final Series**
- (1) Senior Competitions: The five teams with the highest point scores will play off to decide the Grand Final Winner for that Division.
 - (2) Junior Competitions: The four teams with the highest point scores will play off to decide the Grand Final Winner for that Division.
- (e) **Summer Youth League** – Competition consists of one full round, no final series, for male players 15 to 20 years of age.
- (f) **6-a-side** – Social twilight matches for men, women, mixed and juniors.
- (g) **Northern NSW Football Champion of Champions** -**The Zone shall determine eligibility for the above competition as follows:-**
- (1) **Pointscore Champions for the 2010 season.**
 - (2) **Age groups – Grade 13, 14 & 15 (First Division) boys and girls**
 - (3) If the leading team declines the offer to enter the Champion of Champions competition it will be offered to the team in second place.
 - (4) All expenses incurred will have to be met by the team/Club and will not be supplemented by the Zone.
- (h) **NNSW State Cup** – knockout competition for senior open mens teams.
- (i) Any other competitions: Shall be conducted in such divisions as The Zone from time to time may decide. In the event of more than eight teams being entered in any division, such division may be divided for competition purposes, the teams to play in such divisions to be decided by grading by The Zone.

2. Registrations

All players, all ages, all competitions, EVERY YEAR

- (a) No child may be registered before they have turned five years of age.
- (b) Any player **who has not been registered with Football Federation Australia (FFA) since 1/1/2007** must complete an FFA Registration of Amateur Player Form (Prescribed Form NRR03) in full. **A player registration number will be generated for the player upon registration.**
- (c) Any player registering for the first time, must provide the Club with evidence of name and age, by providing a passport, drivers licence or an original birth certificate.
- (d) **Any player who has been registered since 1/1/2007 MUST complete a (Northern NSW Football) form for every year in which they wish to participate. The player shall retain the existing FFA registration number.**
- (e) All accredited Match Officials must complete an FFA Application for Registration as Match Official Form (Prescribed Form NRR10) **(Subject to registrations post 1/1/2007)**
- (f) All Team Officials who will occupy the bench area for any team must also register with The Zone by completing a Team Official Registration Form.
- (g) All Player Registrations, Prescribed Form NRR03, team lists and registration data disk/file must be at The Zone office at least two weeks prior to the commencement of the competition.
- (h) All players registering with a Club after the initial lodgement must have their ORIGINAL Forms lodged with The Zone office by 9am sharp each Thursday before they will be eligible to participate in matches scheduled for the coming weekend or two working days prior to midweek matches. All Forms received in Thursday's mail will be deemed to have arrived by 9am sharp. No exceptions will be made to this deadline.

- (i) A player can be registered with only one Club at a time.
- (j) No new registrations will be accepted after 30th June of each season.
- (k) Players **found to be** playing below their standard can be regraded at the discretion of The Zone up to 30th June.
- (l) The Zone has the discretion to refuse the registration of a player for any reason, including applications to play below their skill level.**
- (m) Failure to comply with any of the above Procedures may incur fines and/or penalties as per Appendix A.

3. Eligibility

All participating players must be registered in accordance with Procedure 2 (Registrations), must not be serving a suspension and must meet the following eligibility conditions;

(a) Age

- (1) (i) Junior players' grade eligibility will be determined by the age they turn during the calendar year, i.e., if a player turns 12 from January through to December of the current year, they will play in Gr. 12.
 - (ii) Contrary to the above, in **exceptional** circumstances, Clubs may apply for a child to play down an age grade. Each application will be judged on its own merit. Determination of approval will be based on the following: (at the discretion of The Zone)
 - No more than two over age players per team.
 - No more than six months over age (unless medical support provided).
 - If the Club has more than one team in the division or age grade, the over age players will be registered in the highest graded team.
 - (iii) If a child is registered in an age group older than that for which they are eligible (i.e., a child that turns 10 this year is registered in a Grade 11 team) they are not eligible to play in their eligible age group without being officially transferred to that age group (**i.e., cannot play Grade 10**).
- (2) Over 35's - Players must have turned 35 prior to registration to participate.
- (3) Over 40's - Players must have turned 40 prior to registration to participate. Each squad is permitted to register up to two underage players who must be at least 38 years of age on 1st January in the year of competition.
- (4) (i) A junior player up to the age of fifteen may not play up more than two years above their eligible age, unless written approval is received from The Zone, eg, a girl who turns 11 this year would need approval to play in Grade 14 Girls.
 - (ii) A junior player who has not turned 15 years of age will require approval from the Zone prior to participation in Grade 18 or senior football.
 - (iii) Contrary to 3(a) (4) (i) once a player has turned 15 the player is permitted to register and participate in Grade 18 **or senior football**.
- (5) **Application for any of the above exceptions MUST be lodged with the Zone with the Team Nominations or on registration of the player. Players MAY NOT participate until written approval is received from the zone.**

Following initial submissions, further applications will be considered on an individual basis.

(b) Across Divisions/Grades

- (1) Non-competitive players in Grades 6 to **10** may play for their Club in any team in their correct age division or a higher age division, subject to Procedure 3 (Eligibility) (a) (4).
- (2) A junior player may not play across the divisions within the one age grade, i.e. from Grade **12/2nd** Division to Grade **12/1st** Division, or vice versa.
- (3) (i) (a) A junior female player may register and participate in either the junior grade or junior girls grade within their club for which their date of birth makes them eligible. Eg, a 14 year old girl may register and participate in either the Grade 14 juniors or Grade 14 Girls.
 - (b) Junior females registered in a junior Grade team **MAY NOT** participate in a junior Girls Grade team without **PRIOR** approval as per 3 (b) (3) (ii) from FFNC.
 - (c) Junior females registered in a junior Girls Grade team **MAY NOT** participate in a junior Grade team.
 - (d) A junior female is eligible to participate in the ladies competition subject to clause 3 (a) (4).
- (ii) Contrary to 3 (b) (3) (i) and subject to 3 (b) (6) (i), the youngest Girls team in each Club may apply for approval to have a maximum of two females, who are registered with their Club in a junior grade competition team, participate in matches for that youngest Girls team, provided:
 - They are eligible by age to compete in the Girls team.

- They state the name, age and experience of the two players.
- That approval will give them no more than 14 available players for the season.

Approval will be at the discretion of The Zone.

(4) From season to season a senior player cannot drop more than two grades unless written approval is received from The Zone.

(5) (i) Premier/First Division: Players registered in a Premier or First Division squad are free to play in either the reserve grade or higher grade pointscore matches subject to Procedure 3 (Eligibility) (e).

Any senior player from a lower division who plays in any part of the first half in Premier Division more than **six** times during a pointscore competition (**final series is a separate competition**) will be re-registered to the higher division.

(ii) Other Senior Divisions: Any senior player who plays in any part of a match in the same higher grade than that for which they are registered more than **six** times during a pointscore competition (**final series is a separate competition**) will be re-registered to the higher division team.

(iii) Any player who has been re-registered to the higher division as a result of the above cannot be transferred back to a lower division/grade.

(6) (i) Any junior player who plays in any part of a match in the same higher junior age grade than that for which they are registered more than **six** times during the pointscore competition (**final series is a separate competition**) will be re-registered to that higher junior age grade team.

(ii) Any junior who plays in any part of a match in the same senior division (**first half for Premier Division**) more than **six** times during the pointscore competition (**final series is a separate competition**) will be re-registered to that senior division team.

(iii) Any player who has been re-registered to the higher division as a result of the above cannot be transferred back to a lower division/grade.

(iv) No senior team may play more than three (3) junior players in any given match.

7) Any player playing in a higher grade and/or division than his/her registered team, must have his/her registered grade and division noted on the team sheet.

8) If extenuating circumstances are considered to exist, the Club Secretary may apply to The Zone for consideration of approval to the contrary of Procedures 3 (b).

9) If a club has more than one team in any division/grade, players are not permitted to play across from one team to the other within the one division/grade.

(c) Number of Teams

No player may be registered in more than one team.

(d) Eligibility for Junior Final Series

Refer to Procedure 3 (Eligibility) (a) and (b).

(e) Eligibility for Senior Final Series

(1) Players eligible to play in the finals series in any division must be correctly registered in accordance with the provisions of these Procedures.

(2) Players shall be eligible to participate in the final series in:-

(i) The team in which they are registered, providing that they participate in more matches in that division (in the last five matches of that pointscore competition) than any individual higher division.

(ii) A higher division team as well as their own division (once eligibility is determined).

(iii) Any player whose name has not been crossed out (**with the consent of the Centre Official**) following the match will be deemed to have played.

(3) If the player has participated in an equal number of matches out of the last five pointscore matches in two divisions, the player will be deemed to be a higher grade player.

(f) Eligibility for Representative/Development Squads

(1) In representative and development matches, a player must play in the age division that their date of birth qualifies them for, irrespective of what division or age grade they are registered in, subject to written approval from The Zone.

(2) Any player who is participating in The Zone competition (**or is domiciled within the Zone area**) is eligible to trial for a Zone representative or development squad.

(g) Failure to comply with any of the above Procedures may incur fines and/or penalties as per Appendix A.

4. Teams

- (a) All Clubs must supply The Zone with a Team Listing of all players who will participate in each Club team nominated for each new season.
- (b) All Player Registrations, Prescribed Form NRR03, team lists and registration data disk/file must be lodged with The Zone office at least two weeks prior to the commencement of the competition.
- (c) A service fee as outlined in Appendix A will be charged for late lodgement of Registration Disk and Team Lists.
- (d) No Club may register more than the following number of players in any one team, without written application to and approval from The Zone, in the following divisions:
- | | |
|----------------------------------|------------------------------|
| Grade 6 - 6 players; | Grade 7 - 6 players; |
| Grade 8 - 10 players; | Grade 9 - 10 players; |
| Grade 10 - 12 players; | Grade 11 to 14 - 14 players; |
| Grade 15 to Senior - 16 players; | Over 35 & 40 - 18 players. |
- (e) Each Club may register up to a maximum of 18 players in the lowest grade senior team.
- (f) Each Club may register up to a maximum of 18 players in Over 35's and Over 40's.
- (g) Clubs competing in Premier/ Premier Reserve and First/First Reserve shall be required to register a minimum of 22 players for each squad.
- (h) **Changes to team listings require approval of the zone, refer to Competition Procedure 6 (b) Internal Transfers.**
- (i) All **competitive** teams must register a minimum of eleven players per team.
- (j) Any Club registering more than one team in a non-competitive age division (Grade 6 to Grade 10) shall only be required to submit a list of all players in each age division.
- (k) No Club shall be represented by more than one squad in any Premier/Premier Reserve Divisions.
- (l) No Club shall be represented by more than one squad in any First/First Reserve Divisions.
- (m) If any Club withdraws a nominated team from any competition, they will be fined as per Appendix A.

5. Divisions

The Zone shall from time to time determine the number, size and composition of all Divisions:-

- (a) On the basis of a ranking of individual Clubs by means of a formal application and assessment process; taking into consideration:-
- (1) the number of Clubs capable of competing at any level; or
 - (2) having the potential to do so within a reasonable time frame;
 - (3) the need for strong viable and attractive competitions;
 - (4) the need to adequately cover the major population centres of the Zone and surrounding areas; and
 - (5) any other factors which The Zone deems relevant in the circumstances
- (b) Promotion and relegation shall apply to senior divisions in the following format:
- (1) The Club finishing in last position in the Premier Division pointscore shall automatically be relegated to First Division for the following season unless that club has a First Division team that also wins the pointscore competition in the same season.
 - (2) Automatic relegation will only apply to the Premier and Reserve squads, based on the Premier Division pointscore at the completion of the season.
 - (3) The Club finishing in first place in First Division shall be automatically promoted to Premier and Premier Reserve Division in the following season, subject to Procedure 4 (k) and (l).
- (c) Where a vacancy occurs in Premier Division the Zone will accept applications from interested member clubs, subject to Competition Procedure 4 (k) and (l).
- Those applications will be assessed for suitability based on the FFNC Facilities Standard, previous competitive history (previous/current season) and club membership and ranked accordingly.
- Clubs who have their application approved by the Zone **may** then be entered into a play off in accordance with FFNC Round Robin Competition Procedure (17) to determine the successful applicant.

6. Transfers

- (a) *International Transfers*

- (1) If the player's last registration was with a Club outside of Australia, an International Transfer Certificate (ITC) will be required before registration can take effect.
- (2) All four copies of the player's registration, Prescribed Form NRR03, must be submitted to The Zone office immediately. They will then be forwarded to FFA in full for processing.
- (3) The player and club will be notified when the ITC is received and the player's registration is effective.
- (4) Players between the age of 12 and 18 cannot get an international clearance except in exceptional circumstances.
- (5) Players under the age of 12 do not require an international clearance.

(b) Internal Transfers

- (1) (i) Transfers within a Club, from one Senior or Junior division to another, will only be accepted on the official transfer form available from The Zone, and must be presented to The Zone three working days prior to the match.
 - (ii) Players who have been re-registered to a higher age grade or senior division by The Zone cannot be transferred back to a lower division without written approval from The Zone.
- (2) Clubs continually transferring players may be called before The Zone to explain their actions.
- (3) Internal Transfers will not be accepted after 30th of June in each season.

(c) Mid-Season Movement

- (1) Any player who wishes to change Clubs during the season needs to complete and sign the Notification of Cancellation of Amateur Registration, Prescribed Form NRR08, and send it to the Club, with a copy to The Zone office **before 30th June**.
 - (2) If a Club no longer wants a player to be registered with their Club, they must complete the Notification of Cancellation of Amateur Registration, Prescribed Form NRR08, detailing the reason and send it to The Zone office, with a copy to the player.
 - (3) The de-registration is effective:
 - (i) Immediately if the Prescribed Form NRR08 is signed by both player and the Club.
 - (ii) Seven days from the date the signed Prescribed Form NRR08 is lodged with The Zone office by either party, unless a Grievance has been initiated with The Zone office.
 - (4) (i) If the player then wishes to register with another Club he/she must provide to The Zone office a fully completed Supplementary Registration Form, Prescribed Form NRR11, and a copy of the Notification of Cancellation of Amateur Registration, Prescribed Form NRR08.
 - (ii) The registration with the new Club is effective from the date the Form is signed by both the player and the Club, subject to Procedure 2 (h) to 2 (k).
 - (5) The Zone shall not be responsible for payments made by a player to any club. The liability for all player payments due to the zone shall exist with the Club.**
- (d) Failure to comply with the above procedures may result in a fine as per Appendix A.

7. Match Sheets

(a) Pre-Match

- (1) Each Manager shall fill in a Match Sheet with the correct initials, surnames and registration numbers of their team, completing all details on the match sheet header in full.
- (2) A maximum of fourteen names for junior teams up to and including Grade **14** and sixteen names for **Gr. 15 to** senior teams may be listed.
- (3) Players' shirt numbers must correspond with the number next to their name on the Match Sheet for all competitive divisions.
- (4) All names shall be printed in block letters.
 - (i) All junior and senior players playing up from a lower division or age group must have their registered division noted next to their name on the match sheet.
 - (ii) No senior team may play more than three (3) junior players in any given match.
- (5) All players listed on Senior Match Sheets must then sign the Match Sheet next to their name.
- (6) Only players whose names are listed on the Match Sheet before the match commences are able to take the field. **Names cannot be added to the match sheet after play has commenced.**
- (7) Any player taking the field who was unable to sign the Match Sheet prior to the commencement of the match may do so at half-time. Players who have not signed the Match Sheet by the end of half time are not permitted to take any part in the match.
- (8) (i) **Premier Division only** - The Team Manager shall tick the starting line-up.

- (ii) **The Team Manager shall** hand the Match Sheet to the appointed Match Official fifteen minutes prior to the commencement of the match.
- (9) Suspended player's names **MUST** be written in the appropriate section of the Match Sheet to indicate that they are standing down from that particular match **or they will not have been deemed to have stood down for that match and will not have decreased their term of suspension.**
- (10) If a team official has omitted to record a suspended player on the match sheet, the Club Secretary may telephone The Zone office before the next scheduled match for that team to have the suspension recorded.
- (11) Failure to comply with any of the above Procedures may incur fines and/or penalties as per Appendix A.

(b) Post-Match

- (1) Cross off all players who did not participate in the match **with the permission of the centre official.** All players listed on the Match Sheet unless crossed out, will be deemed to have played.
- (2) All Junior Match Sheets (including non-competitive) are to be handed in to the Canteen at the ground.
- (3) At the completion of Senior matches the Team Manager shall confer with the Match Official on the events of the match and both shall sign the match sheet.
- (4) The Referee shall retain the original white copy of the Match Sheet and forward to The Zone by 9am on the second working day following the match.
- (5) The Team Manager shall retain the yellow copy of the Match Sheet for the Club's records.
- (6) All Match Sheets are then to be delivered to The Zone office at Suite 5, 32 Gumtree Drive, Goonellabah, no later than 9am on the second working day following the match.
- (7) Failure to comply with any of the above Procedures may incur fines and/or penalties as per Appendix A.

8. Match Results

All available weekend results will be available on The Zone website, www.footballfarnorthcoast.com.au, after 12 noon on each Tuesday. The site will be updated regularly as results come to hand.

9. Field of Play

(a) Field markings and set up shall be as per FIFA Laws of the Game.

(b) Oakes and Crozier Ovals

- (1) All teams are to use the change rooms at half time.
- (2) The bench area is to be occupied by up to a maximum five substitutes and three registered team officials only.
- (3) Non-compliance with directives issued for tunnel and bench areas at Grand Finals may incur a penalty and/or fine as per Appendix A.

(c) Player Interchange

- (1) Interchange of players is permitted in matches where:-
 - (i) the players concerned are amateur
 - (ii) the competition is for players competing in grade eighteen or under
 - (iii) all men's divisions other than Premier Division
 - (iv) all women's divisions
 - (v) the matches are non-competitive or purely social matches
- (2) Interchange Procedure:-
 - (i) In matches where player interchange is to be used, an area one metre either side of the half-way line shall be marked off the field of play.
 - (ii) This area shall be known as the interchange area.
 - (iii) All player interchanges shall take place within this area and are at the discretion of the referee.
 - (iv) A player interchange is made when the ball is out of play and for which the following conditions shall be observed:
 - a) the player leaving the field shall do so from the touch line crossing over at the sector called the interchange area.
 - b) the player entering the field shall do so from the interchange area but not until the player leaving the field has passed completely over the touch line.

- c) a player nominated for interchange shall be subject to the authority and jurisdiction of the Referee whether called upon to play or not.
- d) the player interchange is completed when the player who was off the field enters the field.
- (3) The number of player interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
- (4) If during the 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, caution the interchange player and then restart the match.
- (5) If during the interchange, an interchange player enters the field or a replaced player leaves it, from a place other than the interchange area, the Referee shall caution the offending player.

(d) Bench Areas

- (1) A technical area must be designated for all competitive age teams, both of which are to be on the same side of the field.
- (2) The technical area is defined as the length of the bench plus one metre each side of the bench and the area in front of the bench up to one metre away from and parallel to the touch-line.
- (3) Only substitutes listed on the Match Sheet and three team officials registered with The Zone are permitted to enter the technical area.
- (4) The players and officials on the bench come under the control and jurisdiction of the Referee, Assistant Referees and 4th Official **for the duration of the match** .
- (5) The coach may convey tactical instructions to players during the match. However, the coach and other officials must remain within the confines of the technical area.
- (6) All players and team officials must conduct themselves in a responsible manner at all times.
- (7) Players shall be entitled to take liquid refreshments at the touchline and bylines. **Players cannot leave the field of play for this purpose.**
- (8) Suspended players/officials and players/officials sent from the field during the match are not permitted in the bench area of **any sanctioned match** until the full suspension is served.

(e) Fitness of Grounds

A decision to determine that a match shall not proceed as per schedule due to the fitness of the field can be determined by any of the following (this applies only where a match is not to proceed. The authority does not exist to force or insist that a match proceeds where a genuine concern exists about the field or weather conditions):-

| | |
|--------------------------|----------------------------------------|
| Referee Executive | Appointed Centre Match Official |
| Home Club | Council |
| The Zone | |

It should be noted that ONLY the Zone shall have the discretion to transfer or reschedule any match, including transferring the match to an alternate field.

- (1) The Referee shall have the right to decide upon the fitness of the ground **for the purpose of cancelling a match**, but in the case of severe conditions, The Zone may decide on the condition of the playing fields.
- (2) If a Club/Council ground controller finds it necessary to close grounds the day preceding weekend matches or up to 5pm on the day of a mid-week match the Club must notify The Zone immediately.
- (3) The Zone will advise all affected Clubs of any transfers or cancellations that may be necessary due to closures notified by 5pm **Friday for** weekend scheduled matches, and up to 5pm on the day of mid-week matches, and will also post such alterations on The Zone website at www.footballfarnorthcoast.com.au.
- (4) If a Club/Council ground controller finds it necessary to close grounds after 5pm the day preceding weekend matches it shall be the home Club's responsibility to **immediately advise by telephone** The Zone, all opposing Clubs and the Referees contact of the ground closure.
- (5) **Contact with The Zone after 5pm can be made on 0438 215 593 and the Referees contact on 0434 856 992.**
- (6) Matches that are deferred due to wet weather, or for any reason, shall be rescheduled for play by The Zone **wherever possible**. If the matches are not able to be played, they shall be classed as a draw.

(f) Grade 11 Goal and Corner Kicks

- (1) Goal kicks are to be taken from a point level with the penalty spot and parallel to the goal line in that side of the field where the ball went out.
- (2) Corner kicks are to be taken on the goal line at a point 3 metres from the junction of the goal line and the penalty box (16.5 metres line) and towards the corner on that side of the field in which the ball went out.

10. Facilities and Equipment

(a) *Playing Grounds*

- (1) Ground markings must be clear and accurate and within the dimensions as specified in the Laws of the Game.
- (2) Nets and corner posts must be provided and conform to the Laws of the Game **for all competitive matches**.
- (3) All goalposts or portable equipment must be adequately and securely fastened to the ground.
- (4) Clubs shall, on seeking affiliation/membership to The Zone, submit details of their **playing fields** and The Zone shall **have the discretion to require any alterations to the playing venue (eg, location of technical areas, quality of field surface)**.
- (5) There should be available at each Club an area in which the Referees can rest and leave their belongings while on the park. This area should contain some seating as well as being lockable.
- (6) All grounds must be roped, or a suitable barrier provided along the full length of the field containing the technical area. The barrier or rope should be located a minimum of 3 metres from the touchline.

(b) *Club Colours*

- (1) All strips, **including alternate strips**, are to be registered with and approved by The Zone each season. (**Refer to Fees, Fines and Penalties**)
- (2) All competitive team shirts shall be individually numbered and the number of the shirt worn by each player must correspond with the name and number on the Match Sheet.
- (3) All players taking the field shall be in full Club/team strip, including shirt, shorts and socks.
- (4) If colours clash the Visiting Team shall be required to wear an alternate strip, at the discretion of the Referee.
- (5) **If a team finds it necessary to wear a strip that is not registered with and approved by The Zone for their club (eg, borrows an alternate strip) approval is required from The Zone and the Match Official.**

(c) *Players Equipment*

- (1) All Match Balls shall be of materials approved by FIFA. The following sizes will apply:
Grade 6 to 9 inclusive = size 3
Grade 10 to 13 inclusive = size 4
Grade 14 to All Age inclusive = size 5
- (2) All boots shall comply with Law Four of the FIFA Laws of the Game.
- (3) Shin Guards - In accordance with FIFA Laws of the Game the wearing of shin guards is compulsory for all players as part of players equipment (Law Four).
- (4) Long Thermal Pants (cycle pants or tights) - Many players wear knee-length tight black or coloured pants under their shorts. They must be the same colour as the teams' shorts and not extend further than the knee, otherwise they will be deemed to breach the Laws of the Game.
- (5) Goalkeepers may wear track pants, shorts or socks similar or different in colour to the rest of his team.
- (6) All participating women players must wear supporting bras or crop tops.
- (7) The numbers on the back of shirts must be one solid colour in complete contrast to the basic colours of the shirt, and where the shirt pattern may impair clear identification of the number from a distance of 100 metres, then the number must be placed on a plain coloured panel.

11. Duration of Matches and Number of Players

A match must be of two equal periods as indicated below:

| (a) Grade | No. of Players | Match Duration |
|------------------------|----------------|------------------------------------|
| Grade 6 & 7 | 4 | 2 x 20 min. games |
| Grade 8 & 9 | 7 | 2 x 20 min. games |
| Grade 10 | 9 | 2 x 25 min. halves = 1 game |
| Grade 11 & 12 | 11 a side | 25 mins each way |
| Grade 13 & 14 | 11 a side | 30 mins each way |
| Grade 15 & 16 | 11 a side | 35 mins each way |
| Grade 17 & 18 | 11 a side | 40 mins each way |
| All Age | 11 a side | 45 mins each way |

(b) In the event of a match commencing late, the referee shall reduce the total duration of the match by the time lost and divide both halves equally. The Referee shall then advise each team Captain to this effect before the commencement of play. This shall not apply to Premier Division matches **unless extraordinary circumstances are deemed to exit**.

(c) Substitutes/Interchange

Grade 6 to **10** – no interchange limit

Grade **11** to 14 – maximum of 3 subs to be listed with unlimited interchange

Grade 15 to 18 – maximum of 5 subs listed with unlimited interchange

Over 35 and Over 40 – maximum of 5 subs listed with unlimited interchange

Women's Divisions – maximum of 5 subs listed with unlimited interchange

Premier **Division only** – maximum of five substitutes.

All other seniors – maximum of five subs listed with unlimited interchange.

All age divisions – half time 5 minutes

12. Home Team Responsibilities

The team whose name appears first in the draw shall be the Home Team.

(a) The Ground Official must present himself to the Match Official of all senior matches 15 minutes prior to kick off, and for all junior matches 5 minutes prior to kick off, and deliver the team sheets.

(b) The Home Team shall supply the Match Ball/Balls.

(c) Premier to First Reserve Division - the Home Team Manager shall supply three (3) Match Balls to the Match Official 15 minutes prior to kick-off.

(d) Ground Officials

(1) As a risk management procedure, every Club shall appoint a **minimum of one** ground officials **per field** to oversee all matches on **that** field.

(2) The ground official **MUST** wear a Football Far North Coast Inc. approved vest at all times, and be very visible.

(3) The ground official **MUST** be at least 18 years of age and cannot be involved in any other activity (i.e., coach, manager, canteen, etc.) whilst acting in this capacity.

(4) The ground official shall not consume alcohol whilst performing these duties nor prior to doing so.

(5) The ground official should:-

(i) If an official referee is not present, ensure that a referee is arranged either by the Club or by consent of the two teams playing.

(ii) Escort the designated match officials to and from the playing field and ensure their safety at all times.

(iii) Check with the equipment officer that an alternate strip is available if required.

(iv) Encourage spectators to comply with the Spectator's Code of Behaviour.

(v) Direct and assist an ambulance if called to attend a player or any other person.

(vi) Be of assistance wherever possible.

(vii) Submit a report **via their club** to the Zone office of any misconduct or inappropriate behaviour by any spectators, players or officials.

(e) All clubs involved in the sale of alcohol shall comply with all liquor licensing laws and any further requirements of the Zone.

(f) Failure to comply with any of the above procedures may incur fines/penalties as per Appendix A.

13. Match Officials

(a) The Match Official shall collect the match sheets prior to the commencement of the match and ensure that the starting eleven (11) are ticked.

(b) The Match Official shall tick all other players who take the field during the first half.

(c) The Match Official shall record the Player of the Match points in nominated divisions.

(d) The Match Official shall ensure that the match sheets plus any send-Off Reports and/or Misconduct Reports are lodged with The Zone office by 9am of the second working day following the match.

(e) Junior match officials shall not act as a centre official if not approved by their governing body.

(f) Failure to comply with the above procedures may result in a fine as per Appendix A.

14. Forfeits

A forfeit is typically a match in which one team is unable to field seven players for the match (however, is not limited to this example).

(a) A period of 15 minutes from the scheduled starting time is considered to include a tolerance for “travel time”. In the event of a team failing to take the field within fifteen minutes of the scheduled starting time, the opposing team, if on the field of play, will be awarded the match on a forfeit.

(b) In the event of seven players per team being present the match must commence at the scheduled kick-off time.

In the event that extraordinary circumstances prevent one or both teams (or the match officials) being able to take the field within 15 minutes of the scheduled time, the match will not be deemed to be a forfeit (but requires the authority of the Zone)

(c) (1) If the offending team has not notified The Zone by 5pm the day prior to the match that they will not be able to field a team, their Club will be fined as per Appendix A.

(2) If the Club receiving the un-notified forfeit is the home team, they may be reimbursed reasonable expenses including Match Official fees to a maximum of \$150.00 on receipt of an invoice by The Zone office.

(d) Teams that advise The Zone by 5pm the day prior that they are unable to fulfil a scheduled match will be charged an administration fee as per Appendix A.

(e) If an ineligible player participates in a match, the team which included the ineligible player/s shall forfeit their points and goals. All goals scored by their opponents shall be recorded, with a minimum of 3 goals and match points being awarded to the opposing team.

(f) A forfeit is classified as a match, and as such a suspension may be served by a player (but only in the team receiving the forfeit), provided that a match sheet showing same is provided to The Zone office as per Procedure 7 (Match Sheets) (b) (6).

(g) Any team which forfeits a match in the finals series shall take no further part in the series, and will be fined as per Appendix A.

(h) Any team that forfeits an Anzac Cup match will be fined as per Appendix A.

(i) Any club which forfeits either a Premier or Premier Reserve or First or First Reserve match due to a lack of numbers must forfeit both grades on that day.

(j) The Zone shall have the sole discretion to determine if a match shall be played or considered a forfeit in the event of a dispute occurring.

15. Abandoned Matches

(a) to (h) as per FFA Regulations

(a) The Referee must abandon a match under the following circumstances:

(1) A violent incident occurs on the field of play involving four or more players engaging in violent conduct.

(2) One or more persons invade the pitch and engage in or promotes violent, offensive or threatening conduct.

(3) A match official is physically assaulted.

(b) In the event of a match being abandoned by the match official(s) for reasons of violence, the team or teams reported by the match official(s) shall be suspended from their next competition round.

(c) Where both teams are held responsible by the Competition Administrator, the abandoned match shall be voided and not replayed.

(d) Where one team is held responsible by the Competition Administrator, the abandoned match shall be classified as a forfeit and the match points shall be awarded to the opposition team.

(e) If the Competition Administrator decides that the match will be replayed, the match officials will be paid again for the match.

(f) If a match is abandoned, cancelled or forfeited, a suspension is only considered to be served if the team to which the suspended player belongs is not responsible for the facts that led to the abandonment, cancellation or forfeiture.

(g) A yellow card issued during an abandoned match will be annulled if that match is replayed and upheld if that match is not replayed.

(h) A direct red card issued during an abandoned match will be upheld, regardless of whether the match is replayed or not.

(i) If a match is abandoned due to light failure, storm, player injury, etc, The Zone shall determine if the score will be recorded as it was at the time of the abandonment, recorded as a draw or if the match will be replayed, taking into consideration the duration of play, score line and the Referee's Report.

16. Points

- (a) WIN: 3 points;
- (b) DRAW: 1 point;
- (c) DEFEAT: Nil;
- (d) FORFEIT: 3 pts plus 3 goals.

17. Determination of Pointscore Champions

- (a) The team with the highest pointscore will be the particular Division Pointscore Champion.
- (b) In the event of two or more teams finishing equal on points in the pointscore competition, the better goal difference will decide the higher placing.
- (c) In the event of two or more teams finishing equal on goal difference, the most goals for will decide the higher placing.

18. Final Series

(a) Semi-final and preliminary final matches will be allocated to the home ground of the competing team that finished highest on the point score at the discretion of The Zone.

(b) **Junior Finals** - The four teams with the highest point score will play-off to decide the Grand Final Winners and Runners-up for that Division in accordance with the following formula:

Week 1 - Match A - 3 v 4 - Loser out
- Match B - 1 v 2 - Winner to Grand Final (Match D)

Week 2 - Match C - Loser B v Winner A (Loser Out)

Week 3 - Match D - Winner B v Winner C

Matches A, B & C: If the matches are drawn at full time there will be 5 minutes extra time each way for the Grade 10 & 11 age groups and 10 minutes extra time each way for the Grade 12 to 18 age groups inclusive. If matches are still drawn, the team which finished highest on the pointscore shall advance.

Match D: Grand Final: If the match is drawn at full time there will be 5 minutes extra time each way for the Grade 10 & Grade 11 age groups and 10 minutes extra time each way for the Grade 12 to Grade 18 age groups inclusive. If the match is still drawn at the end of extra time, Joint Premiers will be declared for Grades 10 to 14. There will be a penalty shoot-out to determine the Grand Final Winner for Grade 15 to 18.

(c) **Senior Finals** - The five teams with the highest pointscore will play off to decide the Grand Final Winner for that Division in accordance with the following formula:

Week 1 - Match A - 4 v 5 (Loser out)
- Match B - 2 v 3

Week 2 - Match C - Loser B v Winner A (Loser Out)
- Match D - 1 v Winner B

Week 3 - Match E - Loser D v Winner C (Loser Out)

Week 4 - Match F - Winner D v Winner E

Matches A, B, C, D E & F: If the matches are drawn at full time, there will be 10 minutes extra time each way. If matches are still drawn there will be a penalty shoot-out to determine the winner.

19. Zone Representative and Development Players

(a) Players selected in a Football Far North Coast Development Team who refuse or fail to attend/ participate in training sessions or matches for that team shall not be available to play for their Club in the round which conflicts with the development matches. If the match has been played, it will be the next match scheduled for that team. All criteria for development exemption will be at the discretion of The Zone.

(b) If two or more players **registered in** a Club team are unavailable for competition due to Football Far North Coast Development Team commitments, including Development Team Coaches and Managers who are players, under the jurisdiction of affiliated bodies, including representative school football, the Club may apply to have the match deferred. The application must be received by The Zone office at least 10 days prior to the match. If approved, The Zone will designate a time and place for the match to be played.

20. Pregnancy

- (a) A player who is pregnant must take full responsibility for themselves. No blame or responsibility shall be accepted for that player or their unborn child/children by The Zone, affiliated Clubs or registered players in the event of an injury which causes complications or the termination of that pregnancy.
- (b) If a player is pregnant there shall be no manipulation verbally by the opposing team or her own team concerning the condition of that player.
- (c) The Zone advises players against playing after pregnancy has been confirmed.

21. Overdue Accounts

- (a) All fines and other accounts are due for payment within 30 days unless otherwise specified.
- (b) All accounts not paid by the due date will incur a surcharge of 10% per annum charged monthly.
- (c) All overdue accounts plus surcharge must be paid within 14 days from the date of the surcharge notice, otherwise no further competition points will be awarded to the Club until the account is paid.