

**GLADESVILLE - HORNSBY
FOOTBALL ASSOCIATION INC.**

**2019
INFORMATION**

Postal Address - PO Box 1308, Macquarie Centre 2113
Association Office - Christie Park
Christie Rd, Macquarie Park

General Manager - Mark Lockie
Admin. Assistant - Jo Ryan
Competitions Coordinator – Nikki Riddle
Head of Football – Tim Thorne

Phone: 9887 2116
Email - ghfa@ghfa.com.au
Website - www.ghfa.com.au

BOARD

Helen Armson
Mal Arnold
Lina Candy
Lindsay Donald
Buck Findlay
Frank Marchi
Peter Nimmo
Peter Samson

GENERAL INFORMATION

1. **Closing Dates:**

- a) Registrations & transfers 26 June 2019 at 5pm
- b) Down-gradings To be completed before 4th competition game

2. **Team Sheets:**

In 2019, electronic matchsheets will be compulsory for all competitions from U10 upwards. Both teams are required to have their teamsheets marked as “complete” and to confirm the other team’s teamsheet in the system 10 mins prior to kick-off.

With electronic teamsheets, both team managers must complete their teamsheet 10 mins prior to the match so that the opposing team manager can confirm. All relevant information must be included, including any upgraded players and shirt numbers for all players. For electronic teamsheets, the team manager should confirm the opposition’s teamsheet to lock the teamsheet from further change.

For all competitions:

- a) In Under 12 to All Age including Premier League & Super League **ONLY** sixteen (16) players are permitted on the team sheet in accordance with By-Law 8.
- b) Over 35 and Over 45 **ONLY** eighteen (18) players are permitted on the team sheet in accordance with By-Law 8.

3. **Photo IDs as issued by the Association** are compulsory and **MUST** be used for all competition games. These can be in the form of electronic teamsheet photos or printed photo sheets.

The opposition manager has the right to sight any or all of the players for verification against the player’s Photo ID. If the opposition manager contests the identity of a player, the manager should note on the teamsheet that they contest the identity of the player, noting the name and ID of the player.

4. **Responsibility of Team Managers –**

- a) Be responsible for his/her team’s players and spectators.
- b) At the completion of the game, both team managers must enter the scores.
- c) All managers should check each Thursday the games that are uncovered by the referees (not all games can be covered). This will allow plenty of time for managers to organise someone to referee half of the game. The link to the referees’ association website is on our website www.ghfa.com.au then go to the Referee uncovered games link.
- d) All managers should check each Thursday the website www.ghfa.com.au to make sure of the venue and time of the game in case it has been necessary for the Association to make any alteration. Any late changes on Friday will be notified to the relevant Clubs.

5. **Ground Marshall:**

At each ground or complex, a “Ground Marshall” **MUST** be provided by the Club who has the responsibility for that area. The Ground Marshall must wear an orange “Official” jacket so that he/she is easily recognisable. Persons acting as Ground Marshalls can change at any time during the day.

The Duties of the Ground Marshall are –

- Ensure field is dressed according to the By Laws including the use of rope barriers on both sidelines at a minimum of 1.5m from the sideline.
- Control of the ground
- To be a point of contact on the day
- Offer any advice or guidance but must not get involved in any fracas which may occur
- Report to his/her Club on any incidents which occurred while he/she was acting as Ground Marshall. Clubs to report any such incidents to GHFA by 10.00am on the Monday following the games.

6. **Football sizes:**
- Under 6 to Under 9 - Size 3
 - Under 10 to Under 13 - Size 4
 - Under 14 to All Age - Size 5
7. **Duration of Matches:**
- Shall be two equal periods of:
- | | |
|-----------------------|------------|
| Under 6 to Under 9: | 20 minutes |
| Under 10 to Under 12: | 25 minutes |
| Under 13 to Under 14: | 30 minutes |
| Under 15 to Under 16: | 35 minutes |
| Under 17 to All Age: | 45 minutes |
| Premier/Super League: | 45 minutes |
| Over 35 to Over 45: | 45 minutes |
- Separated by a half-time of 5 minutes duration.
8. **Delays to Commencement of the Game:**
- If the commencement of any game is delayed, the game shall be shortened to a time that will allow the following game to commence on time irrespective of whether an official referee controls the game or not. This shall not apply to the 1.00pm and 3.00pm games which shall be played as per By-Law 18 (2). Both halves shall be of equal duration.
9. **Blood Rule:**
- The referee must order from the field of play any player who has incurred a bleeding injury that, in the opinion of the referee, represents a health risk to other players.
 - A player who has been ordered from the field of play by the referee in accordance with (a) and has received treatment to the bleeding injury and in the opinion of the referee no longer represents a health risk to other players, may at the sole discretion of the referee re-enter the field.
10. **Disciplinary Matters:** All send offs, citings etc will be dealt with in line with the GHFA Grievance and Disciplinary Regulations– these regulations can be found on the [GHFA Website](#).
11. **Yellow Cards:** When the Association has received 4 or 6 yellow cards for any player, that players Club will be notified of the suspension of that player. A match suspension will only be recognised AFTER notification is given to the players Club by the Association.
12. **Playing Strips:**
- All teams **MUST** wear their Club's registered strip in all games **except** when required to change as per the [Strip Clash Register](#). No team is permitted to wear a previous or different strip.
 - Alternate Strip **MUST** only be worn when required as per the [Strip Clash Register](#). This is an '**alternate**' strip NOT an '**away**' strip.
 - No player or team is permitted by GHFA to have personal names printed anywhere on the playing strip. The only items permitted on the back of the shirt are the number and sponsor logo.
 - In Under 12s up, all shirts **MUST** have unduplicated numbers and **MUST** correspond with the names filled out on the team sheet.
13. Sponsorship patches may only be used on playing strip as follows -
- A patch not exceeding 450 cm² (21cm x 21cm) shall be permitted on the front of shirts.
 - A patch not exceeding 300cm² (15cm x 20cm) and a maximum height of 15cm on the rear of shirts (2cm below shirt number).
 - A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on each sleeve of shirts.
 - A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on the front-side of each leg of shorts.

14. **Club Championship:**

Open to all Clubs with 10 or more competition teams, providing 4 of those teams are graded in Division 1 or Division 2, or in Premier League or Super League, where the Premier League or Super League squad counts as two teams. The Club Championship shall be decided as follows:

Teams are allocated points based on final Premiership table positions as follows:

1. Within each Age Group (excluding PL/SL):
 - a) 20 pts allocated to Div 1 Pos 1, 19 pts to Div 1 Pos 2 down to last team in Div 1.
 - b) Div 2 Pos 1 team allocated 1 pt less than that allocated to team finishing last in Div 1, then Div 2 Pos 2 receives one lower still and so on until Div 2 last position, or the points reach 1
 - c) If the number of teams in Div 1 plus Div 2 is greater than 20, then remaining teams in Division 2 all receive 1 pt.
2. Within Premier League and Super League:
 - a) 30 pts allocated to PLF Pos 1, 29 pts to PLF Pos 2 down to last team in PLF.
 - b) 20 pts allocated to PLR Pos 1, 19 pts to PLR Pos 2 down to last team in PLR.
 - c) 20 pts allocated to SLF Pos 1, 19 pts to SLF Pos 2 down to last team in SLF.
 - d) 10 pts allocated to SLR Pos 1, 9 pts to SLR Pos 2 down to last team in SLR or the points reach 1.
 - e) If the number of teams in the division is greater than the starting count, then remaining teams in the division receive 1 pt.

The final Club Championship ranking is based on the highest average points per team for each Club (total allocated points to each Club, divided by the total number of teams for that Club that are graded in Division 1 or Division 2, or in Premier League or Super League, where the Premier League or Super League squad counts as two teams)

15. **Bill Plaskett Trophy:**

Awarded to the outstanding 1st Division team in the competition.

The winner will be:

- a) An undefeated Team, but if two or more teams are undefeated, then
- b) The Team with the most number of wins or draws, but if two or more teams are equal on this point, then
- c) The Team with superior goal average.

16. **Keith Hillman Trophy:** Awarded to the best defensive Under 13 team.

17. **FORFEITS**

If a club is aware in advance that a team will be forfeiting a match, details need to be emailed to ghfa@ghfa.com.au prior to 4pm Fridays.

If a club becomes aware of forfeits after that time, the information must be sent by text to the GHFA Hotline No: 0477 80 80 33. This is particularly important for competitive age groups to ensure any referees appointed to the games are advised.

As a courtesy to the other club, clubs should make direct contact with the opposition club where a late forfeit will occur. All club contacts are listed in the information book.

18. **WET WEATHER PROCEDURES**

If wet weather threatens to impact weekend games, and if a majority of grounds are closed by Councils on Friday, GHFA will advise clubs by COB Friday that the round is cancelled and post a message on the GHFA website and Facebook pages. Clubs must assume matches are on unless advised to the contrary.

Should there be rain overnight on Friday or over the weekend, clubs are responsible for assessing their fields and determining if matches proceed (although note that some Councils may make this decision). Should grounds be closed, clubs must **text** the [Club name] [Field name] to the GHFA hotline no:

0477 80 80 33

Clubs can monitor Council grounds on their websites (linked to the [wet weather page on GHFA website](#)) or by calling the numbers below:

- Council wet weather lines -
- [Ryde Council](#) - 9952 8244
- [Hornsby Council](#) - 9847 6764
- [Hills Shire Council](#) - 9843 0354
- [Parramatta Council](#) - 9294 8586
- [Hunters Hill Council](#)

GLADESVILLE-HORNSBY FOOTBALL ASSOCIATION

CODE OF CONDUCT

Winning at any sport is a part of sporting tradition but this is not as important as the “spirit of the game”.

Referees, Assistant Referees and Other Match Officials.

-abuse of referees and assistant referees will not be tolerated in any form.

Abuse includes derogatory comments about the match official’s performance or ability, repeated or vocal criticism or challenging of the match official or their decisions, and any form of insulting, offensive, aggressive or intimidating behaviour or language directed at a match official.

Abuse of referees, assistant referees, players, coaches, managers, parents or spectators etc may result in penalties against the individual, team or club concerned. Those penalties include fines, bonds, loss of competition points and suspension.

Coaches and Managers Code of Behaviour.

- be reasonable in your demands on young players.
- players play for fun and enjoyment. Don’t ridicule mistakes.
- teach players that the rules of sport should be followed, not broken.
- develop team respect for opponents and officials from both teams.

Parents and Spectators Code of Behaviour.

- encourage players and accept results without disappointment.
- never ridicule or yell at a player for making mistakes or losing the game.
- players are involved for their enjoyment, not for their parents or spectators.
- volunteers deserve your respect and consideration.
- eliminate verbal and physical abuse from all sporting activities.

Players Code of Behaviour.

- play by the rules.
- respect officials.
- abuse of opponents or officials is not allowed in any sport.
- treat all players the way you would like to be treated yourself.
- play for the “fun of it” and not just to please parents, spectators and coaches.
- respect the rights, dignity and worth of all players, coaches and officials.
- accept defeat with dignity and don’t seek excuses for defeat or blame the referee or anyone else.

GROUND DIRECTORY

ARCADIA PARK	Arcadia Rd (near Vision Valley)
BILL MITCHELL	Morrison Rd, Gladesville
BOOTH PARK	Sutherland Rd, Gladesville
BORONIA PARK	Kent St, Epping
BREMNER PARK	Morrison Rd, Gladesville
CAMPBELL PARK	Wilga St, West Pennant Hills
CHELTENHAM	Castel Howard Rd, Cheltenham
CHRISTIE PARK	Christie Rd, Macquarie Park
DARVALL PARK	Chatham Rd, Denistone
EASTWOOD OVAL	West Parade, Eastwood
EDWARD BENNETT PARK	Edward Bennett Dr, Cherrybrook
ELS HALL SPORTS FIELDS	Kent St, North Ryde
EPPING OVAL	Norfolk Rd, Epping
EPPING BOYS HIGH SCHOOL	Epping Rd, Marsfield
FONTENOY RESERVE	Fontenoy Rd, North Ryde
GLADESVILLE RESERVE	Huntleys Point Rd, Huntleys Point
HAROLD WEST RESERVE	Cnr Moseley St & Vickery Ave, Carlingford
HAYES PARK	Galston Rd, Galston
HOLY CROSS COLLEGE	Cnr Buffalo & Cressy Rds, Ryde
JAMES HENTY	James Henty Dr, Dural
JOHN PURCHASE SCHOOL	Shepherds Dr, Cherrybrook (entry at Community Centre)
KARONGA SCHOOL	Pennant Parade Annex, Pennant Parade, Epping
LH WAUD SPORTING FIELD	Constitution Rd, Meadowbank
MACQUARIE UNI SPORTS FIELDS	Talavera Rd, Marsfield
MAGDALA OVAL	Magdala Rd, North Ryde
MARSFIELD PARK	Vimiera Rd, Marsfield
MEADOWBANK PARK	Constitution Rd, Meadowbank
MONASH PARK	Cnr Ryde & Monash Rds, Gladesville
MORRISON BAY	Francis Rd, Putney
NORMANHURST OVAL	Harris Rd, Normanhurst
NORTH EPPING OVAL	Boundary Rd, North Epping
NORTH RYDE OVAL	Pittwater Rd, North Ryde
NORTH RYDE RSL OVAL	Magdala Rd, North Ryde (behind RSL)
OAKLEIGH OVAL	Giblett Ave, Thornleigh
PEEL PARK	Morrison Rd, Gladesville
PENNANT HILLS PARK	Britannia St, Pennant Hills
PIDDING PARK	Cressy Rd, Ryde
REDFIELD COLLEGE	855 Old Northern Rd, Dural
RIVERGLADE RESERVE	Manning Rd (no parking Jolly Pde) Hunters Hill
RON PAYNE RESERVE	Woods St, North Epping
ROSELEA	Roselea Way, Carlingford
RUDDOCK RESERVE	Ruddock Ave, Thornleigh
SANTA ROSA	Bridge Rd, Ryde
SMALLS ST RESERVE	Smalls St, Ryde
THOMAS THOMPSON	Cedarwood Dr, Cherrybrook
THORNLEIGH OVAL	Handley Ave, Thornleigh
TUCKWELL PARK	Cnr Fontenoy & Lane Cove Rds, North Ryde
TYAGERAH PARK	Tyagarah St, Putney

GROUND DIRECTORY cont.

VIEW ST (George Thornton Res)
WATERLOO PARK
WEIL PARK
WEST EPPING OVAL
WESTMINSTER PARK

View St., West Pennant Hills
Waterloo Rd, Marsfield
Woolwich Rd, Woolwich
Ward St, Epping
Cnr Ryde & Monash Rds, Gladesville

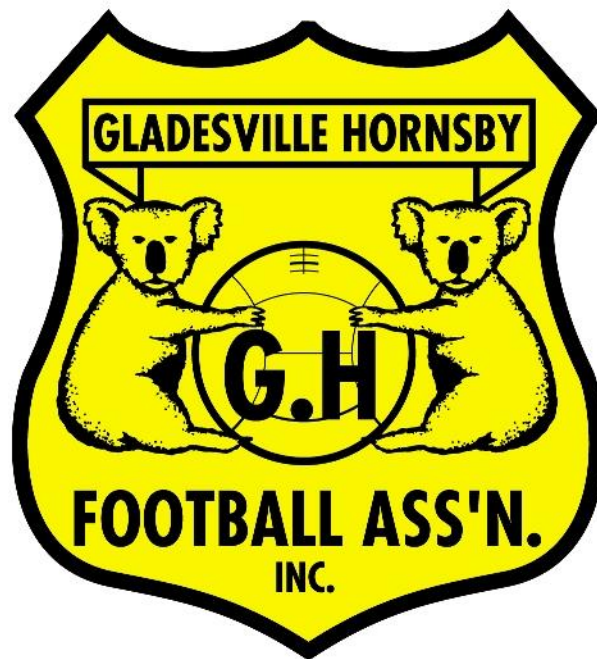
CLUB CONTACTS

All Saints Hunters Hill	Euan MacLeod	President@ashhfc.com.au	0404 081 320
Ararat FC	Arin Tahmasian	arin.tahmasian@aus.fujixerox.com	0434 152 312
Beecroft	Peter Nimmo	convenor@beecroftfc.com.au	0419 449 730
Eastwood St Andrews	Michael Masulans	president@eastwoodstandrews.org	0418 208 988
Epping Eastwood	Chris Salmon	president@eppingeastwoodtigers.com.au	0417 696 001
Epping FC	Malcolm Arnold	president@eppingfootballclub.com.au	0448 555 058
Gladesville Ravens	Cathy Inglis	Cathy.Inglis@brickworks.com.au	0414 447 571
Gladesville Sharks	Rhett McComish	rhettamc@icould.com	0414 737 574
Hills Hawks	Ian Robertson	president.hillshawksfc@gmail.com	0418 211 131
Holy Cross College	Raymond Guff	rmguff@ihug.com.au	0411 554 566
Macquarie Dragons	Richard Copnall	secretary@macquariedragons.com.au	0415 613 070
Macquarie University	Stephen Gianniotis	s.gianniotis@pmaglobal.co	0411 680 801
Melrose Park	Julie Crane	president@melroseparkfc.com.au	0421 913 212
Normanhurst	Derek Couper	secretary@normoeagles.com.au	0416 237 730
North Epping Rangers	Craig Denyer	cdenyer@optusnet.com.au	0418 484 752
North Ryde	James Howard	howardjames212@bigpond.com	0408 162 006
Northern HFC	Pierre Sabounjian	pierre@hospecoonline.com	0433 183 761
Old Ignatians	Luca De Lorenzo	lucadelorenzo93@gmail.com	0404 972 152
Pennant Hills	Tony Macko	tony.macko@centennialcoal.com.au	0418 606 832
Putney Rangers	Lou Scarano	info@putneyrangers.com.au	0419 466 183
Redbacks	Shannon Glanville	playfootball@redbacksfc.com.au	0433 883 955
Redfield Lions	Michael Rudolph	michael@qsphere.com.au	0403 717 827
Roselea FC	Jeff Saul	president@roseleafc.com	0418 662 912
Ryde Panthers	Kim Clifton	secretary@rydepanthers.football	0401 733 760
Ryde Saints Utd	John Zappala	president@rydesaintsunitedfc.com.au	0438 550 400
St Patricks	Mark Liberatore	team@stpatricksfootballclub.com	0414 553 199
Thornleigh	Darren McKeon	thundersecretary@gmail.com	0418 461 866
West Pennant Hills	Nathan Keys	vp.competition@wphcfc.net.au	0401 582 633
West Ryde Eagles	Matthew Gardner	MGardner@Toshiba-TAP.com	0408 671 841
West Ryde Rovers	Chris Goddard	secretary@wrrfc.com.au	0499 768 377

GHFA STRIP CLASHES - 2019

CLUB	STRIP CLASH
ARA	STA(Snr, PL), STU SL, EPP
ASH	NER, NHF
BEE	RAV
EEW	HCC, THL(PL)
EPP	ARA, STA(Snr/PL), STU(SL), WPH
GLS	
HCC	EEW
HWK	WPH(PL)
LEA	RDP
MAC	MCS,, PUT, RED, RFL
MCS	MAC, PUT, RED, RFL
MCS (SL/PL)	STP
NER	ASH, NHF
NHF	ASH, NER
NRS	NMH, STA(Jnr), STP
NMH	NRS, STA(Jnr), STP
OIS	
PEN	STU
PUT	MAC, MCS, RED, RFL
RAV	BEE
RDP	LEA
RED	MAC, MCS, PUT, RFL
RFL	MAC, MCS, PUT, RED
STA(Jnr)	NRS, NMH
STA(Snr, PL/SL)	ARA, WPH, YMA
STP	NRS, NMH
STP (SL/PL)	MCS
STU(Jnr/Snr)	PEN, PHD
STU SL	ARA, STA(Snr, PL), WPH, EPP
THL(Jnr/Snr)	
THL(SL)	EEW
WPH	ARA, STA(Snr, PL), STU PL, EPP, HWK(PL)
WRE	
WRR	

[When a clash occurs, visitors (as per the draw) will change as per By-Law 5]



GLADESVILLE-HORNSBY FOOTBALL ASSOCIATION INCORPORATED

BY LAWS

Version 8

7 March 2018



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EXPLANATORY TEXT

Text in italics is for commentary purposes only and does not form part of the By-Laws.

DEFINITIONS

Within these By-Laws the following items shall have the meaning defined in this table.

Item	Definition
The Association	Gladesville Hornsby Football Association Incorporated
Abandoned match:	A scheduled match that has commenced (i.e. active play has begun with first half kick-off), but for which play is stopped and not recommenced (e.g. due to poor light, inclement weather, player injury).
Accident Support Program	For the purposes of these By-Laws Accident Support program refers to the player insurance program managed by FNSW.
Association Office	The Offices of GHFA at Christie Park, Christie Road, Macquarie Park, NSW 2113
By-Laws	These By-Laws of the Gladesville Hornsby Football Association Incorporated, including Schedules.
The Board	The Board of Directors of the GHFA
Constitution	The Constitution of Gladesville Hornsby Football Association Incorporated
Club	A member club of the Association
Competitions	Competitions shall refer to both non-competitive and competitive football.
Competitions Director	The person or persons to whom the task of managing and controlling competitions has been delegated by the Board.
Field	“Field of play” as defined in the FIFA Laws of the Game, or other marked area defined in these By-Laws for the purpose of playing a football match. It is the area enclosed by the 2 goal lines and 2 touch lines.
FFA	Football Federation Australia
FNSW	Football New South Wales
GHFA	Gladesville Hornsby Football Association Incorporated
GDR	Grievance and Disciplinary Regulations of GHFA
GPT	General Purpose Tribunal, as defined in the Constitution.
Grading Committee	As defined in the Constitution.



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Ground	Area enclosing a single field. A ground extends beyond the field boundaries to encompass stands, areas for spectators, markings, nets, flags, fences, amenities etc, as appropriate. Note that local sporting complexes may contain multiple grounds of varying sizes and common use facilities.
Higher Division	A Higher Division Competition is defined within each Grade (Age Group) typically with Division 1 as the highest, Division 2 second highest, etc. Note that Higher Divisions are in inverse numerical order. Divisions designated by colours or animals have no higher or lower rankings. For the purposes of these By-Laws, divisions designated by colours or animals are considered lower than any numerical division of any higher grade.
Higher Grade	A Higher Grade competition is defined by the following sequences: (from lowest to highest) <ol style="list-style-type: none"> 1. U6, U7, U8, U9 ... U17, U18, U19-23, AA, Super League, Premier League, or 2. O45, O35, AA, Super League, Premier League.
Photo ID	The official photo-identity for team officials and players issued by the Association.
MC	Management Committee
My Football Club	The on-line Registration system managed by the FFA.
Postponed match:	A scheduled match that has not been commenced (i.e. no first half kick-off), e.g. due to inclement weather, field damage.
Private Academy	A provider of football tuition which is not a club registered with FFA or FNSW.
Referee	Official Referee as appointed by the Referees Association, or a Club Referee agreed by the team officials where no Official Referee is appointed. For non-competitive football, this is the Game Leader or Instructing Referee as defined in the FFA MiniRoos rules and guidelines.
Referees Association	Gladesville Hornsby Football Referees Association
Secretary	Secretary of the Board of Directors
SGM	Special General Meeting
SSF	Small Sided Football (also known as MiniRoos)
Strip Committee	As defined in the Constitution.
Team Sheet	Official record of players, scores and other details for each match, and can be paper based or electronic



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1. ALTERATIONS TO THE BY-LAWS

This By-Law defines who, how and when the By-Laws can be altered, amended or corrected.

- 1.1. Each member Club shall have the right to apply for variations or amendments of these By-Laws.
- 1.2. The Board shall schedule an SGM in November each year for consideration of changes to the By-Laws. Notice of Motion for changes to be considered at that SGM shall close with the Secretary not later than 30th September of each year.
- 1.3. This does not preclude the calling of an SGM at any other time of the year in accordance with the Constitution to consider alterations to the By-Laws or any other matter.
- 1.4. Notices of Motion of variations or amendments of the By-Laws shall be considered by a SGM. The By-Laws shall only be varied by a majority vote of those persons in attendance and entitled to vote.
- 1.5. Amended By-Laws as carried at an SGM shall be published as a new principal version, such as version 2.0, 3.0, 4.0 etc.
- 1.6. The MC shall have the power to correct minor issues with the By-Laws, such as typographical errors or grammatical errors that do not change the intent or application of the By-Laws as determined by the SGM. Such amended By-Laws shall be published as new minor versions, such as 2.1, 2.2, 2.3 etc.
- 1.7. The MC shall have the power to grant special case exemptions to the By-Laws, if recommended by the Board. Exemptions will be recorded in MCM minutes.

2. TEAM NOMINATION, GRADING & REGISTRATION

This By-Law defines how Clubs nominate teams to the Association, and how they are graded or allocated into competitions, and how team registrations are completed.

- 2.1. Clubs entering team/s in the Association shall not be permitted to enter the same team/s in any other competition run outside the Association without the permission of the MC.
- 2.2. Teams consisting of a majority of players registered with a private academy or other external provider and/or coached and/or managed by a private academy or other external provider, are not permitted to register in the Association.
 - 2.2.1. Any team proved to have breached By- Law 2.2 may be fined or suspended for a period to be determined by the GPT.
 - 2.2.2. Teams found to have breached By-Law 2.2 shall be ineligible to participate in the FNSW Champion of Champions competition

2.3. TEAM NOMINATIONS

- 2.3.1. Teams must be nominated by Clubs in the manner prescribed by the Board.
- 2.3.2. The closing date for the nomination of teams for the next season, except for Premier League and Super League, shall be fixed by the Board at the completion of the current season. Premier League and Super League nominations must be received at the Association Office by 5.00pm on the last Friday in November of the preceding year. The Board may extend the deadline for nominations for Premier League and Super



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League if insufficient suitable nominations are received for these competitions by the nominal date.

- 2.3.3. Clubs shall submit sufficient information with team nominations to enable the Grading Committee to facilitate suitable team grading.
- 2.3.4. No Club shall be represented by more than one team in the Premier League and Super League competitions, however, the Board may invite already nominated Premier League and Super League Clubs to provide a second squad nomination if insufficient suitable nominations are received for these competitions and following application of Clause 2.3.2. Where the Association accepts a Club providing a second squad for Premier League or Super League, the following will apply:
 - 2.3.4.1. The Registration of the second squad applies for one season only.
 - 2.3.4.2. Players in the second squad cannot play out-of-grade into the Clubs original squad, whether Premier League or Super League, or vice-versa.
 - 2.3.4.3. Club players from lower grades than the Premier League and Super League grades can play out-of-grade up to either Premier League or Super League team as per By-Law 8.6.

2.4. TEAM GRADING

- 2.4.1. Following the closing date for entries by Clubs for teams in each grade, the Grading Committee shall meet and arrange suitable competitions for the season.
- 2.4.2. If insufficient entries are received in any grade, that competition may be suspended for the year.
- 2.4.3. When there is a combination of two teams into one from the previous year then the highest division for grading for the current year for the nominated team will be no higher than the average of the previous year's two divisions unless nominated by the Club. Clubs submitting such nominations shall advise the names of at least four (4) players from the previous season's higher graded team.

2.5. TEAM REGISTRATIONS

- 2.5.1. A team consisting of not less than four (4) players for Under 6 to Under 8; five (5) players for Under 9 to Under 11; seven (7) players for Under 12 to Over 45; and fourteen (14) players for Premier League and Super League must be registered with the Association by the date and time determined in By-Law 2.3.2
- 2.5.2. Clubs with outstanding teams not registered as in By-Law 2.5.1 must seek re-admission for these teams at any MC meeting prior to the first competitive game. Any team re-admitted shall be subject to a late team fine, as per By-Law 13.
- 2.5.3. Registration of additional players will then be accepted up until the day and time scheduled by the Board for that year as the 'close of registrations' for each week subject to By-Law 4.12.

3. TEAM COACH(S) AND MANAGERS

This By-Law requires that all teams registered with the Association have a team coach and/or team manager registered with the Association to facilitate communication with teams.



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- 3.1. Each team must have at least one (1) team official, who may be either a coach or manager, registered with the Association by the fourth competition game.
 - 3.1.1. Any team which does not have at least one team official registered by the due date of By-Law 3.1 shall forfeit subsequent matches until such time as By-Law 3.1 is satisfied.
- 3.2. All registered team officials shall have their Photo ID included in their registered team's Photo ID sheets issued by the Association.
- 3.3. Team Officials, including stand-in Team Officials, must wear a GHFA armband for the period during which they are acting in that capacity. In the event that a Team Official is also a player in that Team, the Team Official shall identify themselves as such to the Referee prior to kick-off and are not required to wear armbands whilst on the field.
- 3.4. The team officials shall be noted on the team sheet for all games in which they are acting in that capacity.

4. PLAYER REGISTRATION

This By-Law requires that all players are registered with the Association. It also defines the eligibility criteria for playing in the various competitions and how players registered for one team may be re-registered with another team.

- 4.1. Any person wishing to participate in competitions, or matches conducted by this Association must be properly registered with the Association. No contracted players shall register with the Association.
- 4.2. A player shall become a registered player with the Association once all of the following have taken place –
 - 4.2.1. The player or parent/guardian must complete and sign a My Football Club electronic registration form thus agreeing to abide by the rules and regulations of FFA, FNSW, the Association and the Club.
 - 4.2.2. The player must pay to the Club the relevant club registration fee.
 - 4.2.3. The Club must submit to the Association the player's registration and photo as prescribed by the Board, in the manner prescribed by the Board.
- 4.3. Registration of a player requires submission to the Association of a digital photograph of the player meeting the requirements of this clause. Registration of players will not be accepted if they are submitted without a suitable digital photograph, or with digital photographs not meeting these requirements.
 - 4.3.1. Registered photographs shall be updated a minimum of every two (2) years for players seeking registration in age groups up to Under 16 years.
 - 4.3.2. Photographs for players seeking registration in Age groups Under 17 to All Age, Over Age, Premier League and Super League shall be updated a minimum of every five (5) years.
 - 4.3.3. The registered photograph shall be updated where the Club or Association considers a player has sufficiently changed their appearance so that the player is not easily recognised from the current registration photo.



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- 4.4. For the purposes of the “Accident Support Program”, a player is considered registered with the Club from the time he/she completes the aforesaid electronic registration and may submit a claim to the insurance company upon the Club completing the player’s registration with the Association.
- 4.5. To be eligible to play in “under age” grades, a player must be under the relevant age on the 31st December of the previous year.
- 4.6. To be eligible to play in “over age” grades, a player must be over the relevant age on 31st December in the previous year.
 - 4.6.1. To be eligible to play in the over 45 competition, a player must be over the age of 45 on 31st December in the previous year, however each team may register a maximum of two (2) players who are 40 years old or over. To be eligible the players must turn 42 before 31st December in the previous year.
 - 4.6.2. Saving Provision. Players aged Under 45 who were registered in Over 45 in 2014 may re-register for the same team (more than six returning players from the same team) in subsequent seasons. A returning team (even if merged) must not have more than four (4) Under 45 players.
 - 4.6.3. For O45s, a club may request dispensation for more than two under age players as per 4.6.1. This shall be considered for approval by both the Grading Committee and Management Committee.
- 4.7. Players registering for non-competitive football must have turned four (4) years old by, or on, the 31st December in the previous year.
- 4.8. Clubs must ensure a player is eligible to play in his/her registered age group by obtaining documented proof of age. Any breach of this By-Law shall result in any game in which the player plays being deemed to be a forfeit.
 - 4.8.1. Clubs entering teams in age group competitions must provide original birth certificates or satisfactory evidence of age of players if requested by the Association.
 - 4.8.2. The Competitions Director may, at his/her discretion, deduct competition points in respect of each game played by the player or players in question until evidence of age is provided. An aggrieved Club may seek an MC review of any such decision under this By-Law.
- 4.9. A Club may apply to the MC in writing for permission for a player to be downgraded within his/her Club where he/she is qualified by age for the lower grade. Downgrading for players from the grade/division in which they are registered to another grade or division shall cease after the fourth match of the Premiership Competition.
- 4.10. No player may be registered with more than one Football Club at any one time in any one competition season.
- 4.11. Any registered player proved to have played in any competition match of Association Football outside the Association without the permission of the MC may be suspended for a period to be determined by the GPT.
- 4.12. No player may be registered with the Association after close of business, two full working days prior to the 30 June. Clubs must seek confirmation from GHFA that players being registered in the last week prior to 30 June are authorised by the Association prior to their participation in a fixture.



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- 4.13. A player having been registered with the Association as a member of a Club may deregister from that Club and register with another Club upon the Club notifying the Association in writing that the player has been deregistered in "My Football Club".
- 4.14. Where a player deregisters from one Club and registers with another Club, the first Club will only be charged the appropriate amount of registration as defined in Section 27 (6) of the Constitution. The second Club will be charged the full insurance and registration fee.
- 4.15. No registered player may deregister from one Club and register with another Club on more than one occasion in any one season.
- 4.16. Any player who seeks to deregister from one Club and register with another Club and is refused a clearance from his/her Club may appeal in writing to the MC for permission to register with another Club.
- 4.17. No player may be deregistered from one Club and registered with another Club, or from one team to another team within a Club, after the close of player registrations as in By Law 4.12.
- 4.18. If an affiliated Club has more than one registered team playing in the same grade and division, it shall not permit any player to interchange within these two teams unless the interchange is previously sanctioned by the MC.
- 4.19. Transfer of the registration of a player of a Club between teams in the same grade and division or in the same grade and a lower division may be sanctioned by the MC.

5. CLUB STRIP & SPONSORSHIP

This By-Law requires that all Clubs register their playing strip with the Association to ensure it complies with appropriate standards, for example sponsorship.

- 5.1. Players in all matches must appear in proper uniform, comprising shirt, shorts and socks in the Club's colours; and approved footwear and shin pads.
- 5.2. Approval for colour registration/alteration and also changes to any part of a Club's strip must be submitted by the first MC meeting in February each year for consideration by the Strip Committee. Requests for approval of new strip or changes to existing strip must be accompanied by full colour photographs of the front and rear of shirts, shorts and socks.
- 5.3. Clubs must seek permission from the Strip Committee before putting advertising/sponsorship on their playing strip. If approved, patches will only be allowed as follows –
 - 5.3.1. A patch not exceeding 450 cm² (21cm x 21cm) shall be permitted on the front of shirts.
 - 5.3.2. A patch not exceeding 300cm² (15cm x 20cm) and a maximum height of 15cm on the rear of shirts (2cm below shirt number).
 - 5.3.3. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on each sleeve of shirts.
 - 5.3.4. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on the front-side of each leg of shorts.
 - 5.3.5. Any Club not complying with this By-Law shall be subject to a fine as per By-Law 13.
 - 5.3.6. Any Club incurring a fine, as in By-Law 5.3.5, shall modify sponsorship patches within fourteen (14) days of notification.



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- 5.4. Where the colours of Clubs' strip are similar, the Strip Committee shall determine if a 'clash of strip' has occurred. The visiting team (as per fixture list) shall be the team to change when a designated clash of strip occurs, unless otherwise directed by the MC.
 - 5.4.1. Uniquely numbered bibs of a different colour to the Club's regular strip and of different colour to the opposition strip, will be sufficient to satisfy a change of strip.
 - 5.4.2. Transparent (e.g. mesh) bibs that are of a different colour to the Club's regular strip and of different colour to the opposition strip, will be sufficient to satisfy a change of strip, provided they are worn over the Club's primary strip and the underlying shirt number is visible through the bib.
- 5.5. The Association must ensure that the Referees Association is issued with a list of colour clashes designated by the Strip Committee.
- 5.6. For games where the Strip Committee has designated a colour clash, it will be the responsibility of the Manager or Coach of the home team to inform the referee prior to the commencement of the game if the visiting team is not wearing an alternate strip. The referee must then note this on the team sheet. The game will then continue as normal at the discretion of the referee.
- 5.7. When requested by the Strip Committee, a sample of each Club's current playing strip must be supplied to the Strip Committee for approval.

6. GROUNDS AND APPURTENANCES

This By-Law requires that all Clubs provide consistent and appropriate ground dressing for their assigned grounds.

- 6.1. The Competitions Director shall allocate a ground or grounds to each Club to dress.
- 6.2. Dressing shall consist of 4 corner posts, 2 nets, post and rope barriers to both sidelines at a minimum of 1.5m from the sideline.
 - 6.2.1. For matches where By-Law 8.2.3 applies, that ground shall also have easily visible posts or cones placed at the 25m mark out from each goal line, placed 1m outside each touch line.
- 6.3. Clubs must dress grounds at least thirty (30) minutes prior to the scheduled kick-off of the first game on that ground, and clubs must ensure all ground dressing is maintained until the completion of the last game on that ground that day.
 - 6.3.1. Where a ground has more than one playing field, each playing field may be treated separately for the purpose of By-Law 6.3.

7. NON-COMPETITIVE FOOTBALL FORMAT

This By-Law defines how non-competitive football (small sided football, MiniRoos) is structured for each season. Non-competitive football is to foster skills development of younger players.

- 7.1. Except where varied in these By-Laws, non-competitive football games shall be played in accordance with FFA MiniRoos Match Rules.
- 7.2. Games shall be played as follows:



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- 7.2.1. For Under 6s and Under 7s, 4 v 4 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 30 x 20 metres with portable goals 2m x 1m and ball size 3.
- 7.2.2. For Under 8s and Under 9s, 7 v 7 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 50 x 35 metres with goals 3m x 2m and ball size 3.
- 7.2.3. For Under 10s and Under 11s, 9 v 9 games shall be played in twenty five (25) minute halves with a five (5) minute half time on a field approximately 70 x 45 metres with goals 5m x 2m and ball size 4. Match results and "competition" style tables shall not be published by the Association or Clubs.
- 7.4. Managers, Coaches, Club Officials or Spectators may not take the field unless requested to do so by the Referee and then only in the case of injury.
- 7.5. All Under 6, Under 7 and Under 8 shall be differentiated in the fixture list by colours or animals. All Under 9, Under 10 and Under 11 shall be differentiated in the fixture list by division numbers as per the definition of "higher division" in the DEFINITIONS section of these By-Laws.
- 7.6. The season will end the week prior to the Championship Finals of By-Law 8.
- 7.7. Easter Saturday and Sunday, if they fall after the start of the season, will be a bye for all teams.
- 7.8. Where ANZAC Day falls on a Saturday will be a bye for all teams.
- 7.9. Matches washed out by rain or unplayable due to ground unavailability shall not be replayed. No application for deferred games shall be considered.
- 7.10. Teams forfeiting without prior notice to Clubs (4.00pm on the Friday preceding the game, or 5.00pm on the Wednesday preceding the games in the case of games on the middle weekend of the NSW State School holidays) shall incur a forfeit fee, as prescribed in the By Law relating to Fees and Fines.
- 7.11. In all games if the commencement of a game is delayed, a shorter period of time must be played in equal halves to ensure the game is completed prior to the scheduled commencement of the next game.
- 7.12. No addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.
- 7.13. Unlimited player interchange is permissible at any time during the game, subject to the authority of the referee.
- 7.14. The Association may allocate official referees for specific grades of non-competitive football. The Association shall advise Clubs of such Age Groups prior to the commencement of the first match. For Age Groups that have official referees appointed, By-Law 8.9 applies and teams must complete team sheets as per By-Law 8.8.
 - 7.14.1. For grades/division where official referees are appointed, players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any upgraded players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player.
- 7.15. Fines for non-competitive football shall be set in By-Law 13 for the first infringement. Except for forfeit fines, this fine may be doubled per team per week to deter further infringements by specific teams or Clubs, at the discretion of the GPT.



- 7.16. Player IDs may be reviewed and/or confirmed by a Director of the Association at any time during a match.

8. COMPETITIVE FOOTBALL FORMAT

This By-Law defines how competitive football is structured and conducted for each season. It is intended that Clubs ensure matches can proceed even when registered members of a team may not be available by allowing players of an appropriate standard from other teams within the Club to play in the match.

8.1. GENERAL PROVISIONS

- 8.1.1. The Association competitions will receive precedence during the season over Club organised events.
- 8.1.2. All matches of competition football shall be conducted under the FIFA Laws of the Game, except where specifically varied in the By-Laws.
- 8.1.3. All teams competing in competitive football are expected to play in the Championship or Pennant Competitions (where Pennant Competition is part of the specific competition structure). Any team which does not complete their responsibility in this regard shall be liable to a forfeit fine as specified in By-Law 13 per game forfeited.
- 8.1.4. The Premiership Competition shall be suspended on the Easter Weekend.
- 8.1.5. Where ANZAC Day falls on a Saturday the Premiership Competition shall be suspended, except Premier League and Super League shall take place
- 8.1.6. In Premiership, Championship and Pennant Competitions, competition points shall be accumulative and allotted as follows:-
- | | |
|-----------------|---|
| Win | 3 points |
| Draw | 1 point |
| Loss | 0 points |
| Bye | 3 points, with result being given as three (3) goals to nil (0) |
| Win by forfeit | 3 points, with result being given as three (3) goals to nil (0) |
| Loss by forfeit | 0 points, with result being given as nil (0) goals to three (3) |
- 8.1.6.1. In the Under 12 to Under 16 age groups, scores will be recorded in the competition table as a maximum 8 goal difference. The score of the winning team shall be reduced until it is a maximum 8 above the opposition's goals scored, e.g. 8-0, 9-1, 10-2 etc.
- 8.1.7. At the completion of the Premiership, Championship or Pennant competitions, should there be two or more teams equal on points their competition table position shall be decided by
- 8.1.7.1. Greater goal difference (i.e. goals against subtracted from goals for).
- 8.1.7.2. If goal difference is the same, then the greater number of wins,
- 8.1.7.3. If goal difference and number of wins is the same, the team with the greatest number of goals scored for.
- 8.1.7.4. If goal difference, number of wins and goals scored are the same, By-Laws 8.1.7.1, 8.1.7.2 and 8.1.7.3 shall be applied to all matches played in that competition between the two teams only.



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- 8.1.7.5. In Championship and Pennant competitions, if teams are still equal after application of By-Law 8.1.7.4, then the team finishing higher in the Premiership table shall determine the final position.
- 8.1.7.6. In Premiership competition, if the teams are still equal after application of Clause 8.1.7.4, then the teams shall be declared joint Premiers, and a coin toss by the Competitions Director shall determine their positions in the Championship.
- 8.1.8. At the completion of the Premiership Competition, the team finishing in first position in the competition table after the application of By-Law 8.1.7 shall be declared Premiers.
- 8.1.8.1. If the teams in positions 1 & 2 are still equal after application of Clause 8.1.7.4, then the teams shall be declared joint Premiers.
- 8.1.9. After the completion of the Premiership Competition, the top four teams in each competition table shall play in the Championship Competition and the remaining teams shall play in the Pennant Competition (where such Pennant Competition is played).
- 8.1.10. Premiership Competition games washed out by rain or unplayable due to ground unavailability shall be replayed at the discretion of the Competitions Director. No application for deferred games shall be considered.
- 8.1.11. In Championship and Pennant Competitions, except for Premier League and Super League Championship Competition, in the event of any Round being washed out, that Round will be rescheduled prior to any subsequent round, until the washed-out Round is played or until the remainder of the Round Robin is cancelled.
- 8.1.12. The Championship and Pennant Competitions are to be played at the discretion of the Competitions Director if the Premiership competition is affected by wet weather.
- 8.1.13. The size of the matchball in the various grades shall be:
- | | |
|------------------------|--------|
| Under 12 to Under 13 | Size 4 |
| Under 14 to All Age | Size 5 |
| Over 35 and Over 45 | Size 5 |
| Premier & Super League | Size 5 |
- 8.1.14. The duration of matches in the various grades shall be 2 equal periods of -
- | | |
|------------------------|------------|
| Under 12 | 25 minutes |
| Under 13 to Under 14 | 30 minutes |
| Under 15 to Under 16 | 35 minutes |
| Under 17 to All Age | 45 minutes |
| Over 35 and Over 45 | 45 minutes |
| Premier & Super League | 45 minutes |
- separated by a five (5) minute half time break.
- 8.1.15. Except where specifically varied in these By-Laws, no addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.
- 8.1.16. If the commencement of a match for grades up to and including Under 17 is delayed, a shorter period of time must be played in equal halves. For grades Under 18 and up, the correct match duration should be preserved where reasonably possible, avoiding



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encroachment into subsequent match times. However, for 1.00pm games, no shortened times will be played unless the game commences half an hour or more late.

- 8.1.17. Players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any upgraded players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player.
- 8.1.18. The No Slide Tackle Rule (see By Law 8.10 No Slide Tackle Rule) shall apply to the following competitions:
 - 8.1.18.1. Over 45
- 8.1.19. The match result of abandoned matches, including the potential replaying of the remainder of the match, shall be in accordance with By-Law 8.11.

8.2. COMPETITION STRUCTURE (EXCLUDING PREMIER LEAGUE & SUPER LEAGUE)

- 8.2.1. All competitive football shall consist of a Premiership Competition and Championship/Pennant Competitions, subject to By-Law 8.1.12.
- 8.2.2. For grade Under 12, corner kicks are to be taken 7 metres out from the penalty area.
- 8.2.3. For grades Under 12 and Under 13, at the taking of a goal kick, the attacking team shall remain at least 25m from the defending team’s goal line until: the goal kick is taken and is touched by a second player of the defending team; the ball travels beyond the 25m line; play is stopped for any other breach of the rules; or the ball goes out-of-play.
 - 8.2.3.1. If an attacking player encroaches within the 25m boundary in breach of the conditions of Clause 8.2.3 then play shall be stopped and the goal kick retaken.
 - 8.2.3.2. If an attacking team player repeatedly encroaches as per By-Law 8.2.3.1, that player shall be cautioned by the referee.
- 8.2.4. Premiership Competition:
 - 8.2.4.1. Eight (8) team competitions to form the basis of all competitions except at the discretion of the Grading Committee.
 - 8.2.4.2. 10 Team Competitions: Will play fourteen (14) rounds to be drawn at the beginning of the season, playing each opponent at least once.
 - 8.2.4.3. 8 Team Competitions: Will play fourteen (14) rounds, playing each opponent twice.
 - 8.2.4.4. 6 Team Competitions: Will play fifteen (15) rounds, playing each opponent three times. The fifteen (15) rounds will be drawn in calendar order through the year, including any additional round scheduled on a date determined by the Competitions Director.
- 8.2.5. Championship Competition
 - 8.2.5.1. The Championship competition shall be a Round Robin structured as follows:

1st Round	2nd Round	3rd Round
1 v 4	1 v 3	1 v 2
2 v 3	2 v 4	3 v 4

 - 8.2.5.1.1. For grades Under 18 and higher, where the Competition structure or other factors determine that only one round of round robin can be



scheduled, that round shall be structured as knock-out semi-finals as follows

Semi-Finals

1 v 4

2 v 3

For these semi-finals matches, if the score at the end of full time is drawn then a penalty shoot-out will occur to determine the winner. The winners progress to the Championship Final.

Note that this does not apply where multiple rounds of round robin have been scheduled and at least one round has been played as per Section 8.2.5.1

- 8.2.5.2. Championship Finalists shall be the teams finishing first and second on the Championship competition table as per By Law 8.1.7
- 8.2.5.3. In Championship Finals for grades Under 16 and lower, where two teams are drawn at full time, ten (10) minutes extra time each way shall be played, except for matches played in 25 minute halves where the extra time shall be five (5) minutes each way. During that extra time, the first team to score will be declared the winner. If no score is recorded during the extra time, the teams shall be declared Joint Champions.
- 8.2.5.4. In Championship Finals in Division 2 and lower and for grades Under 17 and above and Over Age grades, where two teams are drawn at full time, the winner shall be decided by a penalty shootout.
- 8.2.5.5. In Division 1 championship finals in Under 17 and above and Over Age grades where the two teams are drawn at full time, ten (10) minutes extra time each way will be played. During that extra time, the first team to score will be declared the winner. If no score is recorded during the extra time, the winner shall be determined by a penalty shootout.

8.2.6. Pennant Competition:

- 8.2.6.1. 10 Team Competitions: Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 10	5 v 9	5 v 8
6 v 9	6 v 8	6 v 10
7 v 8	7 v 10	7 v 9

- 8.2.6.2. 8 Team Competitions: Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 8	5 v 7	5 v 6
6 v 7	6 v 8	7 v 8

- 8.2.6.3. 6 Team Competitions: Round Robin competition as follows:-

The 2 teams will play for the pennant. If possible the Competitions Director will organise a special competition with other six (6) team competitions in the same grade, or other similar standard grade/divisions.

- 8.2.6.4. In the event that the Round Robin is reduced to only one (1) round, the games will be played as friendly games but no Pennant shall be awarded.



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8.3. COMPETITION STRUCTURE FOR PREMIER LEAGUE & SUPER LEAGUE

- 8.3.1. There will be a Premier League and Super League competition both comprising of First Grade and Reserve Grade teams.
- 8.3.2. Premier League and Super League competition shall consist of a Premiership Competition and Championship Competition.
- 8.3.3. Premiership Competition:
- 8.3.3.1. Ten (10) team competitions to form the basis of Premier League and Super League competitions, except for Super League which may be an eight (8) team competition if there are insufficient nominations received by the due date in By-Law 2.3.2.
 - 8.3.3.2. 10 Team Competitions: Will play eighteen (18) rounds, playing each opponent twice.
 - 8.3.3.3. 8 Team Competitions: Will play fourteen (14) rounds, playing each opponent twice.
 - 8.3.3.4. Stoppage time will be played in all Premier League First Grade and Super League First Grade Premiership games.
- 8.3.4. Championship Competition
- 8.3.4.1. The Championship competition shall be a finals series competition structured as follows (for both First Grade and Reserve Grade):
 - Semi-Final 1: 1 v 2
 - Semi-Final 2: 3 v 4
 - Final: Loser Semi-Final 1 v Winner Semi-Final 2
 - Championship Final: Winner Semi-Final 1 v Winner Final
 - 8.3.4.2. If rain causes the Championship Competition to be reduced the Competitions Director will decide how this series will proceed depending on time available.
 - 8.3.4.3. If in any game of the Championship Competition the score at the end of full time is drawn then ten (10) minutes each way will be played. If at the end of extra time the score is still drawn then a penalty shoot-out will occur.
 - 8.3.4.4. Stoppage time will be played in all Premier League and Super League Championship games.
- 8.3.5. Premier League and Super League players may be freely transferred between first grade and reserve grade, except for the final five (5) games of the Premiership Competition
- 8.3.5.1. For the final five (5) games of the Premiership Competition, those players who play in first grade three (3) of the final five (5) games will be ineligible to play in reserve grade for the balance of the Premiership and Championship Competitions.
 - 8.3.5.1.1. Any breach of By-Law 8.3.5.1 will result in a forfeit by the Reserve Grade team, and subject to fines as per By-Law 13



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- 8.3.5.2. A player is deemed to have taken the field and played in a match if the player is listed on the team sheet, in accordance with By-Law 8.8.
- 8.3.5.3. Goalkeepers that start the match as goalkeeper shall be marked with shirt number "GK" on the team sheet.
- 8.3.5.4. A player that is ineligible to play in reserve grade under By Law 8.3.5.1, is permitted to play as goalkeeper in any subsequent reserve grade game/s, but that player is not permitted to play in any position other than goalkeeper in the reserve grade game/s.
 - 8.3.5.4.1 For Reserve grade matches for which By-Law 8.3.5.1 applies, players, other than the starting goalkeeper, that play only as goalkeepers, must be noted as such in the "Notes" section of the team sheet (on the rear of the teamsheet for paper teamsheets). Failure to note this shall be deemed to indicate that the goalkeeper had played on the field as well as goalkeeper.
- 8.3.6. The team finishing last in the Premier League First Grade premierships to be relegated to Super League. The team finishing first in the Super League First Grade Premierships to be promoted to Premier League and the team finishing last in Super League First Grade to be relegated to the All Age competition.
- 8.3.7. In the event of a Club being unable to provide sufficient players to take the field in both the reserve and first grade games and therefore wishing to forfeit one game, the Club can only forfeit the reserve grade game.
 - 8.3.7.1. Should a Premier League or Super League squad forfeit 2 or more games in a season due to insufficient available players, the Club must present a case to the MC for their inclusion in the Premier League or Super League Competitions for the following season. The MC will then determine if the said Club be relegated to the All Age Competition for the following season.

8.4. SUBSTITUTION & INTERCHANGE

- 8.4.1. "Interchange/Substitution zone" will be an area one metre either side of the half-way line.
- 8.4.2. An interchange/substitution is one which is made when the ball is out of play and for which the following conditions shall be observed –
 - 8.4.2.1. The referee must be informed before any proposed interchange/substitution is made.
 - 8.4.2.2. The player leaving the field shall do so from the touch line crossing over at the sector called the interchange/substitution zone.
 - 8.4.2.3. The player entering the field shall do so from the interchange/substitution zone but not until the player leaving the field has passed completely over the touch line.
 - 8.4.2.4. A player nominated for interchange or substitution shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
 - 8.4.2.5. The interchange/substitution is completed when the player who was off the field, enters the field.
 - 8.4.2.6. For games where interchange applies, the number of interchanges made during the match is unlimited and can be made at any time during the match, subject to



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the authority and jurisdiction of the referee. A player who has been replaced may return to the field for another player.

- 8.4.2.7. For games where substitution applies, substitutions can be made at any time during the match, subject to the authority and jurisdiction of the referee. Once a player has been substituted he/she may not retake the field.
- 8.4.2.8. If during an interchange or substitution, an interchange/substitution player enters the field before the replaced player has completely left the field, the referee shall ensure the replaced player leaves the field, caution the interchange/substitution player and then restart the game.
- 8.4.2.9. If during an interchange/substitution, an interchange/substitution player enters the field or a replaced player leaves it from a place other than the interchange/substitution zone, the referee shall caution the offending player.
- 8.4.3. In “Over Age” grades unlimited player interchange is permissible at any time during the game. No more than eighteen (18) players may participate in any match for any one team. More than eighteen (18) names appearing on a team sheet will constitute a fine against that team as per By-Law 13. Where the opposition Manager believes that a team has actually played more than eighteen (18) players, he shall inform the Referee who shall note this on the team sheet. The team playing more than eighteen (18) players may be subject to a forfeit at the discretion of the GPT.
- 8.4.4. In grades Under 12 to All Age, unlimited player interchange is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute fine against that team as per By-law 13. Where the opposition Manager believes that a team has actually played more than sixteen (16) players, he shall inform the Referee who shall note this on the team sheet. The team playing more than sixteen (16) players may be subject to a forfeit at the discretion of the GPT.
- 8.4.5. In Premier League Reserve Grade and Super League Reserve Grade, unlimited player interchange is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute a forfeit against that team.
- 8.4.6. In Premier League First Grade and Super League First Grade, player substitution is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute a forfeit against that team.

8.5. PLAYER IDENTITY CARDS:

- 8.5.1. All competitions are played under the Photo ID system.
- 8.5.2. Each team manager shall complete the teamsheet including shirt numbers for every player taking part in the match and submit this to the opposition manager for checking at least ten (10) minutes prior to the commencement of the match. The opposition manager has the right to sight any or all of the players for verification against the player’s Photo ID. If the opposition manager contests the identity of a player, the manager should note on the teamsheet that they contest the identity of the player, noting the name and ID of the player. For electronic teamsheets, the team manager should confirm the oppositions teamsheet to lock the teamsheet from further change.



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- 8.5.2.1. If a completed teamsheet is not submitted for checking prior to the start of the match, the opposition manager must advise the referee of the situation prior to the commencement of the match. The referee shall consult with the other team manager, and if the team sheet is not subsequently submitted, the referee shall submit an incident report to the Association that the teamsheet was not submitted for verifying prior to match commencement. The Association shall review the reason for non-submission, and determine if any penalties shall apply, including the forfeit of the match if no valid mitigating circumstances apply.
- 8.5.3. No protests will be accepted regarding player eligibility and identity if teamsheets are not confirmed by the opposition manager prior to the start of the match, except where the oppositions teamsheet is not submitted for review (see 8.5.2.1)
- 8.5.4. Should a Photo ID not be available for an individual player, then said player shall not be eligible to take the field in any game.
- 8.5.5. Players, substitutes and/or interchange players that arrive late to the match shall be added to the teamsheet before the player, substitute and/or interchange player takes the field of play. However where that's not appropriate, the referee can permit the player to enter the field provided the player is added to the teamsheet at the earliest convenience.
- If the opposition manager has confirmed the teamsheet prior to the player's arrival, then the opposition manager shall be requested to unlock the teamsheet for the update to be done and then resubmitted for the opposition manager to review and confirm Player ID prior to the player taking the field.
- 8.5.6. For paper teamsheets, a manager has the right, at any time during the game, to request from the opposition manager the Photo IDs for that particular team if he/she has any doubt about the eligibility of any player on the field, provided that the Photo IDs were checked prior to the commencement of the game.
- 8.5.7. Player IDs may be reviewed and/or confirmed by a Director of the Association at any time during a match.

8.6. PLAYING OUT OF GRADE

- 8.6.1. A player may play for his/her Club in a higher grade or in the same grade and higher division than the one which he/she was originally registered provided that –
- 8.6.1.1. Upon playing up a sixth game in a higher grade/division, a player shall continue to play in the higher grade/division he/she played in on the sixth occasion and shall not be permitted to revert to any lower grade/division.
- 8.6.1.2. Except for Premier League and Super League, a limit of five (5) players shall be allowed to play up in a match for the same team per round as conducted by this Association.
- 8.6.2. Any player playing out of grade in accordance with this By-Law 8.6, shall be included on the team sheet for that match as per 8.5.2.
- 8.6.3. It is the responsibility of all Clubs to keep a record of all players playing out of grade. The Club must then notify the Association in writing when a player has played his/her 6th game out of his/her original grade/division and also the grade/division in which the player played his/her sixth game. The Association will then update the Photo ID for the player.



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- 8.6.3.1. To facilitate the administration of this provision, the Association shall notify a Club in writing whenever the Association becomes aware that one of the Club's players has played in a higher grade/division four (4) times out-of-grade in the season.
- 8.6.4. During Championship/Pennant matches, a player in Under 11 to Under 17 grades may only play out of grade in a division higher than or equal to their own registered team's division if playing in the next higher grade. These players can play in any division, if playing two grades higher than their own team's registered grade.
- 8.6.5. Players registered in Over 45 Division 1 are not permitted to play out of grade in any Over 35 Division except Over 35 Division 1.
- 8.6.6. Players in Over 35 Division 1 are not permitted to play out-of-grade in All Age Division 5 or lower.
- 8.6.7. Players who are over the age of 40 on 31st December in the previous year who register as players in the Over 35 or All Age competitions will be noted by the Association as an "Over 40" player.
- 8.6.7.1. "Over 40" players that are not registered in Over 35 Division 1 or All Age Division 1, will be eligible to play for their Club as a substitute/interchange player in any division of Over 35, except for any Championship or Pennant Competition matches.
- 8.6.7.2. "Over 40" players registered in All Age Division 1 will only be eligible to play for their Club as a substitute/interchange player in Over 35 Division 1. "Over 40" players registered in All Age Division 1 are not eligible to play for their Club as a substitute/interchange player in Over 35 Division 1 in any Championship or Pennant Competition matches.
- 8.6.8. Players who are over the age of 50 on 31st December in the previous year who register as players in the Over 45, Over 35 or All Age competitions will be noted by the Association as an "Over 50" player.
- 8.6.8.1. "Over 50" players who are not registered in a Division 1 team, will be eligible to play for their Club as a substitute/interchange player in any division of Over 35 and O45, except for any Championship or Pennant Competition matches.
- 8.6.8.2. "Over 50" players registered in All Age Division 1 are eligible to play for their Club as a substitute/interchange player in Over 35 Division 1 and O45 Division 1, except for any Championship or Pennant Competition matches.
- 8.6.9. A maximum of five (5) eligible upgraded players can be used by an Over 35 or Over 45 team in any one game. Of these five (5) upgraded players a maximum of two (2) are eligible to play "down" in grade or division as an "Over 40" player (By-Law 8.6.7 for Over 35 games) OR as an "Over 50" player (by Law 8.6.8). For the purpose of this By-Law, a player who is both an Over 35 player registered with a lower Over 35 Division, and an "Over 40" player OR an "Over 50" player, shall be considered an upgraded Over 35 player.
- 8.6.10. To avoid doubt, By-Law 8.6.1 applies to all Over 35 matches.
- 8.6.11. Players eligible to play in the Over 45 competition but who are registered in Over 35 or All Age competitions will be noted by the Association as eligible "Over 45" players. Subject to this By-Law, these players will be eligible to play for their Club as a substitute/interchange



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player in any division of Over 45 equal to or higher than the Over 35 Division or All Age Division in which they are registered.

8.6.12. No more than two (2) “Over 45” players (as per By-Law 8.6.11) can play in any one Over 45 game.

8.6.12.1. If an Over 45 team is significantly affected by injury, the Club may put a letter to the Competitions Director requesting approval to play in that team more than the two “Over 45” players permitted by By-Law 8.6.12. The Competitions Director will approve a request under this By-Law only in exceptional circumstances, and the Competitions Director’s approval will specify whether approval is given for a particular game or a specified period.

8.6.13. To avoid doubt, By-Law 8.6.1 applies to all Over 45 matches

8.7. FORFEITS

8.7.1. Matches shall be played on the ground set down by the Association and shall commence at the official kick-off times. Any team failing to play its match as set down shall be deemed to have forfeited the match. Where a club is aware that a team will forfeit, the club must notify the Office of the Association of the forfeit by 4.00pm on the Friday immediately preceding the game.

8.7.2. In all grades, if a team is unable to field at least seven (7) of its registered players at the scheduled starting time, then such team will be deemed to have forfeited the match. No grace period shall be permitted.

8.7.3. Where a team loses enough players in a match that are unable to return to the field due to injury, send-off etc, such that it can no longer field seven (7) of its own registered players then the game shall cease and the referee shall submit an incident report to the Association. The result of the match shall be at the discretion of the Competitions Director.

8.7.4. Teams forfeiting on two consecutive occasions without satisfactory reason may be removed from the competition by the GPT.

8.7.5. Any team that forfeits a match shall be fined in accordance with By-Law 13. A forfeit fee will not apply where three (3) business days advance notice is given to the Association

8.7.6. Any team which plays an ineligible player, suspended player, or a player who is not registered with the Association shall be deemed to have forfeited that match.

8.7.7. Where a team forfeits a match, such match shall be treated as a game by the opposing team for all purposes of these By-Laws and Schedules.

8.7.8. State Competitions: Where a club which has agreed to represent the Association in a State Competition forfeits a State Competition match, the Club will be charged any amount imposed by FNSW in respect of the forfeit.

8.8. TEAM SHEETS

8.8.1 In all competition matches, except Championship Finals, both teams must ensure that before the scheduled start of the match they have

- a) submitted their completed teamsheet including upgraded players, deleted players not participating, and added shirt numbers for all participating players for the opposition manager to review



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- b) confirmed the opposition's team sheets
- 8.8.2 For Championship Finals matches, both team managers must report to the Association Officials at the ground thirty (30) minutes prior to the scheduled start of the match for instructions.
- 8.8.3 If either team manager requests to confirm the Photo IDs of the opposition team players, then all players of both teams shall line up at the centre circle of the pitch for review. If this process delays the start of the match, the playing time shall be reduced to ensure the match finishes in time for the commencement of the following scheduled match, or if it is the last scheduled match of the day to ensure that sufficient light will be available to finish.
- 8.8.4 A player may take the field at any time during a game subject to the authority of the Referee.
- 8.8.5 Any player not listed on the teamsheet for a match shall not be eligible to take the field in that match, except at the discretion of the referee in accordance with clause 8.5.6.
- 8.8.6. All upgraded players listed on the team sheet will be deemed to have played in the match.
- 8.8.7. The referee shall enter on the teamsheet the code for any caution and/or send off issued during the game against the offending players name.
- 8.8.7.1 All paper team sheets, if used, are to be posted or delivered to the Association following the completion of each game and are to be posted so as to reach the Association no later than two (2) working days following the game.
- 8.8.8 In Premier League and Super League all players listed on the team sheet will be deemed to have played in the match.
- 8.8.9 Players entered onto the team sheet, but who will not, or did not participate in the game, may be deleted from the team sheet. The team manager shall, as soon as practicable, confer with the opposing team manager to make the necessary changes to the team sheet.

8.9. REFEREES

- 8.9.1. Where possible, a referee shall be appointed for each match by the Referees Association, or by this Association.
- 8.9.2. Where no official referee is available, it shall be the duty of the two team managers to reach a decision and appoint a substitute referee or referees (one each half). If no decision can be reached, each manager must referee half a game. Both managers should sign the team sheet after the match if using paper team sheets. If using electronic team sheets the names of the unofficial referees must be entered on the team sheets.
- 8.9.3. The person or persons who referee the match have the same authority and rights as an official referee, including, but not limited to, cautioning or sending off a player and submitting incident reports. The person or persons who referee the match should, if paper team sheets are being used, sign the reverse side of the team sheet, noting any cautioned players, players sent from the field or incidents as appropriate, and return same to the home Team Manager who shall ensure that it is returned to the Association by the following Tuesday. If electronic team sheets are being used, the person who referees the match should note their name in the appropriate space, note any cautioned players, and players sent from the field or incidents as appropriate.



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- 8.9.4. Where an active, qualified member of the Referees Association is present at the ground, that referee has the right to referee the match, providing that the match is at the level of game the Referees Association member normally covers.

8.10. NO SLIDE TACKLE RULE

- 8.10.1. The No Slide Tackle Rule shall only apply to Competitions specifically identified as such in Section 8.1.18.
- 8.10.2. In challenging for the ball, players other than the goalkeeper must remain on their feet. If a player, other than the goalkeeper, challenges for the ball and, in executing such challenge, goes to ground in a sliding or lunging motion or, if while on the ground, whether stationary or in motion, a player attempts to challenge for possession of the ball, the referee shall stop play and award an indirect free kick to the opposing team.
- 8.10.3. Play shall be restarted by an indirect free kick to the opposing team taken from the position required by FIFA Law 13 (Free Kicks) – Section 2. “Procedure”.
- 8.10.4. It is not an offence to go to ground to play the ball or to play the ball while on the ground provided that no opposing player is in the immediate vicinity.
- 8.10.5. Goalkeepers may dive to ground when attempting to challenge for the ball provided that they do so leading with their upper body and/or arms. If a goalkeeper goes to ground in a challenge for the ball leading with his feet or legs, or challenges for the ball with his legs whilst on the ground, the referee shall stop play and award an indirect free kick to the opposition.
- 8.10.6. If an indirect free kick is awarded under this rule variation, no further sanction (such as a caution) shall apply. Specifically, the red card sanction that results from denying an obvious goal-scoring opportunity by an offence punishable by a free kick shall not apply.

8.11. ABANDONED MATCHES

- 8.11.1. A match which has commenced, then play is suspended (e.g. to attend to a player injury, fix ground issues) and play is recommenced prior to declaration of full time, is not an abandoned match. However, in exceptional circumstances, the Competition Director may require the match to be replayed. The replayed match shall be in accordance with the following provisions, with the replayed match commencing at the time of the incident that led to the suspension of play.
- 8.11.2. When a match is abandoned, the GPT may investigate the circumstances of the abandonment and impose such penalties as it deems fit on Clubs, Club Officials, Players and/or Spectators adjudged to be associated with the abandonment.
- 8.11.3. Where a Club, Club Official, its Players or Spectators are found to have caused the abandonment of the Match, the Match will be forfeited by that Club to the opposition.
- 8.11.4. When a Match is abandoned for any reason over which neither Club was responsible, it may be replayed at the discretion of the Association’s Competition Director.
- 8.11.5. If the match is not to be replayed, and is not forfeited as per By Law 8.11.3, the score at the time of the abandonment shall be the match result.



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- 8.11.6. If the match is replayed it shall be scheduled to be replayed as soon as possible subject to Association scheduling and ground availability. A replayed match can be scheduled for a different venue and at a different kick-off time to the abandoned match.
- 8.11.7. A replay of an abandoned match shall be conducted as follows:
- 8.11.7.1. A coin toss is used to determine which way the teams play on the field. Play is restarted with a kick-off by the team losing the coin toss.
 - 8.11.7.2. The Match will recommence at the minute at which play was abandoned, with the score at the time of the abandonment.
 - 8.11.7.3. The Match will recommence with the same Players on the pitch and substitutes/interchange players available as when the Match was initially abandoned, subject to:
 - 8.11.7.3.1. Players sent off during the abandoned Match, sent off for any incident that led to the abandonment, or were sent-off by the Match Referee after the abandonment (whilst still under the jurisdiction of the Match Referee), cannot participate in the match nor be replaced by a substitute/interchange player if they were on the field at the time of abandonment.
 - 8.11.7.3.2. If a player has received a Suspension after being sent-off in other matches conducted between the abandoned match and the replay of that match then
 - a) they cannot participate in the replayed match.
 - b) the replayed match does not constitute a match for the purpose of serving a suspension
 - c) the player cannot be replaced on the teamsheet, i.e. the number of players available for the match is reduced.
 - d) if the player was on the field at the time of abandonment, they may be replaced on the field by a named substitute/interchange player.
 - 8.11.7.4. No additional players may be added to the teamsheet by either team, except at the discretion of the Competitions Director.
 - 8.11.7.5. Teams can make only the number of substitutions or interchanges to which they were still entitled when the Match was abandoned.
 - 8.11.7.6. All players on the teamsheet shall start the replayed match subject to any caution (yellow card) issued to them in the abandoned match prior to the abandonment, or issued by the Match Referee after the abandonment whilst still under the jurisdiction of the Match Referee.
- 8.11.8. An abandoned match shall count as a match for the purposes of By-Law 8.3.5.1 where it is one of the last five Premiership matches. The replay of that abandoned match (if played) shall not be counted as a match for the purposes of By-Law 8.3.5.1.
- 8.11.9. If a Premier League first grade or Super League first grade match is abandoned, and one of the teams subsequently forfeits the replay of that abandoned match, this shall not be



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considered a breach of By-Law 8.3.7 (meaning that the associated Reserve Grade match is not forfeited).

9. DISCIPLINE

This By-Law defines how grievance or disciplinary matters are dealt with.

9.1. All aspects of grievance and disciplinary matters are set out in the Association Grievance and Disciplinary Regulations attached as a Schedule to these By-Laws. The Schedule is to be read in conjunction with these By-Laws and the Association Constitution.

9.2 TEMPORARY DISMISSALS CAUTIONS

9.2.1 All Competitions from Under 18 to All Age, Over 35 to Over 45, Premier League and Super League shall use Temporary Dismissals yellow cards in accordance with Law 5 of the Rules of the Game, subject to the use of Temporary Dismissal System B of that Rule.

9.2.2 A Temporary Dismissal Yellow Card is issued by a Match Official to a Player for the following cautionable offences only:

Code	Description
Y2	The player shows dissent by action or word

9.2.3 The procedures for Temporary Dismissals are found in Section 14.

10. PROTESTS/APPEALS

This By-Law defines how Clubs or players may appeal decisions of the Association or constituted bodies of the Association.

10.1. All appeals or protests will be conducted in accordance with the Association Grievance and Disciplinary Regulations set out in the Schedule to these By-Laws. The Schedule is to be read in conjunction with these By-Laws and the Association Constitution.

10.2. All appeals will be heard under the Association Appeals Procedures as drawn up by the Association. A copy of these procedures shall be provided to all appellants.

11. PERPETUAL TROPHIES

This By-Law defines the management of perpetual trophies

11.1. Clubs shall return to the Association, by 30th June in each year, any perpetual trophies presented to their teams for the previous season. Clubs failing to return same by the said date will incur a fee per trophy as prescribed in By-Law 13.

12. SPECIAL COMPETITIONS

This By-Law allows the Associations to run competitions other than those described elsewhere in these By-Laws.

12.1. The Association may conduct special competitions under such rules and conditions as are directed by the MC.



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13. FEES AND FINES

This By-Law defines the fees and fines that may be applied to Clubs, teams or players in accordance with general By-Laws.

13.1. GHFA Forfeit Fees:

Under 6 to Under 8	\$15.00
Under 9 to Under 11	\$20.00
Under 12 to Under 14	\$25.00
Under 15 to Under 16	\$30.00
Under 17 to AA	\$75.00
Over 35 to Over 45	\$75.00
Premier League & Super League	\$100.00

In addition to the above fees, if notification of such forfeit is NOT given to the Association by 4.00pm on the Friday preceding the game then the team forfeiting shall also be liable for the appropriate match officials' fees for the forfeited game.

13.2. Protest Fee: \$200.00

13.3. Appeal Fee: \$250.00 (\$100 of which is not refundable)

13.4. Late Team Registration Fine: \$100.00

13.5. GHFA General Fines:

Undressed grounds	\$50.00
No match ball	\$10.00 per team per match
No, late or incorrect result submitted to GHFA	\$10.00 per team per match
Non-attendance at MC Meeting	\$50.00
More than the allowed players on teamsheet	\$5.00 per team per match
Non-numbered shirts	\$5.00 per team per match
Missing shirt numbers on teamsheet	\$5.00 per team per match
Missing player ID numbers on teamsheet	\$5.00 per team per match
Missing upgraded player's team on teamsheet	\$5.00 per player per match
No Team Official ID (Armband)	\$5.00
No Alternate Strip	\$50.00 per team per match
Failing to return perpetual trophy by due date	\$100.00 each trophy
No teamsheet submitted by the required time	\$25.00 per team/match
Played unregistered players	\$50.00 per player/match
Player missing from teamsheet	\$25.00 per player/match
Incorrect shirt number listed on teamsheet	\$5.00 per player/match

13.6. The MC shall have the power to waive any fees or fines.

13.7. State Competitions:

13.7.1. Failure to notify results by the prescribed time in the prescribed manner - \$250 (or such other amount as FNSW may impose)

13.7.2. Forfeit Fee - \$250 (or such other amount as FNSW may impose)

13.8. Fines for non-competitive football shall be \$5.00 per infringement except where varied by By-Law 7.15 or By-Law 13.1.



13.9. Fine for not complying with Strip & Sponsorship (see By-Law 5.3.1) shall not exceed \$500.

14. TEMPORARY DISMISSALS

14.1 TEMPORARY DISMISSAL CAUTIONS

- 14.1.1 A temporary dismissal is when a player commits a cautionable (YC) offence of Section 9.2.2 and is punished by an immediate 'suspension' from participating in the next part of that match.
- 14.1.2 Temporary dismissals apply to cautions received players on the field only.
- 14.1.2.1 Cautions (YC) for substitutes or substituted players are not a Temporary Dismissal.
- 14.1.2.2 Cautions (YC) for players whilst serving a Temporary Dismissal are not a Temporary Dismissal, whether during play, during a stoppage in play, during half time, during the period between the end of normal time and start of extra time, half time in extra time.
- 14.1.3 If the goalkeeper is subject to a temporary dismissal caution, then one of the remaining field players from that team shall take over the goalkeeping duties, or the team may substitute one of the remaining field players for a reserve goalkeeper, where allowed.

14.1.4 THE TEMPORARY DISMISSAL PERIOD

- 14.1.4.1 The length of the temporary dismissal is the same for all offences.
- 14.1.4.2 The length of the temporary dismissal shall be:
10 minutes for all grades from U15 and above
- 14.1.4.3 The temporary dismissal period begins when play restarts after the player has left the field of play.
- 14.1.4.4 For matches where stoppage time is played, the referee shall include in the temporary dismissal period any time 'lost' for a stoppage for which 'additional time' will be allowed at the end of the half (e.g. substitution, injury etc...)
- 14.1.4.5 If a temporary dismissal period has not been completed at the end of the first half, or the end of the second half when extra time is to be played, or at the end of the first period of extra time, the remaining part of the temporary dismissal period is served from the start of the second half, start of extra time or start of the second period of extra time (as appropriate).
- 14.1.4.6 Once the temporary dismissal period for a player has been completed, the player can return from the touchline at the half way point and with the referee's permission, which can be given while the ball is in play.
- 14.1.4.7 The referee has the final decision as to when the player can return.



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- 14.1.4.8 A temporarily dismissed player cannot be substituted until the end of the temporary dismissal period (but not if the team has used all its permitted substitutes)
- 14.1.4.9 A player who is still serving a temporary dismissal at the end of the match is permitted to take part in kicks from the penalty mark (penalties).
- 14.1.4.10 Temporary dismissals do not apply during the period of taking of penalty kicks (where penalty kicks are used to determine the outcome of the match after normal or extra time).

14.1.5 TEMPORARY DISMISSAL AREA

- 14.1.5.1 A temporarily dismissed player should remain within the technical area (where one exists) or with the team's coach/technical staff, unless 'warming up' (under the same conditions as a substitute).
- 14.1.5.2 A player knowingly leaving the Technical Area whilst serving a temporary dismissal except for normal 'warming up', and without the permission of the Referee, shall be cautioned for dissent, and will take no further part in the match and may not be replaced/substituted.

14.1.6 MINIMUM NUMBER OF PLAYERS ON THE PITCH

- 14.1.6.1 A player serving a temporary dismissal period is considered to remain under the jurisdiction of the referee hence the player is counted as one of the players "on the pitch" for the purpose of meeting the minimum number of players for a match.
- 14.1.6.2 If a player receives a second temporary dismissal caution in the same match, and the team has no substitutes or replacements available, including where a team has used all allowed substitutions, and without this player the team will field less than the minimum number of players allowed, then the match shall be abandoned at the time the second temporary dismissal period is completed.

14.1.7 OFFENCES BEFORE/DURING/AFTER A TEMPORARY DISMISSAL

In this section, the term Caution (YC) refers to any cautionable offence except a temporary dismissal cautionable offence, whilst the term Temporary Dismissal (YC) shall refer to a temporary dismissal cautionable offence.

- 14.1.7.1 A player who receives a second Caution (YC) in the same match will be sent off and takes no further part in the match and may not be replaced/substituted.
- 14.1.7.2 A player who has received a Caution (YC) and then receives a Temporary Dismissal (YC) can continue playing after the end of the temporary dismissal period.



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- 14.1.7.3 A player who has received a Temporary Dismissal (YC), has returned to the field and then receives a Caution (YC) continues playing.
- 14.1.7.4 A player who receives a second Temporary Dismissal (YC) in the same match after having fully served the temporary dismissal period for the first Temporary Dismissal (YC) will serve the temporary dismissal period and then take no further part in the match. The player may be replaced by a substitute at the end of the second temporary dismissal period if the player's team has not used its maximum number of substitutes.
- 14.1.7.5 A player who has received a Temporary Dismissal (YC), who, before the completion of their temporary dismissal period, commits either another Caution (YC) offence or a sending-off (RC) offence will take no further part in the match and may not be replaced/substituted.
- 14.1.7.6 A player receiving two Temporary Dismissals (YC) in the same match is not a red card offence (R7 Receiving a second caution in the same match).



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CHANGELOG

REVISION	DATE	Notes
1.0	10 Dec 2014	Rewrite of entire document.
1.1	5 Mar 2015	Clause 7.2.5 updated to include duration of matches (omitted from Ver 1.0)
1.2	18 Nov 2015	<p>Add new Clause 2.3.1, replace Clause 8.6.1 in its entirety. Renumber subsequent Clauses appropriately</p> <p>Delete Clause 7.2 in its entirety and replace with new Clause 7.2</p> <p>Amend clause 7.5 to: All Under 6, Under 7, Under 8 shall be differentiated in the fixture list by colours or animals.</p> <p>Add new Clause 7.14.1</p> <p>Add new Clause 8.1.12 and renumber subsequent Clauses appropriately</p> <p>Change Clause 8.8.6.1 to Clause 8.8.7 and renumber subsequent Clauses appropriately</p> <p>Modify Clause 8.1.12</p> <p>Delete Clause 8.2.2 in entirety and renumber subsequent Clauses appropriately.</p> <p>Delete Clause 8.4.3 in entirety and renumber subsequent Clauses appropriately.</p> <p>Delete Clause 8.6.5 in entirety and renumber subsequent Clauses appropriately.</p> <p>Replace Clause 8.7.2 in its entirety</p> <p>Replace Clause 8.7.3 in its entirety</p> <p>Replace Clause 8.6.9 in its entirety</p> <p>Amend fines in Clause 13.5</p> <p>Delete the definition of ID Card in entirety and replace with new definition of "Photo ID"</p> <p>In the entire By-Laws, replace the term "ID Card" with "Photo ID"</p> <p>Replace Clause 3.3 in its entirety</p> <p>Delete Clause 8.3.6 in its entirety and replace with new Clause 8.3.6</p> <p>Add new Clause 8.3.7.1 and renumber subsequent Clauses appropriately</p> <p>Delete Clause 7.3 in its entirety and replace with new Clause 7.3</p> <p>Delete Clauses 5.3.1, 5.3.2 and 5.3.3 in entirety and replace with new Clauses</p> <p>Add new Clause 7.9 and renumber subsequent clauses appropriately</p>
2.0	9 Mar 2016	<p>Delete Clause 7.7 and renumber subsequent clauses</p> <p>Amend new clause 7.10 regarding notice for forfeits</p>
3.0	8 June 2016	<p>Insert new section 8.6.8 and renumber the following clauses 8.6.8 up to 8.6.12 accordingly,</p> <p>Current 8.6.8 (becomes 8.6.9) and change wording</p>
4.0	16 Nov 2016	<p>New clause 8.1.6.1</p> <p>New clause 8.3.3.4</p>
5.0	8 Mar 2017	<p>Various amendments to give effect to use of electronic team sheets</p> <p>New clause 8.4.6 re substitutions in PL & SL First Grade</p>



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6.0	27 Nov 2017	<p>Clauses 2.3, 4.13, 8.6.1.1 and 8.6.1.2.1: Delete clauses pertaining to regional Conference.</p> <p>Clause 2.4.2: Allowing PL/SL nominations to be extended.</p> <p>Clauses 4.15 and 4.20: Revised final registration date.</p> <p>Clause 5.4.2: allowance for mesh bibs as a suitable alternate strip.</p> <p>Clause 7.5: revised SSG division naming.</p> <p>Clause 8.1.6.1: Clarified application of maximum goal difference in youth matches.</p> <p>Clauses 8.1.7.4, 8.1.7.5, 8.1.7.6 and 8.2.5.2: Add additional criteria to determine table position, including the declaration of joint Premiers as required.</p> <p>Definitions and Clauses 8.1.18, 8.11: Add new clause about abandoned matches.</p> <p>Clauses 8.1.19 and 8.10: Formalisation of the No-Slide tackle Rule for Over 45s.</p> <p>Clause 8.2.5.1.1: Use of knock-out semi-finals for grades Under 18 and higher when only one round of round robin can be scheduled.</p> <p>Clauses 8.2.5.3, 8.2.5.4 and 8.2.5.5: Change to Championship Finals, U17+ Div 1 includes golden goal extra time, U17+ have no extra time, both go to penalties thereafter. U16- no change.</p> <p>Delete Clause 8.3.8 and add Clause 2.3.4: regards the number of squads a Club may provide for Premier League and Super League.</p> <p>Clause 8.4.6: Adding “More than sixteen (16) names appearing on a team sheet will constitute a forfeit against that team.” to Premier League and Super League first grade, to be consistent with Reserve Grade.</p> <p>Clauses 8.6.12 and 8.6.12.1: Fixing of typographical errors.</p>
7.0	14 Feb 2018	<p>Amendments for use of electronic teamsheets: Amended By Laws - 3.2, 4.3 to 4.5, 7.16, 8.3.5.3, 8.3.5.4, 8.5.2, 8.5.3, 8.5.4, 8.5.6 to 8.5.8, 8.6.2, 8.6.3, 8.7.3, 8.8, 13.5,</p> <p>Amendments to give effect to Temporary Dismissals: New clause 9.2, new clause 14</p>
8.0	7 Mar 2018	<p>Clause 4.6.1 amended to allow for two players over 40</p> <p>New clause 4.6.3 to allow for clubs to apply for additional under age players for O45s</p>

- End of By-Laws -