



FSC JUNIOR FOOTBALL COUNCIL

**REGULATIONS:
PROCEDURES & PLAYING RULES
FOR COMPETITION & SSG
Season 2014**

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FSC JUNIOR COUNCIL: REGULATIONS PROCEDURES AND PLAYING RULES

1 COMPETITION ADMINISTRATION

- 1.1 These rules shall cover all competitions and knockouts conducted by the FSC Junior Football Council and affiliated Clubs. These rules are directly overseen by the FSC Junior Football Councillors.
- 1.2 Any matters not included in these Competition Rules must be referred to the FSC Junior Football Councillors for a decision.
- 1.3 All SSG, Graded and Knockout Competition Draws remain the sole property of FSC.

2 STRUCTURE

- 2.1 Under 6 to Under 11 are compulsory SSG for all teams. These are non-competition games.
- 2.2 Under 12 to Under 18 will be competition based. Teams will be placed into divisions and a minimum of 14 rounds shall be organised for each division. Where sufficient team numbers exist, a girls' only competition shall be organised. A final series shall be organised for each competition.
- 2.3 Where insufficient team numbers exist for an age group the competition secretary shall investigate an alternative structure e.g. mixed age groups.

3 NOMINATION, TEAM FEES

- 3.1 Nomination forms will be forwarded to each Club and must be fully completed and returned to the FSC Junior Football Council by March 1 or by the date set at an AGM of the Junior Council. Late nominations will be accepted provided there is a vacancy.
- 3.2 The Team nomination fee is defined as eleven players (U12 – U18) or nine players (U10 – U11) or seven players (U8 – U9) or four players (U6 – U7) as per schedule in the annual budget. The team nomination fee must accompany the nomination form. This fee will be forfeited under regulation 4.
- 3.3 The remaining team fees shall be collected after June 30, for the remaining players in all age groups, as per schedule in the annual budget. For example if a club has 14 registered players in the Under 15 Division 1 team then at June 30, the club would be invoiced a further 3 players.
- 3.4 Additional team fees shall be collected after June 30, for any player who was deregistered in accordance with regulation 6.
- 3.5 When a guest club and/or affiliate club nominates a team/teams to participate in the FSC Junior Football Council competition:
 - (a) In their first year each team can apply for a position in Division 1 for that age group subject to approval by the majority of the FSC Junior Football member Clubs;
 - (b) In each year after the first year, team placing will be determined in accordance with regulation 9 of these playing procedures; and
 - (c) All nominated teams will be bound and abide by these playing procedures.



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- 3.6** Two clubs may apply to register a combined team. The Team Nomination Form must be signed by the registrar of both clubs and indicate which club is the “primary club” for purposes of administration of the team. All correspondence will be through the primary club. The players registered in that team maintain entitlements for the club that they originally registered in, for example years of service awards.

The clubs involved must also draw up an agreement document and forward to the Junior Competition Coordinator describing the following, but not limited to:

- (a) Split between the clubs for fees and fines;
- (b) Grounds where home games are to be played (may be split);
- (c) Team uniform to be used.

4 TEAM WITHDRAWALS, TEAM FEES

- 4.1** Where a Club finds it necessary to withdraw a team from the competition, after the grading meeting, it shall be the lowest graded team in the age/division, unless the Competition Secretary recommends to a variation to this ruling, to the FSC Junior Football Councillors. A fine, as per schedule 4, will be imposed on each team withdrawn and the fee paid at the time on nomination shall be forfeited for each withdrawn team.
- 4.2** Where a Club finds it necessary to withdraw a team from the SSG competition, from one week prior to the competition commencing, a fine as per schedule 4, will be imposed on each team withdrawn plus the FSC player component fee paid at the time on nomination shall be forfeited.

5 REGISTRATION

5.1 FSC Responsibility

FSC shall ensure that the National Registration Regulations are adhered to. Should there be a discrepancy between these Regulations and the FFA regulations in relation to registration issues then the FFA regulations shall take precedence.

5.2 Club Responsibility

All clubs are responsible, at all times, to ensure all players are officially registered as approved by the FSC Junior Councillors. Any club found in breach of the approved official registration process, (SSG and Graded Players) and knowingly or unknowingly allows a player to play unregistered or over aged will be fined as per schedule 4. In addition, the player is to be excluded from further competition, for a period determined by the FSC Junior Football Councillors.

5.3 Procedure for Players

A

- (i) A player must be registered with a FSC Member Junior Club or Affiliate and FSC.
- (ii) A player must be issued with an Identification Card (ID card) as sanctioned by FSC Junior Council, prior to taking part in a competition or Small Sided Football game conducted by the Association, unless FSC give written approval in exceptional circumstances. The ID card shall contain the player’s FFA registration number.



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- B** Registered players shall be governed by the Constitution, By Laws, Regulations, Playing rules, player codes of conduct of the FSC and our governing bodies.
- C** A player may register with any Member Club he/she desires for any season or part thereof, having completed all requirements, shall be considered as being registered with that Club unless the registration is cancelled in accordance with regulation 6.
- D** In order to become a registered player with FSC, a player must
- (i) Have met all clearance and/or deregistration obligations to join the club
 - (ii) Have all necessary forms required by FSC, FNSW and FFA (paper and/or electronic)
 - (iii) Pay to the Club a fee which includes the FSC registration fees and also State and National levies and insurance fees as advised by FSC.
 - (iv) Supply to the Club or update through My Football Club, a recent digital passport size photograph in electronic form for the ID card. FSC reserves the right to reject an unsuitable photograph.
- E** The club registering the player shall collect the fees and levies to FSC for the player and upon request pay FSC these fees and levies by the due date.
- F** A player shall be registered only for the current year in which he/she registers. Any registration form signed in one year shall not be valid for the following year. Year shall mean the period 1st January to 31st December. Player registration for competition teams will cease after the 30th June each year.
- G** A player registering for the first time with a Club must produce acceptable proof of age and address at the time of registration. A birth certificate is the normal proof of age but other forms may be accepted by FSC. It is the responsibility of the club to ensure that this proof is sighted by a member of the Club's committee/board before accepting the registration.
- H** When a player (or his/her parent or guardian) signs two or more registration forms with different Clubs, he/she will be deemed to be registered for the Club named on the form bearing the earliest date. The player may be penalised by the FSC Junior Football Council.
- I** A player's age is determined by the actual age on 31st December of the current season i.e. the age the player turns in the calendar year. A player must turn 5 by December 31 for the current season to be registered for that season.
- J** Each player is allocated a unique FFA registration number for life upon their first registration in football. This number will be printed on the players ID card.
- K** Players are accepted for mixed or singular gender teams up to an age limit as set by the FSC Junior Council.
- L** Any player (or his/her parent or guardian), found to have provided false or misleading statements on the registration form(s) shall be dealt by FSC General Purpose Tribunal.

5.4 Dual Registration

Dual registration with Football NSW or its affiliated bodies is not permitted.



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5.5 Procedures for Team Officials (Coaches and Managers)

- A** Registered team officials shall be governed by the Constitution, By Laws, Regulations, Playing rules, codes of conduct (coach and spectator) of FSC and our governing bodies.
- B** For a person to be registered as a coach with FSC, a person must:
- (i) Hold a current coaching licence (Junior, Youth, Senior)
 - (ii) Meet the requirements of Child Protection (NSW law) and provide the appropriate documentation under law to the member club
 - (iii) Complete an Official FFA registration form and sign the codes of conduct (paper or electronic)
 - (iv) Supply a recent digital passport size photograph in electronic form for an ID card. FSC reserves the right to reject an unsuitable photograph.
- C** For a person to be registered as a team official with FSC, a person must
- (i) Meet the requirements of Child Protection (NSW law) and provide the appropriate documentation under law to the member club
 - (ii) Complete an Official FFA registration form and sign the codes of conduct. (paper or electronic)
 - (iii) Supply a recent digital passport size photograph in electronic form for an ID card. FSC reserves the right to reject an unsuitable photograph.
- D** A team official can be registered with two member clubs in exceptional circumstances. Application must be made in writing to FSC and permission granted by the Junior Councillors.

5.6 Team Requirement

Each team must have a coach or manager who is required to: -

- A** Be registered with FSC, by no later than the fourth (4) competition game or a fine as per schedule 4, per match will be incurred.
- B** Ensure that all players participating have an ID card. ID Cards must be produced prior to the commencement of all games or upon specific request by a Club Official or opposing Team Coach/Manager.
- C** Have an ID card for themselves and must be worn on match day or they cannot be in the technical area.
- D** A person who is acting for a coach or manager must inform the Match Day Supervisor and request a temporary card for the match.

5.7 Late Registration

Clubs who have late registrations must arrange a time with the FSC Office to have the ID card/(s) processed. The closing day and time each week will be determined from season to season.



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6 DE-REGISTRATIONS AND PLAYERS CHANGING CLUBS

6.1 If a player no longer wants to play for the Club they are registered with or the Club no longer want a player to play for the Club then the parties concerned must follow the National Registration Regulations for deregistration. The ID card is to be returned to the FSC office.

6.2 If a player wants to change Clubs during a season, the player (or the player's parent or guardian if that player is a minor) needs to firstly deregister with the current club as per regulation 6.1 and when this process is completed, the player may register with the new club providing they comply with the National Registration Regulations on player movement.

A player will need to have a new ID card and an administration fee, as per schedule 4, shall be applied.

6.3 De-registration is effective as per the National Registration Regulations as is registration with a new club.

6.4 Fees

A If a player is deregistered and has not played a competition fixture then the club will not be charged the FSC player fees, FNSW levies, FFA levies and insurance fees as advised by FSC.

Should the player register with a new club, then the above levies will be charged to the new club.

B If a player is deregistered and has played at least one competition fixture then the club will be charged the FSC player fees, FNSW levies, FFA levies and insurance fees as advised by FSC.

Should the player register with a new club then these levies will not be charged again but an administration fee, as per schedule 4, shall be charged to the new club.

C At the Club's sole discretion, the Club may provide a proportionate refund of registration fees to the player in certain no-fault circumstances on de-registration.

6.5 Closing Date

The closing date for de-registration applications is the 30th of June in each year.

7 BOUNDARIES

7.1 Boundaries for each club are defined in Schedule 3.

7.2 Any Club wishing changes to their boundaries must meet with the Club or Clubs concerned on a Club to Club basis. If boundary changes are agreed upon, all clubs concerned must provide a letter to the FSC Junior Council seeking approval of the proposed changes. The Junior Councillors shall make a determination on proposed changes.

7.3 Where disputes arise over boundaries between neighbouring clubs, these disputes shall be heard by the General Purpose Tribunal at a meeting arranged prior to the commencement of the new season. The GPT shall make recommendations to the Junior Councillors.



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8 TEAM GRADINGS

- 8.1** The FSC Junior Football Councillors may grade any team at any time into a division of an age group in which such team is eligible to play.
- 8.2** The FSC Junior Football Council will produce a draft grading guide, listing the division in which teams would be placed for the following season based on the assumption that the same teams apply as they did in the present season. This draft grading guide will be published and distributed to clubs at the final meeting in each calendar year.
- 8.3** The team finishing the season as League Champions of each division will be promoted in the following season unless the club concerned can provide the FSC Junior Football Council with acceptable written reasons as to why they should not be promoted.

Additional promotions and relegation(s) will be at the discretion of the FSC Junior Football Council.

The Junior Council will make all efforts to ensure that all divisions in each age group will have even number of teams to minimize the number of byes across age groups.

- 8.4** Clubs that nominate teams whom the Grading Committee and/or Junior Councillors consider of a higher standard to that age to which they are nominated can be graded to a higher age group/division.
- 8.5** All clubs must have completed Grading for all competition teams by March 1 or by the date set at an AGM of the Junior Council, and will provide to FSC Junior Football Council with one (1) Grading Sheet for each team it has nominated.

Grading sheets which are not fully completed will be rejected and returned to the Club concerned. Following such rejection, the Club will be granted 48 hours to provide all of the required information and resubmit the grading sheet to the FSC Junior Football Council.

Teams which fail to provide all necessary grading information by this second deadline will not be accepted into the competition.

- 8.6** A Grading Committee of at least three members from the Junior Councillors shall meet after March 1 to consider:
- (a) Competition structure
 - (b) Team Grading
- 8.7** The Grading Committee shall in its deliberations consider:
- (a) Movement of players;
 - (b) Strength of team based on players previous club and division;
 - (c) Requests submitted in writing from Clubs;
 - (d) Position of teams in previous competition;
 - (d) Draft grading recommendation from previous year.



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8.8 Appeal Procedure for Team Gradings

- A** After publishing Grading decisions and competition structure from the Grading Committee, the FSC Junior Football Council will hold a Grading Meeting, which is open to all member clubs. Clubs may represent at this meeting, an appeal in relation to any concerns they have regarding the grading(s) issued to the clubs providing written justification of each appeal is lodged on club letterhead by the date set by the Junior Councillors. A notice containing appellants will be provided to member clubs.
- B** After hearing all appeals, the Junior Councillors shall make a final determination, to any issue raised at this Grading meeting, in relation to structure and grading(s). There will be no further grading changes after this process is complete until after Round 3 of the competition unless there are late withdrawals and late registrations which significantly affect the competition or grading of a team.
- C** Clubs will have no further right of appeal after the Grading Meeting.

8.9 Under 9 Grouping

The Under 9 age group will see the introduction of “grouping” of teams with other teams of similar ability. This does not mean that clubs are required to “grade” players into tiered teams as is done in competition age groups. Teams are able to be formed by the clubs along any lines that the club sees fit.

Grouping the teams recognises that players benefit, and gain increased enjoyment, from playing against opponents of similar ability.

There shall be three groupings; “Beginner”, “Intermediate”, and “Advanced”. Clubs are required to nominate teams into their preferred group on the same date as Competition Grading requests.

The draw shall be published in three distinct stages:

- Initially for Rounds 1 – 9;
- Secondly for Rounds 10 - 18

Results will be recorded for all matches and sent to the Competition Secretary / SSG Coordinator.

The results will:

- Not be published;
- Not contribute to a competition table;
- Assist the Competition Secretary / SSG Coordinator in adjusting groupings.

The Competition Secretary / SSG Coordinator may change groupings on a week by week basis in order to meet the objectives of this clause.

At the completion of Round 7, clubs may submit in writing to the Competition Secretary / SSG Coordinator to have team groupings change.



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8.10 Under 10 Grouping

The Under 10 age group will continue “grouping” teams with other teams of similar ability. This does not mean that clubs are required to “grade” players into tiered teams as is done in competition age groups. Teams are able to be formed by the clubs along any lines that the club sees fit.

Grouping the teams recognises that players benefit, and gain increased enjoyment, from playing against opponents of similar ability.

There shall be three groupings; “Beginner”, “Intermediate”, and “Advanced”. Clubs are required to nominate teams into their preferred group on the same date as Competition Grading requests.

The draw shall be published in three distinct stages:

- Initially for Rounds 1 – 9;
- Secondly for Rounds 10 - 18

Results will be recorded for all matches and sent to the Competition Secretary / SSG Coordinator.

The results will:

- Not be published;
- Not contribute to a competition table;
- Assist the Competition Secretary / SSG Coordinator is adjusting groupings.

The Competition Secretary / SSG Coordinator may change groupings on a week by week basis in order to meet the objectives of this clause.

At the completion of Round 7, clubs may submit in writing to the Competition Secretary / SSG Coordinator to have team groupings change.

8.11 Under 11 Grouping

The Under 11 age group will continue “grouping” teams with other teams of similar ability. This does not mean that clubs are required to “grade” players into tiered teams as is done in competition age groups. Teams are able to be formed by the clubs along any lines that the club sees fit.

Grouping the teams recognises that players benefit, and gain increased enjoyment, from playing against opponents of similar ability.

There shall be three groupings; “Beginner”, “Intermediate”, and “Advanced”. Clubs are required to nominate teams into their preferred group on the same date as Competition Grading requests.

The draw shall be published in three distinct stages:

- Initially for Rounds 1 – 9;
- Secondly for Rounds 10 - 18;

Results will be recorded for all matches and sent to the Competition Secretary / SSG Coordinator.



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The results will:

- Not be published;
- Not contribute to a competition table;
- Assist the Competition Secretary / SSG Coordinator is adjusting groupings.

The Competition Secretary / SSG Coordinator may change groupings on a week by week basis in order to meet the objectives of this clause.

At the completion of Round 7, clubs may submit in writing to the Competition Secretary / SSG Coordinator to have team groupings change.

9 GRADING OF PLAYERS

9.1 Minimum Number of Players to Register: Competition Teams

- A** From U12 to U18, each team must have a MINIMUM of nine (9) nominated players registered with FSC. The maximum number of players, which can be registered in a team, is sixteen (16).
- B** If a team does not have a minimum of nine (9) players registered with FSC, one week before the first Competition Match, that team will be withdrawn from the Competition and fines for team withdrawal will apply as per schedule 4.

9.2 Age Group Restrictions

- A** A player may not register in an age group more than two years above the lowest age group to which he/she is entitled to register. The exemption to this clause will be a player who turns 15 from Jan 1 – Jun 30, in the current year, will be permitted to register in the Under 18 competition.

A player registered in a team above his/her age group shall be deemed a player of that age group for the current season.

B Special Circumstances

A player who has a disability or handicap may apply to the FSC Junior Football Council to play in a lower age group than his or her correct age. The application should state the nature of the disability and should be supported with appropriate medical evidence and recommendations.

The FSC Junior Football Council shall on receipt of the application create a sub-committee to inspect the player in match conditions and make recommendations to the FSC Junior Football Council regarding the appropriate age group the player ought to be registered in.

9.3 Restriction for Mixed Teams

- A** A girl cannot be graded into mixed teams for U16 and higher unless:
- (i) A request is made to the FSC Junior Football Council by the Club and parent(s) or guardian(s) stating reasons for the request AND
 - (ii) A report from a qualified Youth licence coach (or higher) is provided which assesses the girls' suitability for the relevant team and division, and includes comments on whether she has the strength, stamina or physique to play with other members of the team and against players of mixed gender in that age group/division.



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- B** Upon the request and the report, the FSC Junior Football Councillors shall make a determination on the registration and such determination shall be valid for the current season.

9.4 Two Club teams in the same Division

If a Club has two or more teams in the same division they shall then be named by colours.

9.5 SSG

All U6 to U11 players are to be placed in the appropriate age group only and are eligible to play in any team within the age group, or an older age group, no more than two years above the lowest age group to which he or she is entitled to register.

9.6 Regrade of Player

- A** After March 1, a Club wishing to re-grade a player shall apply in writing to the FSC Junior Football Council and provide reasons for their request. The players ID card must accompany the written application. If successful, a new ID card shall be issued and the club charged an administration fee as per schedule 4.

- B** No club requested re-grades will be granted after the 30th of June each year.

10 GROUNDS

The official ground codes and locations will be listed in Schedule 6.

11 MATCH DAY SUPERVISOR

- 11.1** It is the Host club responsibility to appoint a match day supervisor. This person is empowered to ensure all regulations, rules, policies and safety issues are adhered to.
- 11.2** The Match Day Supervisor must be minimum 18 years old.
- 11.3** The Match Day Supervisor is to check the following for the start of the day, or match, as applicable and complete the FNSW Ground Check Form
- (i) Ensure the ground is fit for play.
 - (ii) Check for dangerous objects such as syringes, glass and other objects.
 - (iii) Ensure field is marked and flagged as per the rules
 - (iv) Ensure match balls are the correct size and suitably inflated.
- 11.4** The Match Day Supervisor is to introduce themselves and identify the Ground Marshall(s), to the referee prior to the match.



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- 11.5** The Match Day Supervisor duties also include:
- A** Ensure the referee and/or assistants are present and supervise the appointment of Club Volunteers if not present as per regulation 27
 - B** Ensure referee payments are made as per the rules.
 - C** Ensure team sheets are available and that they are completed correctly both by teams' management.
 - D** Ensure the Ground Officials are aware of their duties and perform same.
 - E** Ensure that the Incident report book is available for the reporting of any problems, rule violations, injuries etc. as per regulations. (22 & 46)

12 GROUND MARSHALL

- 12.1** It is the Home Grounds' responsibility to appoint to each
- (i) Main field used by SSG at least one ground Marshall;
 - (ii) U12 – U14 competition match at least one ground Marshall;
 - (iii) U15 – U18 at least two ground Marshalls.
- 12.2** The Ground Marshall shall be over the age of 18 Years and shall not be a Coach or Manager of a game in progress.
- 12.3** The Ground Marshall shall circulate around the ground(s) to ensure that he/she is apparent to all present.
- 12.4** All persons at the ground will abide by any requests made by the Ground Marshall.
- 12.5** In the event of a dispute, improper conduct, or foul & abusive language by any persons at the ground, then any requests made by the Ground Marshall shall be final and complied with immediately.
- 12.6** Reports of misconduct found by the Ground Marshall, shall be in writing, in the Incident Report Book and shall be actioned by the FSC Junior Football Council within 7 days of the incident.
- 12.7** Duties of the Ground Marshall are found in Schedule 7.
- 12.8** All clubs will ensure that their Team Officials and members are made fully aware of the jurisdiction of the Ground Marshall and the requirement that his/her request shall be complied with.
- 12.9** When a fixture between two clubs is to be played on a neutral field (including final series), then each team must provide:
- One person (1) for U11 – U14 or
 - Two persons (2) for U15 – U18
- who will be Ground Marshall(s) and will specifically manage their teams' spectators.



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13 SPONSORSHIP

All sponsorship of club teams must be approved by FSC Junior Football Councillors. Specific lettering on either shirt or tracksuit must also be approved.

14 CAUTIONS

- 14.1 A player shall be cautioned during the course of a FSC fixture for any offence under the Laws of the Game that is deemed necessary by the Referee.
- 14.2 The Referee shall record any such caution during the course of play and will show the player the yellow card.
- 14.3 An official booking (or caution) is administered by the Referee recording against the player's name and number, the offence code committed on the official team sheet at the conclusion of the match.
- 14.4 In the event of no players being cautioned the team sheet then Nil should be placed in the appropriate section on the team sheet.
- 14.5 For all matches, the Disciplinary Regulations of FSC shall apply in relation to cautions:

14.6 Extract from FSC Disciplinary Regulations re Cautions:

Yellow Card Offences

- (a) *A Yellow Card Offence is a warning from a Match Official to a Player in respect of unsporting behaviour of a less serious nature (pursuant to Law 12 of the Laws of the Game) and shall be given follows:*

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

- (b) *Yellow Card Offences issued during an abandoned Match will be:*
- (i) *Void if that Match is replayed at a later time; or*
 - (ii) *Upheld if that Match is not replayed at a later time.*



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- (c) *For the avoidance of doubt, if a Player receives two (2) Yellow Card Offences in a Match, resulting in a Red Card Offence, then neither caution shall be considered when accumulating cautions.*

Accumulation of Yellow Card Offences

- (a) *A Player who accumulates five (5) Yellow Cards Offences in a Football South Coast Competition in any one (1) Competition Season shall serve a mandatory one (1) Match Suspension. The Match Suspension shall be served immediately and shall apply in respect of those Football Activities listed in the Notice of Suspension.*
- (b) *A Player who accumulates an additional three (3) Yellow Card Offences (in total eight (8) Yellow Card Offences) in a Football South Coast Competition in any one (1) Competition Season shall serve a mandatory 2 (two) Match Suspension as per the Table of Offences. The two (2) match suspension shall be served immediately and shall apply in respect of those Football Activities listed in the Notice of Suspension.*
- (c) *A Player who accumulates ten (10) Yellow Card Offences in a Football South Coast Competition in any one (1) Competition Season shall serve a mandatory three (3) Match Suspension as per the Table of Offences. The three (3) match suspension shall be served immediately and shall apply in respect of those Football Activities listed in the Notice of Suspension.*
- (d) *A Player who accumulates more than ten (10) Yellow Card Offences in Football South Coast Competitions in any one (1) Competition Season shall be required to appear before a MRC hearing in accordance with these Regulations. The MRC may impose such sanctions as it sees fit in accordance with these Regulations. A Player who is to appear before a MRC shall not be eligible to participate in any Match after receiving his or her tenth (10th) Yellow Card Offence and until he or she has appeared before the MRC and served the sanction.*
- (e) *Yellow cards incurred in trial or friendly matches do not accumulate for the purposes of this section.*

Club responsibility for accumulation of Yellow Card Offences

- (a) *It is a Club's responsibility to keep accurate records of the Yellow Card Offences received by its Players regardless of whether a Player may have accumulated same while registered with a previous Club.*
- (b) *It is a Club's responsibility to ensure that any Player who has incurred a Match Suspension serves that sanction in full.*
- (c) *A Club must not list a Player on a team sheet as a player or named substitute who is subject to a Match Suspension.*

14.7 The Junior Competition shall be defined for the purposes for FSC Disciplinary Regulations to be all Association (including the finals), Plate (including the finals) and League matches.

14.8 Official cautions shall not carry over from season to season. The termination of an official season shall be at the conclusion of the last official match endorsed by the FSC Junior Council for that season.



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15 SEND OFF

- 15.1** A player shall be sent from the field of play, during the course of a FSC fixture for any offence under the Laws of the Game that is deemed necessary by the Referee.
- 15.2** The Referee shall record any such send off during the course of play and will show the player the red card.
- 15.3** Players sent from the field shall proceed at once out of the field of play area, accompanied by a Club Official or a member of the coaching staff, and change from their playing strip to their normal street attire. The player shall not re-enter the playing arena or replacement bench technical area.
- 15.3** At the conclusion of the match, the referee shall record against a player's name and number on the official team sheet, the charge for which the player has been dismissed from the field of play. The referee shall complete a send-off report and forward the original copy to FSC. The send-off report must be at the office by the within three business days following the match.

<i>Code</i>	<i>Description</i>
<i>R1</i>	<i>Serious foul play</i>
<i>R2</i>	<i>Violent contact</i>
<i>R3</i>	<i>Spits at an opponent or any other person</i>
<i>R4</i>	<i>Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his or her penalty area)</i>
<i>R5</i>	<i>Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.</i>
<i>R6</i>	<i>Uses offensive or insulting language and/or gestures.</i>
<i>R7</i>	<i>Receiving a second caution in the same match.</i>

- 15.4** In the event of no players being sent from the field, the team sheet then Nil should be placed in the appropriate section on the team sheet.
- 15.5** For all matches, the Disciplinary Regulations of FSC shall apply in relation to send off(s):

16 SUSPENSION AND JUDICIARY

- 16.1** Players sent from the field shall not play again for any competition team until advised to do so by FSC.
- 16.2** All players sent from the field of play will be subject to the penalties and procedures found in the Disciplinary Regulations of FSC.
- 16.3** A player required to stand down for any number of matches, shall not be eligible to play in any game on the day/s or round he is required to stand down. Matches which are deferred or washed out or where a team has a bye cannot be used by a player standing down.



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- 16.4** It is the club's responsibility to ensure that no player suspended under any Rule or regulation or Judiciary Policy or Procedure, plays in a game in which he/she is not entitled. It is the club's responsibility to confirm the availability of players with the FSC Junior Football.
- 16.5** Clubs found guilty of playing suspended player/s in any sanctioned competition by FSC shall be deemed to have forfeited the match(es) concerned and forfeit penalties. The club shall be fined as per schedule 4 for each match in which such suspended player/s played and to other penalties as per the Disciplinary Regulations of FSC.

17 CAUTIONS IN FINAL SERIES

Any player receiving two (2) cautions in the Final Series (regulation 48) automatically stand down in the next match. If the player's team has completed its Final Series commitments the player shall stand down in the first competition fixture in the following season.

18 TEAM POINTS

- 18.1** At the start of each season, all teams are allotted a number of "team points".
- 18.2** Nominated offences carry a number of demerit points which are accumulated to the team. The FSC Junior Football Council will provide a list of offences and penalties each season.
- 18.3** Demerit points will be awarded for offences by players, team officials and spectators.
- 18.4** When a team accumulates half of their demerit points they are:
- (i) Given a first formal warning including what may constitute further action in regulation 18.5;
 - (ii) Deducted one (1) competition point.
- 18.5** When a team accumulates three – quarters of their demerit points they are given a second formal warning, including the possibility of being withdrawn from the competition, and
- (i) a second formal warning, including the possibility of being withdrawn from the competition
 - (ii) will be stood down from their next competition match; not including a bye.
- 18.6** When a team accumulates the nominated number of demerit points they are withdrawn from the competition / season. Team expulsion will only occur after the team and its Club has appeared before the FSC Junior Football Council and failed to show reasonable cause as to why they should not be expelled.
- 18.7** Where it is noted that a club has persistent offenders, the FSC Junior Football Council may cite the club, if, in its opinion, the Club is not performing its role of Club discipline.
- 18.8** The above procedure does not supersede other procedures whereby the penalty for such demands team withdrawal.



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19 ID CARDS

19.1 A player must be issued with an Identification Card (ID card) as sanctioned by FSC, prior to taking part in a competition or Small Sided Football game conducted by the Association, unless FSC give written approval in exceptional circumstances. The ID card shall contain the player's FFA registration number.

19.2 Inspection of ID Cards

A Prior to a player taking part in a match he/she must have his/her ID card inspected by both team managers at the same time. The ID card is to be compared with the team sheet. Should an ID card not be available for an individual player(s), then the said player shall not be eligible to take part in that game.

B In U12 – U18, the ID check must be in the presence of the Ground Marshall. The Ground Marshall will sign the sheet to verify that the managers have completed the ID checks.

C The ID card can be

- (i) an individual plastic card issued by Football South Coast in the current season
- (ii) Player Identification Sheets issued by Football South Coast in the current season
- (iii) Electronic Identification from My Football Club as endorsed by Football South Coast in the current season.

D If ID cards are not produced and inspected prior to the players taking the field, the offending team will incur automatic forfeiture and regulation 26 shall apply.

19.3 Should a team suspect the opposition of replacing any eligible player(s) between the initial identification card check and the commencement of either the first or second half, the following procedure must be followed:

A The Coach/Manager of the team suspecting a breach informs the Coach/Manager of the opposing team and Ground Official that he/she wishes to check the identity of the specific player(s).

B The Team Coach/Manager of both teams, along with the Ground Official check the identity of the player(s) in question against the player identification card and the team sheet, on the field of play before the player leaves the field of play at either the half time interval or conclusion of the match.

C If the player cannot be identified or if there is an issue with eligibility then the manager of the team suspecting a breach must lodge a protest in accordance with regulation 21.

D Should any Team Official or Player refuse to follow the above procedure A and B of clause 19.3 then the Match Day Supervisor shall be informed and the Match will immediately be forfeited to the opposing Team (i.e. against the official or player that has refused to cooperate). The Match Day Supervisor shall report the incident to FSC.



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20 TEAM SHEETS

20.1 The HOME team must supply an official FSC JUNIOR FOOTBALL COUNCIL team sheet that must be completed by both teams and made available to the referee prior to the commencement of the game. The team sheet can be amended should players arrive late for a match.

A A maximum of sixteen (16) players can be put on the team sheet by each team for U12 – U18.

B For SSG (U6 – U11), the maximum number of players that can participate in a match will be as per the FFA regulations:

Under 6 and Under 7 7 players

Under 8 and Under 9 11 players

Under 10 and 11 13 Players

20.2 Each player's name and FFA registration number must be printed on the team sheet to correspond with the number of the playing strip, including substitutes. The player's names and FFA registration numbers must be the same as that printed on the ID Card.

20.3 A player listed on the team sheet, unless crossed out, shall be deemed to have participated in the match.

20.4 Should a team use a player registered in another team from their club, i.e. borrow, then the team sheet must indicate the age and division in which the player is officially registered, as per ID card, in the borrowed column.

If the team sheet is not correctly completed for such players then a fine as per Schedule 4 shall apply.

20.5 If there is no registration number against a player on the team sheet then a fine as per schedule 4 shall be imposed on the offending club.

20.6 Any team found guilty of playing an unregistered player(s) shall be fined as per schedule 4, per match and shall lose any points they received per match. The match(es) will be declared a forfeit and regulation 40 will be applied.

20.7 Any team found guilty of playing ineligible players shall be fined as per schedule 4, per player and shall lose any points they received for that match. The match will be declared a forfeit and regulation 40 will be applied.

20.8 The coach's and manager's name and registration number must also be printed on the team sheet and correspond with their ID cards. In the case of an acting coach or manager the word 'Acting' is to be shown as the registration number if the person is not registered. A fine, as per schedule 4, shall be imposed on the club concerned if the details above are not recorded on the team sheet.

20.9 At the conclusion of the match and after the referee has completed the team sheet, each coach or manager is to ensure that the details are correct and should sign in the appropriate place(s). If there is a dispute then the coach/manager is to report the problem to the match day supervisor immediately. If the problem cannot be resolved then the coach or manager must submit a written report as outlined in regulation 22. A fine, as per schedule 4, will be issued if the team sheet is not signed or a report is not filed.



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- 20.10** If the clubs details and/or scores are incomplete on the team sheet, then a fine as per schedule 4 shall be imposed on the Home Club.
- 20.11** All Home Clubs that have held games in the previous 7 days shall be responsible for the delivery of all team sheets of all matches to the FSC office by each Wednesday at 5:00pm. Failure to submit same by the stipulated time shall result in a fine, as per schedule 4, for each missing team sheet.
- 20.12** All clubs shall email to the competition secretary results of the completed round of Home matches by Sunday at 7pm.

21 PROTESTS

- 21.1** If, prior to the kick-off of a match, a team believes their opponent may be in breach of these Playing Procedures they must play the match under protest. Teams wishing to play under protest must inform the match day supervisor and the opposing team manager prior to the start of the match. The protest must be noted in the Incident book or on back of the Team sheet (original) if the book is unavailable.

Failure to act in accordance with the above may lead to the dismissal of any such protest.

- 21.2** Such protests duly noted must be confirmed in writing to the FSC Junior Football Council by the protesting Club within 48 hours of the match. The FSC Junior Football Council will then, and only then, consider the merits of the protest and decide what action is to be taken.

22 REPORTING AN INCIDENT, DISPUTE OR INJURY ON MATCH DAY.

- 22.1** If a person wishes to report an incident, accident/injury, a referee, or any other issue then they may approach the Match Day Supervisor and fill in an incident report via the FSC Junior Football Council Report Form in the book provided at the Home Club or Ground where the event occurred.

A copy of the report must be taken by the writer back to the club Secretary. Such incidents duly noted must be confirmed in writing to the FSC Junior Football Council by the reporting Club within 48 hours of the match if they wish for the matter to be pursued.

- 22.2** If a person wishes to report an incident, accident or injury, a referee, or any other nature and

- (i) the Home Club does not have an incident report book or
- (ii) the Home Club refuses to provide an incident report book or
- (iii) that person leaves the ground

then the report writer can make the report at his/her home club on the same day as the incident on the FSC Junior Football Council Report Form or in writing. If the Club wishes to pursue the matter then they should confirm this in writing, with a copy of the report, to the FSC Junior Football Council and the Club where the incident occurred within 48 hours.

- 22.3** A Home Club who has hosted matches in the previous 7 days is responsible for the delivery of the original completed copy of any incident report(s) to the FSC office by each Wednesday at 5:00pm.

- 22.4** Any incident reports sent in by the Home Club will only be passed onto the FSC Junior Football Council or the FSC Match Review Committee if:

- (i) the requirements in regulation 22.1 or 22.2 are met or
- (ii) the nominated person(s) who review these reports deem it appropriate.



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The FSC Junior Football Council or FSC Match Review Committee will consider the merits of the case and decide on what action should be taken.

- 22.5** All Clubs must deal with any report they receive in accordance with the provisions of the FSC Junior Football Council Report Form Book.

23 COMPETITION TIMETABLE / FIXTURES

- 23.1** The Competition Secretary will propose a timetable for the following winter season which will be discussed and modified at a General Meeting or Clubs held between 1 June and 30 October.

23.2 Small Sided Matches:

Games are to be played on Saturdays if organised by FSC.

Mixed Competition

Games are to be played, where possible on Saturdays for Under 12 to Under 14 age groups inclusive.

With the Regional League Competition, Under 15 fixtures may be required to be played on Saturdays or Sundays.

Games are to be played, where possible on Sundays for the Under 16 to Under 18 age groups inclusive.

Girls Competition

Games are to be played, where possible on Sundays for the Under 12 to Under 18 age groups inclusive.

Small sided competitions for girls will be played on Saturdays where possible.

23.3 FRIDAY NIGHT FIXTURES

A A Club requesting Friday night fixtures must:

- 1) Put in a written application to the FSC Junior Football Council preferably by the first Clubs meeting for the calendar year;
- 2) Submit with the application a current lux certificate which must:
 - (i) Comply with FNSW policy;
 - (ii) Comply with the relevant Australian Standard A.S. 2560.2.3;
 - (iii) Stipulate that there is an average of 100 lux and
 - (iv) Be for the current season.

B The Competition Secretary shall consider the request and if granted shall organise matches for any of the age groups, Under 12 – Under 18, of the requesting club for the season. All opposing teams shall be required to participate.



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24 CHANGE OF FIXTURES

- 24.1 No game shall be deferred without the approval of the Competition Secretary. A team guilty of such a deferral shall be deemed to forfeit the match. Where both sides are guilty the match will be null and void and will not be rescheduled.
- 24.2 Any game played without the approval of the Competition Secretary shall be declared null and void.
- 24.3 A club requesting a change in the date or time of a fixture must put in a written application to the FSC Office seven (7) days before the match. The competition secretary shall consider the request. If granted then within three (3) days, the FSC Junior Football Council shall confirm in writing to both clubs the change of date, time and venue. The Club secretary requesting the change will also be responsible to telephone the opposing Club secretary to confirm the change, if it is granted.
- 24.4 The Competition Secretary may change and/or reverse a fixture as required. Confirmation of changes shall be made in writing whenever possible. If the changes occur within three (3) days before the advertised draw the changes shall be communicated electronically to Club secretaries.

25 WET WEATHER

- 25.1 Where cancellation becomes effective due to wet weather, it shall be the responsibility of the secretary or appointed official of the Home Club to notify (by email and/or telephone) their opposition and the Competition Secretary by 7:00 AM on match day or the previous evening.
- 25.2 Where it becomes necessary to close an entire ground or field(s) and this closure is less than 24hr before the scheduled kick off of matches, it shall be the responsibility of the secretary or appointed official of the Home club to notify their opposition and Competition Secretary by telephone. A subsequent confirmation email is also to be sent by the relevant secretary/ appointed official.
- 25.3 The Competition Secretary shall cancel all grounds on a day if 15 Clubs have their grounds unavailable due to wet weather. The Competition Secretary shall notify Clubs (by email or telephone) and the relevant radio stations by 7:15 am on the match day or the previous evening.
- 25.4 If all grounds are cancelled on a match day(s) and no games have been played in a specific age/division in that round then all games will be given a 0-0 result, except for sides with a Bye. These games will not count towards a players' suspension.
- 25.5 The Competition Secretary shall reschedule any competition matches washed out, if a match has been played in a specific age/division in that round and providing the matches have a bearing on the semi-final positions.

26 FORFEITS

- 26.1 Matches shall at all times be played on the ground set down and shall commence at the scheduled time unless otherwise directed by the Competition Secretary or Ground Marshall. A period of grace of ten (10) minutes shall be allowed before a forfeit can be claimed if a team is late.
- 26.2 There will be NO period of grace (10) minutes allowed in knockout games.
- 26.3 A team must field at least seven (7) registered, eligible players, one of whom must be the goalkeeper. Failure to do so shall result in a team being deemed to have forfeited the match.



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- 26.4** If a match is not played due to a forfeit but there are sufficient players to play a friendly game that can be done providing all players are registered. The Official team Sheet for the forfeited game must be clearly endorsed “Friendly game”.
- 26.5** The Team Manager claiming the forfeit shall complete a team sheet with the following information:
- (i) Names of Players;
 - (ii) Age group and Division;
 - (iii) Time forfeit claimed and by which team
- 26.6** The forfeiting teams’ club will be
- (i) Fined as per schedule 4;
 - (ii) Responsible for paying the appointed referee and assistant referee's fees if at least 24 hours’ notice has not been given.
- 26.7** Clubs who have to pay referee's fees for forfeits are to forward to the FSC Junior Football Council the relevant invoice to be reimbursed. FSC shall invoice payment from the Club whose team(s) forfeited.
- 26.8** If notice of a forfeit is given in advance and the ground where the fixture is to be played is cancelled due to wet weather; the forfeit will stand if regulation 25.5 is applied to that specific competition otherwise the match will be considered 0 – 0, if regulation 25.4 is applied.

27 REFEREES, REFEREES FEES. (U10 – U18)

- 27.1** At all fixtures conducted by the FSC Junior Football Council or its Clubs, appointed Certified Referees shall take precedence over all others. Where sufficient certified referees are available they must first be appointed as referees and/or assistant referees as in accordance with 27.3 and prior to the Match Day Supervisor enacting 27.4 and 27.5
- 27.2** FSC shall support the appointment of a payment to Junior or Senior Referees with the view to having Official Referees at all competition fixtures and instructing referees for U10 and U11.
- 27.3** Official referees shall be allocated to grounds by the Club Referees Appointments Officer who must ensure that the Illawarra Football Referees Association (IFRA) guidelines are followed.
- The IFRA can allocate official referee appointments to competition matches which must be adhered to by clubs.
- All Official Referees and Assistant Referees shall be paid by the Home Club, (i.e. the first team on the draw), for their services at the specified rate.
- 27.4** Where no referees are appointed it becomes the responsibility of the Home Club. The Match Day Supervisor shall be responsible for nominating the referee, who should not be less than two (2) years older than the age group concerned (and not less than 14) and shall have had previous soccer experience. Should a match not be played because of the non-appointment of a club referee the game becomes null and void.



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- 27.5** Where there are insufficient Assistant Referees (U12 – U18), the Match Day Coordinator must first ask the away team to provide the make-up officials for the entire match. If following this request there are still insufficient Assistant Referees the home team may be asked. The person(s) who are appointed as Assistant Referees must be at least 14 years old.
- 27.6** Coaches and Managers who are registered with the two teams involved must not officiate as a referee or assistant referee during the course of their game. Any breach of this clause will result in the offending team forfeiting the match as per regulation 40.
- 27.7** Players who are registered with the two teams involved must not officiate as a referee or assistant referee during the course of their game. Any breach of this clause will result in the offending team forfeiting the match as per regulation 40.

28 REPORTS ON COACHES, MANAGERS, OFFICIALS BY REFEREES OR ASSISTANT REFEREES

- 28.1** If a coach or manager is sent from the technical area by the referee then the coach and manager will be suspended for at least one (1) competition fixture. The referee is to fill in a report on the incident which will be referred to the FSC Match Review Committee (see FSC Disciplinary Regulations).
- 28.2** Any reports received from referees or assistant referees alleging misconduct by coaches, managers or club officials shall be referred to the FSC Match Review Committee (see FSC Disciplinary Regulations).

29 COACHES (U12 – U18)

- 29.1** All coaches and managers of teams must remain within a distance of five (5) metres on either side of the halfway line on the same side of the field or in the marked technical area during the course of a game. Should the playing field/ground be so marked with a technical area/s in accordance with FIFA regulations, then these are to be utilised in lieu of the preceding ruling. Coaches and Managers ID cards must be worn on a lanyard. A generic acting coach/manager card can be used if necessary.
- 29.2** Coaches and Managers must not officiate as a referee or assistant referee during the course of their match. Any breach of this section will result in the game being declared a forfeit against the offending team and normal rules of a forfeit will apply as per regulation 40. For the purpose of this clause the Coach and Manager are deemed to be the person(s) registered with the FSC Junior Football Council as the coach or manager of that team, regardless of whether their name appears on that games team sheet.

30 COACHES (U6 – U11)

The guidelines as per the FFA regulations for SSG are to be followed.

31 PLAYING EQUIPMENT

- 31.1** Players in all matches must appear in correct uniform, comprising shirt, shorts, shin-pads, socks and approved enclosed footwear. Players must strictly adhere to club colours at all times. Players may have extra equipment as per the Laws of FIFA (Law 4 and its interpretation) providing it poses no danger to the player or other players.
- 31.2** Under no circumstance can jewellery be worn by players. This means earrings; studs and piercings must be removed before playing. Taping is not allowed. *Laws of FIFA Law 4 – Jewellery*
- 31.3** Under no circumstances can hair clips, bobby pins or headbands of plastic, metal or hard materials be worn on the field of play. *Laws of FIFA Law 4 – Safety.*



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- 31.4** Where colours clash, in the opinion of the referee, the away team must change (the home team will provide an alternate strip or bibs).
- 31.5** Any player in competition not having the correct equipment shall not be permitted on the field.
- 31.6** If a Ground Official carrying out an ID card check, identifies that a player is wearing unauthorised playing equipment as per FNSW players equipment policy (adopted 23/05/2012), the Ground Official has the **authority** to advise the player that he/she cannot participate in the match until the unauthorised item identified has been removed and the player has been ID checked again. Once the identified item has been removed, the team manager or coach is also to be advised.

The referee is to be notified, by the ground official, at the next available opportunity of the player's identity and issue. If the player identified is wearing the unauthorised item of playing equipment again in the match, the referee has the authority under Law 4 of the Laws of the Game to take appropriate action; including cautioning the player and/or ordering the player to leave the field of play to remove the item before being allowed to take any further part in the match.

32 DURATION OF MATCHES

32.1

Under 6 , 7	15 minutes each way
Under 8, 9	20 minutes each way
Under 10,11 12	25 minutes each way
Under 13, 14	30 minutes each way
Under 15, 16	35 minutes each way
Under 17, 18	40 minutes each way

- 32.2** In all matches there shall be 5 minutes for half time. No extra time will be allowed in a match. The Match Day Supervisor has the authority to shorten games in extreme situations if a match commences later than the scheduled time, providing both halves are divided equally.

33 BALL SIZES

- 33.1** The Home Club will provide FSC approved balls or FNSW licenced balls in matches.

- 33.2** The match ball sizes for both boys, mixed and girls competitions are

Under 6 , 7, 8, 9	Size 3
Under 10, 11, 12, 13	Size 4
Under 14, 15, 16, 17, 18	Size 5

- 33.3** When a fixture is played under lights, the ball must be predominately white or a bright florescent colour.



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34 BORROWING PLAYERS (U12 – U18)

- 34.1** If a Club has two or more teams in the same division, then neither team can borrow players from each other.
- 34.2** No player is allowed to play up in any division more than two years above the lowest age group to which he/she is entitled to register. For example, a player who could play U12 and is registered U13 cannot be borrowed for an U15 match.

The exception to this clause will be a player who turns 15 from Jan 1 – Jun 30, in the current year, will be permitted to be borrowed in the Under 18 competition.

34.3 Players are only to be borrowed from:-

- (1) within the age group, from a lower division
- (2) a one year lower age group of the same division or lower
- (3) a two year lower age group from any division
- (4) for the purpose of substitute players for mixed teams, female players borrowed from female teams are graded as the lowest division
- (5) For girls competitions, female players only to be borrowed from
 - (a) Within the age group, from a lower division
 - (b) A one year lower age group or the same division or lower
 - (c) A two year lower age group from any division

The interpretation of this by – law applies to girls registered in either mixed or girls teams.

(e.g. U12 girl div 2 team cannot use U12 1st or U12G 1st)

- (6) A girl cannot be borrowed into mixed teams for U16 and higher unless:
 - (a) A request is made to the FSC Junior Football Council by the Club, at least 1 week before the match
 - (b) Permission in writing is obtained from the players' parent(s) or guardian(s) stating reasonsAND
 - (c) A report from a qualified Youth licence coach is provided which assesses the girls' suitability for that team and division, and includes comments on whether she has the strength, stamina or physique to play with other members of the team and against players of mixed gender in that age group.

Upon the request and the report, the FSC Junior Football Council shall make a determination on the registration and such determination shall be valid for the current season.



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- 34.4** A player who plays in a combined team, as per regulation 3.6, can only be borrowed to teams in his/her club and in accordance to the clauses in regulation 34.
- 34.5** Until U12 teams are graded into divisions then where a Club has 2 or more teams the "A" team is recognised as the stronger and higher team, the "B" team the next strongest & highest etc. This allows the "A" team to borrow "B" or "C" players etc. Similarly the "B" team can borrow "C" players etc.

However the reverse is not allowed i.e. a "B" team cannot borrow "A" players etc.

When U12 teams are graded into division then regulations 34.1, 34.2 applies

- 34.6** Initially all U12 teams are to be classed as fifth division, only for the purposes of using U12 players as substitutes in an U13 competition. Otherwise clause 34.2 applies. This rule will not be in effect when the U12 teams are graded into divisions during the competition.

34.7 Special Dispensation

- A** Upon application, the Junior Council may grant dispensation to this by – law to teams where player numbers are causing difficulties in maintaining reasonable team strength.
- B** The dispensation would cover the number of players borrowed, the grades to borrow players from and the borrowing from higher to lower grades of older age division players.
- C** Decisions will be reported in the Junior Council minutes and advised to the Club by letter. The team manager should retain a copy of the letter for proof of authorization to borrow.

35 BORROWING PLAYERS (U6 – U11)

As per regulation 9.5

36 REPLACEMENT OF PLAYERS - (U12 – U18)

(Borrowing players must comply with regulation 34)

- 36.1** In all competition matches five (5) players may be used as substitutes, all of whom must wear coloured bibs whilst on the sideline or in the dugout.
- 36.2** Unlimited interchanging of players is permissible at any time during the game in all age groups. The referee must be notified before interchanging a player(s).

For U/12's to U/18s, interchange procedures shall be as follows: -

- A** "Interchange zone" will be an area one metre either side of the halfway line.
- B** An interchange is one, which is made when the ball is out of play and for which the following conditions shall be observed:
- (i) The player leaving the field shall do so from sideline, crossing over at the section called the interchange zone.
 - (ii) The player entering the field shall also do so from the Interchange zone, but not until the player leaving the field has passed completely over the sideline.



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- (iii) A Player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon or not.
 - (iv) The interchange is complete when the player who was off the field hands the bib he/she was wearing to the player leaving the field, who then wears the bib until he/she goes back onto the field.
- C** The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field of play.
- D** If during an interchange, an interchange player enters the field before the replaced player has completely left it, the referee shall ensure the replaced player leaves the field, then caution the interchange player and then restart the game.
- E** If during an interchange, an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone, the referee shall caution the offending player.
- F** The interchanging of players will cease, at the completion of normal and extra time. If at this time penalty kicks are required to obtain a result then the players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchanging at this time is permissible.

37 REPLACEMENT OF PLAYERS - (U6 – U11)

As per the FFA small sided games regulations.

38 CORNER KICKS Under 12

- 38.1** Corner kicks in U12 mixed and U12 Girls grades shall be taken on the spot which MUST be marked 8 yards (7.32 metres) from the **PENALTY AREA** providing that it remains inside the field of play (taken from the normal corner)
- 38.2** Corner kicks U6 – U11 as per the FFA small sided games regulations.

39 GOAL KICKS AND FREE KICKS

- 39.1** Goal kicks and free kicks in U6 – U11 as per the FFA small sided games regulations.

40 COMPETITION POINTS, BYES and FORFEIT PENALTIES (U12 – U18)

- 40.1** Points shall be allocated as follows:

Win by forfeit	3 points and 3 – 0 result
Win by result	3 points
Draw	1 point
Loss	0 points
Loss by forfeit	0 points and 0 – 3 result

- 40.2** If a match has actually been played but declared a forfeit then a 3 - 0 result will be awarded to the opposition unless the match result has a greater goal difference.



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41 LEAGUE CHAMPIONS (U12 – U18)

The team with the largest amount of points at the end of the competition shall be declared League Champion. Should there be a tie on points then the following method shall apply: -

- (1) Best goal difference. If still tied then
- (2) Most goals scored.

This method will also apply in determining the top four teams.

42 SEMI FINALS, FINALS, GRAND FINALS (U12 – U18)

42.1 Qualification

The qualification for semi - finals shall be determined by the Competition Secretary for each division and published at the beginning of the season.

42.2 The Competition Secretary will decide the dates and venues by Round 15.

42.3 Method of Play

Unless the Competition Secretary advises otherwise, the following methods of play shall apply:

A 6 Team, 7 Team, 8 Team, 9 Team, 10 Team competitions

Semi Finals: 1 v 2 (Major) 3 v 4 (Minor)
Final : Loser of Major v Winner of Minor
Grand Final: Winner of Major v Winner of Final

B 4 Team competitions

Grand Final: 1st v 2nd

C 5 team competitions

Semi Final : 2nd v 3rd
Grand Final 1st v Winner of semi

D 11 team, 12 team, 13 team , 14 team or higher competitions

Semi Finals

Major Qualifying Semi Final: M1: 1st v 2nd (Both teams go through to the Qualifying Finals)

Minor Qualifying Semi Finals: M2: 3rd v 6th , M3: 4th v 5th (Winners go through to Qualifying Finals)

Qualifying Finals

Q1: Winner M1 v Lowest ranked winner of M2/M3

Q2: Loser M1 v Highest ranked winner of M2/M3

Grand Final: Winner of Q1 v Winner of Q2.



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E **Wet Weather Cancellations**

In the event of wet weather cancellations during semi – finals, then the draw will be amended as follows:

6 Team competitions and higher

Semi Finals: 1 v 4 (Q1) 2 v 3 (Q2)

Grand Final: Winner of Q1 v Winner of Q2

In the event of wet weather cancellations during finals or grand finals, then the spare weekend will be used.

F The winner of the Grand Final shall be declared Grand Champion and the loser shall be known as Grand Finalists.

42.4 **Player Eligibility**

A player is eligible to play for a team which qualifies if

(i) The player is registered for that team

OR

(ii) The player is from another registered team of that Club and meets the requirements of regulation 34

AND

(iii) Has played a minimum of 4 matches with the Club. (Byes and wet weather cancelled rounds excluded)

42.5 **Results of Matches**

A The winner of each match shall be determined by goals in normal time.

B In the event of a draw at the end of normal time, ten (10) minutes each way will be played in extra time (no half time). A five (5) minute break is to be taken between full time and the commencement of extra time. The winner of the match shall be determined by goals in extra time.

Note: Substitutions can be made during the period of extra time as per normal rules (regulation 36)

C In the event of a draw after extra time then the winner of the match shall be determined by kicks from the penalty mark as per Section 2: Procedures, Interpretations, and Additional Information from the Laws of the Game.

D At the conclusion of extra time, the players from each team on the field are the only players eligible to take the penalty kicks.

Laws of the Game Interpretation: If at the conclusion of extra time one team has finished with less than 11 players, both teams are to have equal number of players on the field prior to penalty kicks commencing. Goal keepers can be changed from the players who are on the field at the end of extra time.

E The Match Day Supervisor or a FSC Junior Council Member in attendance may enter the field prior to the penalty shootout commencing to assist the Match Officials in administering the Penalty Shootout.



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42.6 Duration of Matches

The length of matches shall be the same as in the League Competition but injury and stoppage time shall be included at the discretion of the referee.

42.7 Referee's Fees

In all matches the referee fees will be a 25% increase on normal rates. Both teams share equally in the costs of referee's fees, which must be paid on the day of the game.

42.8 Wet Weather

- A** Where cancellation of semi-finals, finals or grand finals becomes effective due to wet weather, it shall be the responsibility of the secretary or appointed official of the host Club to make that determination and notify the Competition Secretary by 7:00 AM on match day or the previous evening.
- B** In the event of ground cancellations due to wet weather on the spare weekend for the Grand finals then the Grand Champion will be the winner of the Major semi – final or the team who finished higher on the league championship, as determined from clause 2.18, from the winners of Q1 and Q2.

43 TROPHIES - LEAGUE and GRAND CHAMPION (U12 – U18)

- 43.1** Perpetual League and Grand Champion trophies shall be returned to FSC by the 1st June of each year. Clubs who fail to return trophies by this date will be fined \$20 per trophy. Clubs who fail to return trophies by 1st July will be fined \$100 per trophy and shall pay for a replacement trophy.
- 43.2** Loss or repairs to damaged trophies shall be paid for by the offending clubs. Such repairs are to be carried out before being returned by the due date.
- 43.3** Eighteen (18) trophies or medallions (at the discretion of the FSC Junior Football Council) per team can be purchased for League Championship and Grand Finals.

43.4 Presentations

League Champions and Grand Champions trophies will be awarded on the day after their playing commitments. Teams coming runner-up in Grand Championships will be presented a small memento on the day. All teams receiving trophies or mementos shall participate in presentations and not leave until all players have received their rewards.

44 MASS WALKOUT

- 44.1** Any team which causes a match to be terminated before its natural conclusion, through a mass walk out or refusal to allow play to continue shall be deemed to have committed a serious misconduct against FSC and shall be liable to such penalties as shall be determined by the FSC Junior Football Council and/or the FSC Board.
- 44.2** In such cases, the match shall be treated as a 0-3 loss against the guilty team, unless the score is greater at the time of the walk-off.



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45 ABANDONED MATCHES

- 45.1** When a match is not played or abandoned for any reason over which neither Football Club was responsible, the Match shall be replayed on a date to be arranged at the earliest reasonable opportunity by the Junior Councillors, if it has a bearing on semi-final positions.
- 45.2** In the event of a match being abandoned due to field invasion the Junior Councillors or the General Purposes Tribunal shall have the power to have the match replayed or to allow the result to stand.
- 45.3** When a Match is abandoned for any reason other than By-Law 45.1& 45.2, the Match may only be replayed by authority of the Junior Councillors.

46 PLAYER INJURIES

- 46.1** Each club is to ensure a fully equipped First Aid Kit is available at each home game.
- 46.2** When play is stopped for an injured player, then initially the coach or manager should go to the aid of the player when called upon by the referee.
- 46.3** Where possible the injured player should be taken from the field of play and receive treatment. This is only to occur if the player is able to move of his/her own free will. The consent of the player's parent or guardian should be obtained if he or she is in attendance. A stretcher should not be used.
- 46.4** If the injured player has sustained a serious injury and cannot be removed from the field of play then:-
- A** The first priority shall be the safety and well-being of the player.
- B** In competition rounds, play will be stopped suspended until the player is treated and removed. The Match Day Supervisor in consultation with the match referee will decide if the match can continue and be completed.
- C** In semi-finals, finals and grand finals, play will be suspended until the player is treated and removed. The Competition Secretary or Match Day Supervisor in consultation with the match referee will decide if the match can continue.
- D** Should the Competition Secretary or Match Day Supervisor, decide that the match is to continue and a team does not have seven (7) players to take the field the game shall be abandoned due to insufficient players.
- E** If the match is not completed then
- (i) The referee shall indicate the score and time when the match was stopped.
- (ii) The Match Day Supervisor/Competition Secretary shall complete an incident report indicating their decision and reason(s).
- (iii) If the game was abandoned due to insufficient team numbers then the Match Day Supervisor/ Competition Secretary must indicate this in the incident report.
- F** The Junior Councillors shall on receipt of the reports make a determination in relation to this fixture which can be to



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- (i) Replay the match OR
- (ii) Resolve that the score at the time the match is stopped will be the result OR
- (iii) Resolve that the match is deemed a forfeit if there were insufficient players to complete the match.

46.5 Injuries must be reported via the Incident/Injury report form.

47 SMALL SIDED GAMES (SSG)

SSG will be conducted for children in U6 to U11 age groups in accordance with the policies of FNSW and FFA.

The current SSG Football Handbook provided by the FFA will be used as the basis for all SSG's in particular; Small Sided Football Formats; Laws of Small Sides Football.

FSC has provided the following alterations or clarifications to these laws:

47.1 Offside

U6 – U9:

There is no off side in these age groups, but deliberately placing of players in an off side position is contrary to the spirit of the game and is to be discouraged.

U10 – U11:

As a part of the preparation for grading competitions the following years, off side shall be penalised as in accordance with the Laws of the Game (LAW 11). The referee shall be the sole judge and will award an indirect free kick for “obvious” and “active involvement” in the interpretation of off side.