



FOOTBALL  
QUEENSLAND

©TM



PS4  
NATIONAL

PREMIER LEAGUES

# *Football Operations*

# 2015 Rules



## **1. FACILITIES / GROUND CONDITIONS**

- 1.1. Each club must ensure their compliance with the published "Facilities Standards" as published in the application document.
- 1.2. Each club must take all reasonable steps to maintain its pitch in good condition throughout the season. Football Queensland may require a Club to take such steps as it may prescribe from time to time if it is not satisfied that the pitch is being maintained to an adequate and acceptable standard.
- 1.3. The home club must ensure;
- 1.4. The ground is correctly marked, including the technical area, in accordance with Law 1 of the FIFA Laws of the Game.
- 1.5. It provides suitable goal nets, safely fastened to the ground and corner flags;
- 1.6. It provides toilet and dressing room facilities for players and match officials that are hygienic and clean;
- 1.7. It has adequate refreshment / canteen facilities open to the public;
- 1.8. It provides a safe environment for players, officials and spectators.
- 1.9. Any club whose facilities do not meet the requirements specified may be liable to disciplinary action by Football Queensland.

## **2. THE TECHNICAL AREA**

- 2.1. Each club must have Technical Areas clearly marked as stipulated by FIFA guidelines and provide sufficient seating to allow all personnel to be seated during the match.
- 2.2. The technical area should be clearly marked out, extending no further than one (1) meter on either side (left and right) of the designated seating area (extra seats should be available for use in addition to permanent seating if necessary) and extends forward up to a distance of one (1) meter from the touch line.
- 2.3. For all matches played during the Regular Season and Finals Series, a maximum of eleven (11) persons are permitted to occupy the Technical Area for each Club during any fixture. This includes the five (5) named substitutes and up to five (5) registered Team Officials, plus the Clubs Technical Director (1).
- 2.4. Injured players are not to occupy the technical area, only players listed on the team sheet participating in the match and only the Team Officials wearing appropriate accreditation are permitted.

- 2.5. A Player or Team Official who is under suspension must not occupy a seat in the Technical Area.
- 2.6. Only one person at a time is authorised to convey tactical instructions to the players during the match and he must return to his position after giving these instructions.
- 2.7. The coach and other officials must remain within the confines of the technical area, except in special circumstances, for example, a team physio or doctor entering the field of play, with the referee's permission, to assess an injured player.
- 2.8. All substitutes must be seated within the technical area. Substitutes are permitted to warm up outside of the technical area, provided they are wearing bibs or an alternative coloured uniform to the team strip.
- 2.9. All occupants of the technical area must behave in a responsible manner. The referee has the right to eject any person from the technical area at any time as he/she sees fit. The game will not recommence until that person has left to the referee's satisfaction.
- 2.10. Smoking within the confines of the playing barrier fence is strictly prohibited. This includes the team bench within the technical area and all of its occupants.

### **3. LIGHTING**

- 3.1. Clubs wishing to host night fixtures during the season must submit field lighting audits as requested and have approval for competition play by Football Queensland to the standards as published in the Venue Standards document.
- 3.2. Recommendations for minimum football field lighting detailed in the Australian Standard AS2560 Part 2.3 "Lighting for Football" includes; Minimum Service Illuminance Lux (Average) 100 and Minimum Uniformity Ratio (Min: Ave) 0.5 for Competition.

### **4. MEDICAL**

- 4.1. All clubs must provide spectator and player medical support service during scheduled matches in compliance with the minimum standards of your licence agreement
- 4.2. Clubs will not be required to appoint separate individuals for each team within the league. For junior games (Under 12 – 16 Boys) and (Under 13 and 15 Girls) the requirement is to ensure adequate medical coverage is provided, by way of example, could be provided by a 'team' of sports trainers shared across all grades at the Host Club's venue. Clubs should refer to the schedule in their Licensing Agreement for the senior teams' requirements.

- 4.3. Clubs to advise visiting teams of services and procedures available upon arrival.
- 4.4. All sports trainers and physiotherapists must be registered with Football Queensland through MyFootballClub.
- 4.5. Failure to comply with this article will result in a fine of \$50 per breach.

### **Stretchers**

- 4.6. Clubs must ensure the availability of at least one stretcher suitable for first aid and emergency use at all fixtures, placed inside the barrier/fence in a safe and accessible position to first aid staff.

### **Ambulance Access**

- 4.7. Unrestricted access to the field of play shall be provided for Ambulance vehicles when required and be clearly signed.

### **Water Bottles**

- 4.8. For safety reasons, water bottles are not to be thrown either on or off the field.

### **Blood Ruling**

- 4.9. In the event a player suffers an injury or wound which results in the loss of blood, the match official will request that the injured player receive attention outside the field of play and only when he/she is satisfied that the injury or wound is safely covered and contained, will the player be permitted to rejoin the game.
- 4.10. In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change his attire before being permitted to rejoin the game.
- 4.11. Should the injured player be required to change his uniform, then the match official will show discretion in allowing the player to wear an alternative numbered shirt if necessary.

## **5. ADVERSE WEATHER**

- 5.1. If the Host Club considers that the field may be unplayable they must contact Football Queensland to arrange a ground inspection. Host officials should be mindful of travelling time for opposing teams on that day and seek early inspections to save on unnecessary travel.
- 5.2. When high temperatures occur on match day, the Match Referee, Match Commissioner or Football Queensland delegate may determine;
  - (a) To play the match under standard conditions;
  - (b) To play the match with provision for extra breaks for consumption of fluid;  
or
  - (c) To delay or postpone the match.

- 5.3. The decision to invoke these provisions should be based primarily on an assessment of the potential medical risk of playing in the heat to both Players and Match Officials,
- 5.4. All clubs, players, match officials and match commissioners are requested to please note the following when high temperatures occur on match day;
  - (a) If the temperature is 32° or above, water bottles should be made available and placed along the sidelines to enable any player to take a drink during the course of the game; *and*
  - (b) If conditions are considered extreme by the match referee, he or she has discretion to allow a two (2) minute break during the course of each half.
- 5.5. Any decision to play a match under altered match conditions can only be made with reference to the published Competition Regulations of this Operations Manual.
- 5.6. If, due to adverse weather, fixtures are postponed, the competing teams will be notified and a notice posted on the Football Queensland website [www.footballqueensland.com.au](http://www.footballqueensland.com.au)
- 5.7. Football Queensland will determine whether any postponed match will be rescheduled, reserving the right to record the result as a 0 – 0 draw.

## **6. TEAM OFFICIALS**

- 6.1. All Team Officials must be registered with Football Queensland and issued an identification Card which must be worn when performing specified duties.
- 6.2. All Team Officials must conduct themselves in accordance with the FFA Code of Conduct.
- 6.3. Football Queensland may impose disciplinary action upon such persons and Clubs, where it is found that Team Officials have breached the Code of Conduct.
- 6.4. Team officials are only covered by insurance provided the club has appointed and registered them. With regards to team trainers or medical staff, clubs should not use the services of any other person to treat players in regard to injuries, unless such persons have their own insurance coverage to safeguard themselves if any legal action is implemented as a result of treatment of injuries.

- 6.5. Team Officials must remain within the Technical Area and are required to wear a PlayStation 4 National Premier Leagues Identification Card at all times. Team Officials not wearing the appropriate identification will not be permitted to be situated in the Technical Area during the match and will be removed by match officials.
- 6.6. Team officials are responsible for ensuring players behave in an appropriate manner at all times before, during and after any match.
- 6.7. Team officials are not to argue or address any disagreements or comment direct to a referee. Any complaints should be directed to Football Queensland on club letterhead.
- 6.8. A Team Official can only enter the field of play when the referee indicates to do so.

## **7. GROUND OFFICIALS**

- 7.1. It is the responsibility of the home club to provide at least two (2) Ground Officials per field, in clearly identifiable uniforms for all PlayStation 4 National Premier Leagues matches.
- 7.2. Ground Officials are to identify themselves to match officials prior to the match, be visible at all times and one (1) must be designated to provide an escort to all match officials before kick-off, at half time and full time.

## **8. MATCH COMMISSIONERS**

- 8.1. Football Queensland may appoint Match Commissioners, an independent person of the two (2) participating clubs, to scheduled PlayStation 4 National Premier Leagues matches.
- 8.2. A Match Commissioner is required to submit a report to Football Queensland on the club/venue compliance with the Football Operations Manual and Match Day Standards.
- 8.3. Should a Match Commissioner report non-compliance, a Breach Notice may be issued to the club which must address and remedy the issues raised.

## 9. MATCH DAY INFORMATION

### Playing Time and Match Ball Size

9.1. The following will apply to all scheduled matches.

➤ Under 12	30 minutes each half – Size 4 Ball
➤ Under 13 (F)	30 minutes each half – Size 4 Ball
➤ Under 13	35 minutes each half – Size 4 Ball
➤ Under 14	35 minutes each half – Size 5 Ball
➤ Under 15 (F)	35 minutes each half – Size 5 Ball
➤ Under 15	40 minutes each half – Size 5 Ball
➤ Under 16	40 minutes each half – Size 5 Ball

*Ten (10) minutes half time break in these age groups.*

➤ Under 18 / Youth Men's	45 minutes each half – Size 5 Ball
➤ Youth / Open Women's	45 minutes each half – Size 5 Ball
➤ Senior Men's	45 minutes each half – Size 5 Ball

*Fifteen (15) minutes half time break in these age groups.*

9.2. The designated home team at each match shall ensure that a minimum of three (3) match balls are supplied to the Match Official prior to the commencement of the match to the Referee Room.

### Playing Strip

9.3. All clubs must nominate a "Main" playing strip and have available an "Alternate" strip. The alternate strip must comprise of different coloured shirts, shorts & socks from the nominated "Main" strip and must be worn, in whole or part of, by the away team when there is a clash of colours.

9.4. All strips must be approved by Football Queensland prior to the start of the season.

9.5. All first named clubs will be deemed the "Home" team and therefore will play in their nominated "Main" colours.

9.6. In the event there is a clash of colours (shirts, shorts or socks) with the visiting team, it will be the responsibility of the visiting team to change into all or part of their alternate strip unless otherwise authorised by Football Queensland.

### Player Equipment

9.7. It is the Match Referee's responsibility to ensure all players taking the field of play are wearing equipment that is safe to themselves and other persons.

9.8. All players must abide by the Laws of the Game in relation to wearing of shin pads, undergarments, undershorts and tape on socks.

## **Jewellery**

- 9.9. In accordance with FIFA 'Laws of the Game', a player is forbidden to wear any jewellery.

## **Captain Armbands**

- 9.10. Captain armbands must be worn at all times during Senior Men's and Open Women's matches. Captains leaving the field shall pass the armband to another player.

## **Referee Fees**

- 9.11. The designated home team at each junior match (Under 12 – 16 Boys) and (Under 13 and 15 Girls) will be responsible for the payment of the advised match official fees on the day of the match.
- 9.12. Match official fees for the Under 18 male, Youth Men's, Youth Women's, Open Women's and Senior Men's PlayStation 4 National Premier Leagues matches will be paid by Football Queensland in the first instance and then re-invoiced to clubs.

## **Interchange of Players**

- 9.13. For all Junior PlayStation 4 National Premier Leagues matches (Under 12-16 Boys), and (Under 13 and 15 Girls) any of the listed players may be replaced at any time for any reason.
- 9.14. If replaced, a player may again resume play in that particular match.
- 9.15. The player interchange can be made for the full allocated minutes per half.
- 9.16. Only players' names listed on the team sheet before the match commences are permitted to take part in the match.
- 9.17. All interchanges can only occur at a break in play with the approval of the referee and must take place at the halfway line.
- 9.18. All interchanges made at half time must enter the field from the half way on the referees signal just prior to kick off of the second half.
- 9.19. All interchange players must be seated within the technical area.
- 9.20. Interchange players are permitted to warm up outside of the technical area, provided they are wearing bibs or an alternative coloured uniform to the team strip.



## **Substitution of Players – Under 18 Boys & Youth Women**

- 9.21. For all PlayStation 4 National Premier Leagues Under 18 (male) and Youth (female) matches each team can make up to five (5) substitutions (including a goalkeeper) with no more than five (5) substitutes listed.
- 9.22. All players' names listed on the team sheet must be given a minimum of thirty (30) minutes playing time in the match. Goalkeepers are exempt from this regulation.
- 9.23. A player who is substituted may return to play in the event of an injury to another player.
- 9.24. Only players' names listed on the team sheet before the match commences are permitted to take part in the match.
- 9.25. All substitutions can only occur at a break in play with the approval of the referee and must take place at the halfway line.
- 9.26. All substitutions made at half time must enter the field from the half way on the referees signal just prior to kick off of the second half.
- 9.27. All substitute players must be seated within the technical area.
- 9.28. Substitute players are permitted to warm up outside of the technical area, provided they are wearing bibs or an alternative coloured uniform to the team strip.

## **Substitution of Players**

- 9.29. For all Senior Men's, Open Women's and Youth Men's PlayStation 4 National Premier Leagues matches each team can make up to three (3) substitutions (including a goalkeeper), with no more than five (5) substitutes listed on the team sheet.
- 9.30. Only players' names listed on the team sheet before the match commences are permitted to take part in the match.
- 9.31. Rules 9.24, 9.25, 9.26, 9.27 and 9.28 will also apply.

# **10. MATCH DAY FORMS AND REPORTS**

## **Team Sheets**

- 10.1. All team sheets are to be completed online via Fox Sports Pulse
- 10.2. Both the Home and Away Teams must make their player selection in Fox Sports Pulse no later than 2.00pm on the Friday prior to the scheduled weekend fixture, or 2.00pm on the day prior to a midweek fixture. Failure to comply will result in a \$25 fine per breach.

- 10.3. Clubs are required to note the shirt number of each Player in Fox Sports Pulse. This information appears automatically next to the Player's name on the team sheet.
- 10.4. Each Club will be responsible for printing and providing two team sheets to their teams, from Fox Sports Pulse for Match Day.
- 10.5. Any changes to the Player selections post the Friday deadline must be manually noted on the printed copy of the team sheet. This can be done by putting a line through the name of the *unavailable* player and writing the replacement player's name on the team sheet.
- 10.6. The printed team sheet must be handed to the Referee at least 30 minutes before the scheduled kick off time.
- 10.7. Changes to the team sheet will be permitted any time until ten (10) minutes prior to kick off, at which point the following will apply:
  - (a) Should a listed Player be removed from the starting line up, that player may only be replaced by a Player listed as a substitute on the team sheet. The former starting Player may then be listed as a replacement. However, no other player may be added to the team sheet to replace the former substitute player.
- 10.8. The number on the back of the Player's jersey will correspond to the numbers on the team sheet handed to the Referee before the commencement of the match. There must be no change of numbers from ten (10) minutes prior to or during a Match (this includes goal keepers). The only exception to rule 10.8 is when 4.10 and 4.11 apply.
- 10.9. A maximum of **sixteen (16)** Players can only be listed on the team sheet
- 10.10. In all grades, team sheets, signed by the respective Team and Match Officials, must be emailed (in the first instance) by the Home Club to email address: [wendya@footballqueensland.com.au](mailto:wendya@footballqueensland.com.au) to arrive no later than **10am on Monday** following the weekend's match, or 48 hours following a mid-week match. The Host Club is to send the 'original' team sheets to Football Queensland to arrive no later than **10am on Wednesday** following the weekend's match or 72 hours following a mid-week match. If Football Queensland does not receive the Team Sheets as specified above, the Home Team will be fined for failing to submit their team sheets on time (\$5 per team sheet)
- 10.11. When a match is forfeited, the team sheet will be endorsed accordingly by the Referee
- 10.12. Ineligible Player protests must be directed to Football Queensland via email to [wendya@footballqueensland.com.au](mailto:wendya@footballqueensland.com.au). Please note that this is not the Match Officials responsibility. For Player eligibility refer to rule 3.7 of the Registrations Manual.

- 10.13. A Team Official from both the home and away Club is to sign the team sheet at the completion of a match to confirm that the information is correct, including the Players listed, Match Officials listed, players cautioned or expelled, and that the listed half time and full time scores are correct. Each manager must sign and collect one (1) copy of the opposition's team sheet from the match officials. The Home Club will collect one copy of the home and away teams team sheets and are responsible for ensuring they meet the requirement of Rule 10.10. Any changes made to the team sheet should be initialled by both club representatives. There will be **no** appeal against the score line shown on a team sheet or the recipients of infringements issued on a team sheet once it is received by Football Queensland.
- 10.14. Clubs must indicate all Shadow, Up-graded and Over-age Players on the team sheet by marking the registered age group / club against all relevant players
- 10.15. Unless otherwise stated in the Grievance and Disciplinary Regulations, or in these Regulations, a Player listed on the team sheet for games played with Interchange will be deemed to have participated in the match.
- 10.16. The Home Club team appears first on the team sheet (left side)
- 10.17. Clerical errors by either team on the team sheet may result in a fine. Clerical errors include, but are not limited to failing to endorse Shadow, Over-age, Up-graded players, duplicate shirt numbers, incorrect shirt numbers and failing to sign a team sheet.

### **Match Result Reporting**

- 10.18. For all PlayStation 4 National Premier Leagues matches, each Club will be responsible for entering the results of the Match/s online into Fox Sports Pulse, no later than 90 minutes following the conclusion of the days matches.

Clubs are required to enter the following information when reporting results for all grades;

- (a) Halftime and Fulltime Score;
- (b) Goal Scorers; and
- (c) Infringements Issued

- 10.19. Failure to comply with any part of this article will result in a fine of \$25 per breach.

### **Cautions and Expulsion Fines**

- 10.20. Clubs will receive the following automatic fines for cautions and expulsions received by their players in the PlayStation 4 National Premier Leagues Competitions.
- (a) When five (5) or more Players are cautioned in the same match a fine of \$50 will apply
  - (b) Players expelled from the field of play will incur a fine of \$25

- (c) When three (3) or more Players from the same team are expelled in the same match a fine of \$75 will apply

## 11. MEDIA REPORTING

- 11.1. Media Guidelines have been put in place to ensure appropriate game coverage of the PlayStation 4 National Premier Leagues competitions. Refer to 2015 Media Operations Manual.
- 11.2. Breach of Media Protocol, including but not limited to; promotions, media announcements, media interview, media conference, new player signing announcements, social media or score update protocols will incur a fine of \$50.00.
- 11.3. Failure to deliver Match Day Media Operations Requirements will incur a fine of \$100.00.

## 12. FINES

- 12.1. Some aspects of these regulations incur fines for Breaches in the PlayStation 4 National Premier Leagues competitions. The table of offences is outlined below:

Offence	Fine Imposed
Misconduct / Bringing the Game into Disrepute	Amount determined by Football Queensland
Ineligible / Unregistered Player	\$250.00
Team Forfeits / Withdrawal – after drawing of fixtures	Amount determined by Football Queensland
Failure to forward Match Sheets as defined in the Rules of Competition (per fixture)	\$5.00
Failure to meet Sports Medicine Requirements (per Breach)	\$50.00
Failure to pre-select teams in Fox Sports Pulse (per fixture)	\$25.00
Failure to record fixture results in Fox Sports Pulse (per fixture)	\$25.00
Five or more players cautioned in the same match (per fixture)	\$50.00
Expulsion (per offence)	\$25.00
Breaches of Media Protocol (Per Breach)	\$50.00
Failure to deliver Match Day Media Operations Requirements (Per Breach)	\$100.00