



FOOTBALL
QUEENSLAND

©TM



PS4
NATIONAL
PREMIER LEAGUES

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NATIONAL
PREMIER LEAGUES

Registrations

2015 Rules



1. PLAYER REGISTRATION

- 1.1. Players participating in the PlayStation 4 National Premier Leagues may be registered as Amateur Players or Professional Players in line with the National Registration Regulations (NRR).
- 1.2. Clubs are required to record the status of each Player on MyFootballClub (MFC) by having the player self-register as either an Amateur or Professional.

Amateur or Professional Player

- 1.3. A Professional is a Player who has a written contract with a Club, under which he or she is paid to play football at that Club.
- 1.4. An Amateur is any player that is not a Professional. A Club may pay or reimburse a Player any expenses incurred by that Player without affecting the amateur status, including travel, kit, equipment or insurance premiums. If however, an Amateur Player is paid or reimbursed more than \$100 per week by a Club, the onus is on that Club to satisfy Football Queensland that the amount paid accurately reflects the expenses incurred by that Player. If the Club fails to satisfy this onus, that Player will be deemed to be a Professional.

Reacquisition of Amateur Status

- 1.5. A Player registered as a Professional cannot re-register as an Amateur until at least thirty (30) days after his or her last match as a Professional.

Process for Registration of an Amateur

- 1.6. All Amateur Players must be registered via the MyFootballClub system. The registration of an Amateur Player with a Club is effective from the date the individual is made active by the Club within the National Online Registration system.
- 1.7. The registration can be effected through;
 - (a) The Player self-registering via the MyFootballClub system and the Club accepting the Player's Registration.
 - (b) If a Player is registering for the first time, that Player must provide the Club with evidence of name and age, by producing an original birth certificate, passport or driver's licence.
- 1.8. Amateur Players are permitted to register at any time. However, they are not permitted to re-register with another club in the PlayStation 4 National Premier Leagues after 30 June 2015.

Application Process for Registration of a Professional

- 1.9. A Player is eligible to be registered with Football Queensland as a Professional with a Club only if the Club with which the Player wishes to be registered has lodged with Football Queensland:
- (a) An original Professional Player contract signed by the Club and the Player seeking to be registered; and
 - (b) The application is lodged during the prescribed registration period

The player must self-register via the MyFootballClub system

- 1.10. The registration of a Professional Player with a Club is effective from the date of registration on the prescribed form and continues in accordance with the Professional Player's Contract.
- 1.11. Professional players may only be registered during one (1) of the two (2) Registration Periods each year. In 2015, the first period runs from 2 February to 27th March 2015. The second period runs from 8th June to 3rd July 2015.
- 1.12. Football Queensland may register a Professional Player outside the Registration Periods only if:
- (a) That Player is not bound by a Professional Player Contract before the expiry of the Registration Period;
 - (b) That Player is a goalkeeper and Football Queensland is satisfied that the Club has a justifiable reason for the request and has provided appropriate evidence;
 - (c) Football Queensland is satisfied in its absolute discretion that exceptional circumstances exist, including if a Player is seeking registration arising out of the termination of the Participation Agreement of his or her former Club or he or she has terminated his or her Standard Player Contract for Just Cause; or
 - (d) That Player is a Replacement Player.
- 1.13. Unless cancelled earlier, registration is effective from the date of active registration until 31st December 2015.

Application Process for Registration of an International Transfer

- 1.14. This section applies to all Players whose last registration (current or otherwise) is held with an overseas Club. This is inclusive of Players who are permanent residents or Citizens of Australia.
- 1.15. If a Player was previously registered with an International Club, Football Queensland and FFA need to request an International Transfer Certificate from the National Association of that International Club. In accordance with FIFA Statutes, FFA is only able to request an ITC from another National Association during the Registration Periods for FFA, as specified in FIFA TMS.

- 1.16. Football Queensland cannot register a Professional Player unless and until the ITC is received. If FFA does not receive a response to:
- (a) For a Professional Player, an ITC request is made via FIFA TMS, and then within fifteen (15) days, the Player may immediately be registered on a provisional basis in accordance with FIFA Statutes
 - (b) For an Amateur Player, an ITC request is made and within thirty (30) days, the Player may immediately be registered on a provisional basis in accordance with the FIFA Statutes.
 - (c) An ITC is not required for a Player under the age of 12 years.
- 1.17. It is the Clubs responsibility to ensure an ITC has been received prior to fielding the Player in a match.
- 1.18. On fulfillment of all requirements, the Player can be added to the club's Player Roster.

Application Process for Registration of Team Officials

- 1.19. All Team Officials who are appointed to Teams including, Coaches, Physiotherapists, Team Managers and gear stewards etc must self register using the MyFootballClub system.
- 1.20. The registration can be affected once the Club accepts the Team Officials' registration.

Submission of Registrations

- 1.21. All registrations to be processed prior to a weekend fixture must be completed via MyFootballClub no later than 10.00am on a Friday morning preceding the weekend's matches.
- 1.22. All Clubs must submit approved registrations for all players and officials on the 'Player Roster' as listed in these Competition Regulations.

Player De-Registration

- 1.23. An Amateur / Professional Player may be de-registered by applying to de-register via the MyFootballClub system, which will notify the Club and Football Queensland of the Player's intention to de-register.
- 1.24. If a Club no longer wants an Amateur / Professional to play for the Club that Club needs to apply to de-register that Player via the MyFootballClub System. This will notify the Player and Football Queensland of the Clubs intention to de-register the Player.
- 1.25. The de-registration is effective:
- (a) When the other party (i.e. Club or Player as the case may be) has confirmed the notification or cancellations;
 - (b) Amateur Players: seven (7) days from the date the Player requested the de-registration in MyFootballClub system unless a grievance has been initiated with Football Queensland;

(c) Professional Players require mutual termination for the de-registration to be processed. If only one party has lodged a request, a grievance will be required to be lodged.

- 1.26. Any disputes relating to Player de-registration will be settled in accordance with the FFA Grievance Resolution Guidelines and Football Queensland Grievance and Disciplinary Guidelines.

2. PLAYER INSURANCE

- 2.1. Player Injury and Associated Liability Insurance cover is taken out by Football Queensland. Policy details and claims procedures are available on the Football Queensland website www.footballqueensland.com.au or the Gow Gates Sports website: <http://www.gowgatesport.com.au/football/>

3. PLAYER ELIGIBILITY

- 3.1. An eligible Player is one that meets all registration requirements within these regulations.
- 3.2. The registration of a Player with a Club is effective from the activated date of registration as entered on the MyFootballClub registration system.
- 3.3. The eligibility of a player to participate in a PlayStation 4 National Premier Leagues match is finalised upon receipt and approval of all necessary clearances by Football Queensland.
- 3.4. A player is eligible to play in a PlayStation 4 National Premier Leagues match, provided he or she has been registered in line with Football Federation Australia National Registration Regulations and Football Queensland Registration Procedures and Guidelines, and is not under suspension by Football Queensland or any other Federation.
- 3.5. A registered player is eligible to take part in a PlayStation 4 National Premier Leagues match provided their name appears on the team sheet prior to the commencement of the match.
- 3.6. Any club who fields an ineligible player will automatically be deemed to have lost the match and be fined \$250.00. In the case of loss of points, the opposing team will be awarded the full points and be deemed to have won the match by a score of three (3) goals to nil (0) or the actual goal difference, whichever is greater.
- 3.7. Additionally the Club, Team Official/s and Player must be further sanctioned in accordance with the Football Queensland Grievance and Disciplinary Regulations.

Ineligible Players include:

- (a) Unregistered Players
- (b) Suspended Players
- (c) A Player who plays out of his or her age group without the approval of Football Queensland
- (d) A Player who participates in the match but is not listed on the team sheet
- (e) A Player who is suspended for accumulating a specified number of cautions
- (f) A Player that has been expelled from a match on the day/s prior to the match but before an infringement notice has been issued
- (g) A Player that has been expelled from a match on the same day as the match but played early in the day
- (h) A Player that is deemed ineligible due to any article of these Regulations and the Football Queensland Grievance and Disciplinary Regulations

For clarity, it is the Clubs absolute responsibility to ensure that they field eligible Players in any match.

- 3.8. Players participating in junior PlayStation 4 National Premier Leagues teams (Under 12 – Under 16), (male) must be attaining the respective age during the year the competition is held, unless exemption is obtained from Football Queensland.
- 3.9. Players participating in Under 18 PlayStation 4 National Premier Leagues teams (male) must be attaining the age of seventeen (17) or eighteen (18) during the year the competition is held, unless exemption is obtained from Football Queensland.
- 3.10. Players participating in Youth and Senior Men's PlayStation 4 National Premier Leagues teams must, as a minimum, be attaining the age of seventeen (17) during the year the competition is held, unless exemption is obtained from Football Queensland.
- 3.11. Players participating in Junior PlayStation 4 National Premier Leagues teams (Under 13), (female) must be attaining the minimum age of twelve (12) and a maximum age of thirteen (13) during the year the competition is held, unless exemption is obtained from Football Queensland.
- 3.12. For Players participating in Junior PlayStation 4 National Premier Leagues teams (Under 15), (female) must be attaining the minimum age of fourteen (14) and a maximum age of fifteen (15) during the year the competition is held, unless exemption is obtained from Football Queensland.
- 3.13. Players participating in Youth and Open Women's PlayStation 4 National Premier Leagues teams must, as a minimum, be attaining the age of sixteen (16) during the year the competition is held, unless exemption is obtained from Football Queensland.
- 3.14. The Queensland Academy of Sport / Brisbane Roar may, under FFA directives, field teams in the PlayStation 4 National Premier Leagues exempt from Clauses 3.8, 3.9 and 3.10.

- 3.15. A maximum of five (5) players over the age of twenty (20) years may play down into the Youth Men's competition in any one match, provided they are registered with that club.
- 3.16. A maximum of three (3), players (two (2) outfield players plus one (1) goal keeper) over the age of twenty (20) years may play down into the Youth Women's competition in any one match, provided they are registered with that club.

Relative Age Effect (RAE)

- 3.17. Players must play in their designated age group as determined by date of birth unless exceptional circumstances apply. Exceptional circumstances are defined as identified players who participate at State or National level competitions.
- 3.18. Players considered to be in exceptional circumstances must be assessed by the PlayStation 4 National Premier Leagues Club Technical Director and a submission made to the Football Queensland State Technical Director for approval. .
- 3.19. To ensure that the principles are being maintained ALL Players that have been given '*exceptional circumstances*' status must be re-assessed during the season.
- 3.20. Re-assessment may result in the withdrawal of the exceptional circumstance status, at which time the Player will be required to play in their actual age group.
- 3.21. This movement will be permitted without impact on the Players currently registered to that age group (i.e. another player would not need to be de-registered to make way for the RAE player).

4. Player Roster and Squad Numbers

Senior Men's

- 4.1. During the PlayStation 4 National Premier Leagues season, a Senior Men's team must have twenty (20) players registered at any one time which also satisfies the requirements of the published Player Points System.
- 4.2. A permanent shirt number is to be allocated, from numbers 1 to 20, to each player on a Club's Player Roster.
- 4.3. Goalkeepers are to be allocated numbers 1 and 20 exclusively.
- 4.4. Replacement Players should be allocated the shirt number of the Player they replace.

- 4.5. Each club will maintain a Player Roster, listing all current registered players, which will be updated and sent to Football Queensland as changes are made.

Youth Men's

- 4.6. During the PlayStation 4 National Premier Leagues season, a Youth Men's team must have a minimum of twelve (12) players registered at any one time. Youth Men's teams can have a maximum of twenty (20) players registered.
- 4.7. A permanent shirt number is to be allocated to each player on the Club's Player Roster.
- 4.8. Goal Keepers are to be allocated numbers 1, 16 or 20 depending on the number of players recorded on your Player Roster unless exemption is obtained from Football Queensland.
- 4.9. Rules 4.4 & 4.5 will also apply.

Under 18 Boys

- 4.10. During the PlayStation 4 National Premier Leagues season, an Under 18 Boys team must have a minimum of sixteen (16) players registered at any one time. Under 18 Boys teams can have a maximum of twenty (20) players registered.
- 4.11. Rules 4.4, 4.5, 4.7 & 4.8 will also apply.

Open Women's

- 4.12. During the PlayStation 4 National Premier Leagues season, an Open Women's team must have a minimum of fourteen (14) players registered at any one time. Open Women's teams can have a maximum of twenty (20) players registered.
- 4.13. Rule 4.2, 4.3, 4.4 & 4.5 will also apply.

Youth Women's

- 4.14. During the PlayStation 4 National Premier Leagues season, a Youth Women's team must have a minimum of fourteen (14) players registered at any one time. Youth Women's teams can have a maximum of twenty (20) players registered.
- 4.15. Rules 4.4, 4.5, 4.7 & 4.8 will also apply.

Junior Boys and Girls

- 4.16. During the PlayStation 4 National Premier Leagues season, all Junior Teams (Under 12 – Under 16) male and (Under 13 and Under 15) female, must have a minimum of fifteen (15) players registered at any one time. All junior teams are permitted to have a maximum of sixteen (16) players registered.

- 4.17. Shadow players should be issued with their own shirt number, however if this is not possible then the replacement player should wear the allocated number of the player they are replacing.
- 4.18. Rules 4.4, 4.5, 4.7 & 4.8 will also apply.

5. PLAYER MOVEMENT

Junior boys and girls

- 5.1. The following conditions apply to player movement between competitions.
 - (a) For Junior boys (Under 12 – Under 16) and girls (Under 13 and Under 15) teams, a maximum of seven (7) Shadow Players are permitted per age group (which must include one (1) Goal Keeper). The Shadow Players must be registered on a PlayStation 4 National Premier Leagues club's Player Roster and may only participate in PlayStation 4 National Premier Leagues matches for that particular club. Shadow Players must be registered to a community club from within the PlayStation 4 National Premier League catchment area.
- 5.2. Shadow Players cannot take the place of a registered full time squad member. Shadow Players can only be used with a PlayStation 4 National Premier Leagues team that have less than thirteen (13) registered players available to play.

Youth Women's

- 5.3. Rules 5.1. & 5.2. will apply.

U18 Boys, Youth & Senior Men's and Open Women's

- 5.4. Players registered to a Community Football Club in another competition are not eligible to be borrowed to play for PlayStation 4 National Premier Leagues Clubs. To be clear, PlayStation 4 National Premier Leagues are not allowed to borrow from their catchment clubs' *'shadow player'* list.
- 5.5. PlayStation 4 National Premier Leagues Youth Women's teams may borrow players from their catchment clubs' *'shadow player'* list.

6. REPLACEMENT PLAYER

Senior Players

- 6.1. A Club in the Senior Men's PlayStation 4 National Premier Leagues competition may apply to Football Queensland to remove a Player's name from the Player Roster and register a replacement player in the following circumstances:
 - (a) A Player is injured and will be unable to play for more than four (4) weeks;
 - (b) An Amateur Player cancels his or her registration with the club;
 - (c) A Club and Professional Player mutually terminate a Standard Professional Player Contract during a registration period;

- (d) A player is to be promoted (casually or permanently) to the senior squad from the club's Under 18 or Youth Men's (male) Youth Women or Open Women's (female) squads.
 - (e) Exceptional circumstances that may prevent a club from fielding a team, reasonable squad numbers or specialist goalkeeper in a scheduled match.
- 6.2. Upon approval, the Replacement Player will be registered and the club will send a confirmation by way of an updated Football Queensland Player Roster. The Player Roster must not exceed maximum points allowed by the Player Points System.

Youth Players (Male)

- 6.3. Players who will be attaining the age of 17 years during the year the competition is held are eligible to play for their registered club's senior team.
- 6.4. Such players who participate in a senior match are deemed to be part of the Playing Roster of the club and the club must meet the requirements of the Player Points System.

Long Term Injury List

- 6.5. Should a Club seek to remove a Player's name from the Player Roster and to include it on the Long Term Injury List, the following steps will apply:
- (a) The Club must submit a written application including the verification and signature of the Club's Medical Advisor, supporting medical evidence and the period of time that a Player is to be placed on the Long Term Injury List.
 - (b) Football Queensland may approve or disapprove the application or request further medical evidence.
 - (c) If approval is provided by Football Queensland, the injured Player is from the date of Football Queensland's approval deemed to be included on the Long Term Injury List for the duration of the injury period specified by Football Queensland.
 - (d) The Club may submit the registration of a Replacement Player to cover for that period of time.
 - (e) Upon approval, the Replacement Player will be registered and the club will send a confirmation by way of an updated Football Queensland Player Roster.
 - (f) For Senior Men's teams the Player Roster must not exceed maximum points allowed by the Player Points System.
- 6.6. At the conclusion of the Injury Period, a Club must apply to Football Queensland for either:
- (a) The transfer of the injured Player back to the Player Roster; or
 - (b) the injured Player to remain on the Long Term Injury list for a further specified period provided that in each case the Club's Medical Advisor certifies that the Player has not recovered from his or her injury, illness or incapacity sufficiently to allow the Player, having due regard to his or her health and safety, to play in a match.

- 6.7. If Football Queensland approves the transfer of the injured Player back from the Long Term Injury List to the Player Roster the injured Player is deemed to be included in the Player Roster from the date of Football Queensland's approval.
- 6.8. If Football Queensland approves the application for the injured Player to remain on the Long Term Injury List he remains on the Long Term Injury List from the end of the Injury Period for the further period approved by Football Queensland.

Replacement Player

- 6.9. In the event that a Club removes a Player from its Player Roster in accordance with Clause 6.1, the Club may register a Replacement Player.
- 6.10. The registration of a replacement Player must not cause the club to exceed the maximum points allocated in the Player Points System.
- 6.11. Club may also apply to register a Replacement Player in the case of exceptional circumstances. In determining whether a Club will be granted permission to register a Replacement Player, Football Queensland will take into account such factors as:
 - (a) The number, extent, and expected duration of injuries the Club is experiencing;
 - (b) The number and duration of unavailability of Players as a result of illness;
 - (c) The availability of appropriate replacements from the Club Roster; and
 - (d) Any other factor considered by Football Queensland to be relevant.
- 6.12. If Football Queensland finds that exceptional circumstances exist and approve the registration of the Replacement Player;
 - (a) Football Queensland will specify the maximum period for which the Club may engage the Replacement Player;
 - (b) The Club may register a player as the Replacement Player for a period not exceeding the Replacement Period;
 - (c) The Replacement Player is entered on the Club's Player Roster for the duration of the Replacement Period; and
 - (d) The Club is deemed not to be in breach of the maximum roster requirement under Clause 4.1.

7. PLAYER POINTS SYSTEM (PPS) – PS4 National Premier Leagues Senior Men’s

- 7.1. In keeping with the PlayStation 4 National Competitions Review and the objectives of the PlayStation 4 National Premier Leagues, a Player Points System will be used to regulate player eligibility to participate in the senior Men’s PlayStation 4 National Premier Leagues.
- 7.2. The maximum points total for a twenty (20) player Senior Men’s squad in the 2015 PlayStation 4 National Premier Leagues Competition is **200**.
- 7.3. Football Queensland will work with the clubs prior to the season commencing to ensure that the Club registrations meet the cap requirements.
- 7.4. Clubs are required to submit a preliminary Player Points Report on the official form, by email to wendya@footballqueensland.com.au no later than 5.00pm on Friday, 23rd January 2015.
- 7.5. Clubs are required to submit a final Player Points Report on the official form, by email to wendya@footballqueensland.com.au no later than 5.00pm on Thursday, 26th February 2015.

8. VISA PLAYERS (Senior Men’s only)

- 8.1. If the player’s country of birth is not Australia, clubs must check the Player’s residential/visa status prior to registration. Clubs must abide by all regulations as advised by Football Federation Australia and Football Queensland.
- 8.2. For the 2015 season, clubs are permitted to have a maximum of two (2) visa players in their senior first team squad counted towards the Player Points System.
- 8.3. Any player who is not an Australian Citizen, or does not have Permanent Residency status, is considered a Visa Player. In 2015 this will include players originating from New Zealand.