



FFSA COMPETITION OPERATING REGULATIONS

**Specific to Community Senior Women's and Junior Girls
Competitions**

Amended and Updated

March 2016

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Application

These Competition Operating Regulations specify the requirements and regulations specific to the Community Senior Women's, Junior Girls, Cup Competitions and MiniRoos competition's conducted by FFSA. These regulations are to be implemented in conjunction with the FFA Statutes and Regulations and FFSA Competition Rules and Regulations.

In the event of inconsistency between these regulations and any other FFA or FFSA regulations, the interpretation will prevail in the following order;

- i) FFA Statutes
- ii) National Registration Regulations
- iii) National Disciplinary Regulations
- iv) FFSA Competition Rules and Regulations
- v) These Regulations

Scope

These regulations apply to participating teams, players and officials participating in the Mini Roos, Junior Girls and Community Senior Women's League and Cup Competitions.

1. Membership Application

- a. All clubs that are affiliating a new team must ensure that no more than 50% of their players have not been registered with another FFSA girls and/or women's team in the past two years. Of this 50% no more than five players may come from one particular club. The FFSA will have the discretion to permit a new team entry into the competition if it does not meet this rule based on exceptional circumstances.
- b. Clubs can nominate to be placed into Divisions 3-5 and the Collegiate League. Entry into Division 1 and 2 is via promotion and relegation. All decisions on final placement of teams will be at the discretion of the FFSA and will be dependant upon nominations each year.
- c. To be eligible to enter in to the Women's Collegiate League a club must:
 - i. be affiliated to a South Australian Educational Institution
 - ii. have a name affiliation to that Educational Institution
 - iii. provide an opportunity for old scholars from that institution to participate with the team.

2. Registration and Movement of Players Mid-Season

- a. A player may cancel their amateur registration by completing the online cancellation process through myfootballclub. The club must complete the Cancellation of the player on line by ticking the cancellation acceptance within 7 days.
- b. If the player is unfinancial with the club, the club must notify FFSA within 7 days or the cancellation will be approved.

- c. Once the club has accepted the request online, the player's registration will be cancelled with their previous club by FFSA.
- d. Once a player's registration has been cancelled with their previous club, the player must register online via myfootballclub with their new club within the specified timeframe.
- e. A player may register for a maximum of three clubs during the period of 1 January – 31 December. However during this period, a player is only eligible to play in matches for two clubs.

Example

Jane registers for Club X at the commencement of the season but decides she is not suited to the club. She has not played in any games for the club. She then moves to Club Y and plays a few games for the club but again decides to leave the club, because she did not play any games for Club X she is still eligible to register and play with another club. If she had played games with Club X she would not be permitted to play for another club.

- f. The deadline for all mid-season movement of an amateur player is June 30 of each season. Any requests after this date will be at the absolute discretion of the FFSA.

3. Registration of W-League Players

- a. Definitions
 - i. A W-League Player is defined as a player that received a contract in the W-League the year preceding the year of registration.
 - ii. A player is classed as a home grown player if the player was registered with the current club "the home club" prior to being selected into the W-League team.
 - iii. A player is classed as a free player if she has never been registered with a FFSA Girls and Women's Club.
- b. Clubs' Entitlement to Register Players
 - i. A Club is eligible to register a maximum of three (3) W-League Players.
 - ii. If a club has more than three home grown players selected in the W-League Squad, the club is entitled to register all of these players. However the club is not permitted to register any additional W-League players Clubs should therefore give careful consideration to those players they wish to register.

Example

If a Club has four home grown players that are W-League Players, that Club may register all of these players but cannot recruit any additional W-League Players.

If a Club only registers two of its four home grown players and decides to recruit another W-League player, that Club may register all three of these players but is not permitted to then register the two home grown players that they did not initially register during this season. The following season the club may still register all four of its home grown players but would not be permitted to register the player recruited in the previous year. If the club chooses to register the recruited player, then the club would only be permitted to register two home grown players.

4. Registration of National Training Centre Scholarship Holders

- a. Definitions
 - i. An NTC Scholarship holder is a player that has been awarded an NTC Scholarship to participate in the women’s football program for that season.
 - ii. A player is classed as a home grown player if the player was registered with the current club “the home club” the season prior to receiving a scholarship. EG: If a player is playing with Club X in 2015 and receives a scholarship in 2016 they will be considered a home grown player to Club X.
 - iii. A player is classed as a free player if she has never been registered with a FFSA Girls and Women’s Club.
- b. Clubs’ Entitlement to Register Players
 - i. A Club is eligible to register a maximum of three (3) NTC Scholarship players once they have completed their scholarship. Such players should in the first instance be home grown players. Where a club does not have three home grown players they may be permitted to recruit from players that were NTC Players.
 - ii. If a player is both a NTC Player and a W-League Player, the player will be classed as a W-League player for the purpose of this process.
 - iii. If a club has more than three home grown players that have completed their scholarship, the club is entitled to register all home grown players.
 - iv. If a club has three or more home grown players, the club is not permitted to register any additional players that have completed their NTC Scholarship in the same year.

5. Guest Players

- a. A team that participates in the Junior or Community Leagues may register a player as a guest player if:
 - i. The player has not previously been registered with a girls and/or women’s club or
 - ii. The player has not been registered with a girls and/or women’s club in the previous season. For example if the player was not registered in 2015, they would be eligible to be a guest player in 2016
- b. A guest player can play a maximum of three games. If the player is recorded on the team sheet, this will be counted as a game. If a player is recorded on two team sheets during the same weekend this will count as two games. If a player is named on the team sheet but does not take to the field, it will still be deemed that they have played in the game as the interchange of players is not recorded by the match officials and FFSA cannot determine whether the player did or did not take to the field of play.
- c. Once the player has played three games the player must become a registered player to continue to play for any club.
- d. If the player does not register at the conclusion of their guest player period, the club will be charged the guest player fee per player as outlined by FFSA.

Guest Player Fee \$40

6. Coaching Qualifications

COMPETITION	COACHING LICENCE REQUIRED
Open Age	Senior Certificate
Under 13 – 17	Game Training Certificate
MiniRoos – Under 12	Skill Training Certificate

7. Competition Fixtures

- a. FFSA shall prepare and provide to clubs all fixtures for girls and women’s competitions..
- b. Clubs that field multiple teams must ensure that the highest grade team is the last scheduled game on the day.
- c. Any changes to these fixtures will be forwarded to clubs in writing.
- d. FFSA shall provide all competition fixtures to the FFSA Referee Appointments Officer for the appointment of referees.
- e. Clubs are not to organise referees without the knowledge or consent of FFSA for all girls and women’s competitions.
- f. All competition fixtures shall be played on the dates and times as published by FFSA.

8. Number of teams to be Promoted and Relegated

- a. FFSA will make the determination of the number of teams to be promoted and relegated for any particular season.
- b. There is no direct promotion or relegation between the Elite Divisions and Community (Social) Divisions. Clubs may nominate to be included into the Elite Divisions.
- c. Where possible, two teams will be promoted and relegated between the Community Divisions.
- d. All decisions on promotion and relegation will be at the absolute discretion of the FFSA and will be dependant upon nominations each year.

9. Eligibility of Players

- a. To be eligible to play in the open-age divisions, the minimum age of a player shall be fourteen years of age.
- b. To be eligible to play in the Under 9 League, the maximum age of the player shall be 9. A player can not turn 10 in the year of the competition. Although no minimum age has been set for the Under 9 League, clubs should be mindful that they have duty of care to their players. Therefore coaches should only play players that they deem to be ready to play at this level.

- c. To be eligible to play in the Under 11, the maximum age of the player shall be 11. A player can not turn 12 in the year of the competition. Although no minimum age has been set for the Under 11 League, clubs should be mindful that they have duty of care to their players. Therefore coaches should only play players that they deem to be ready to play at this level.
- d. To be eligible to play in the Under 13 League, the minimum age of a player shall be 11 years of age. The maximum age of the player shall be 13. A player can not turn 14 in the year of the competition.
- e. To be eligible to play in the Under 15 League, the minimum age of a player shall be 12 years of age. The maximum age of the player shall be 15. A player can not turn 16 in the year of the competition.
- f. To be eligible to play in the Under 17 League, the minimum age of a player shall be 12 years of age. The maximum age of the player shall be 17. A player can not turn 18 in the year of the competition.

* If a club deems that a player is capable of playing in a higher age group, a club may submit a letter requesting an exemption to the minimum age. A letter from the player's parent or carer outlining their consent for the player to play in a higher age group, must also accompany the club's letter.

** A maximum age for all junior divisions has been set. A player who exceeds the maximum age may only be considered for an exemption to the maximum age based on medical grounds. This may also include players with a learning difficulty. To be eligible for consideration the club must complete Request for Player Exemption Form.

10. Duration of Games

- a. The duration of games for all competition fixtures will be played as outlined below:

Division 1-2	45 minutes x 2 halves
Division 3 and below	40 minutes x 2 halves
Under 17 League	40 minutes x 2 halves
Under 15 League	35 minutes x 2 halves
Under 13 League	30 minutes x 2 halves

11. Number of Players Needed to Commence a Game

- a. In all divisions except the Under 9 and 11 Leagues, teams are required to commence each game with eleven players at any given time.
- b. Where a team is unable to field eleven players, a game can only commence if the team has a minimum of seven players on the field.
- c. Any team with less than seven players will forfeit the game.
- d. In the Under 11 League each team shall commence the game with nine players. A minimum of seven players is required for the game to commence.

- e. In the Under 9 League each team shall commence the game with seven players. A minimum of five players is required for the game to commence.

12. Substitutes and Interchange

- a. Interchange will be used in all divisions. A maximum of 16 players can be named on the team sheet and all players named can be used.
- b. The match official must acknowledge all interchanges.
- c. Where interchange applies if the player is named on the team sheet it will be deemed that they have participated in the game.

13. Player Movement

- a. Once a player has been named on a Women's National Premier League Team Sheet, the Player will be classed as a Women's National Premier League Player. A Player deemed as a Women's National Premier League Player may only move down to the clubs Reserve Division. Goalkeepers are exempt from this rule in that a goalkeeper from a lower division may come up to the Women's National Premier League and not be classed as a Women's Premier National League Player.
- b. All open age divisions, a maximum of three players may move down or between teams in the same division in any one given round. Players can only move down to the next lowest division that their club fields.
- c. All players that are eligible to play in the Junior Competitions, have free movement between competitions if age permits. A player does not have to be playing in the Junior Competitions to be eligible under this ruling
- d. Within the Junior Age Divisions, a maximum of three players may move down to the next age group, if age permits, in any given round.
- e. If there is more than one division in a junior age group, a maximum of three players may move between the divisions within the same junior age group in any one given round.
- f. A Junior Age Player may only appear on a maximum of two match sheets on any one day.
- g. The FFSA will have discretionary powers to determine if a club has breached the player movement rule based on the division that the player may normally participate in.

14. Change of Match Fixture

- a. If a club wishes to change the time and/or venue of a match fixture, the club must submit the request in writing including the reasons for the changes. This request must be provided to FFSA at least 14 days prior to the game.
- b. If the request is granted, FFSA will notify -the participating clubs via e-mail. Any changes will be at the discretion of FFSA.

- c. If a club does not submit a request for a change of fixture within the timeframe outlined in clause 14a, a change may only be granted if both teams involved in the game agree to the change and if it is endorsed by FFSA.

15. Recording of Results for Junior Competitions

- a. A maximum score line for all junior competitions will be applied. This rule stipulates that any result with a goal difference greater than eight (8) will be amended so that the goal difference is equal to eight (8). For example if the score line is 15 nil, it will be amended and officially recorded as an 8-0 result. If the score line is 16-2, it will be amended and officially recorded as a 10-2 result.

16. Notification of Results

- a. At the conclusion of all community and junior games the match result must be entered by the HOME TEAM via Fox Sports Pulse by 5:00pm Sunday. If the match is played midweek the results must be entered within 60 minutes of the conclusion of the game.
- b. Player statistics including goals, red and yellow cards should be entered by each team at the conclusion of the match.
- c. Results sent in via email or SMS will not be accepted.
- d. All results will be cross referenced with the official team sheets once they have been submitted by the match official.
- e. For further information on entering results online refer to the Fox Sports Pulse User Guide.

Failure to comply with this regulation will result in a level 1 fine.

17. Non-Attendance of a Match Official

- a. Prior to all games, FFSA will, where possible, notify all clubs via e-mail of the games that will not receive an appointed Match Official.
- b. Where a Match Official is not appointed, the home team is responsible for the appointment of a club referee.
- c. The appointed club referee must ensure that both teams have completed a team sheet.
- d. The referee must ensure he/she receives the team sheets from both teams prior to the commencement of the game.
- e. The club referee has the same decision making capacity as an officially appointed referee. This means that they can enforce cautions, send-offs and submit any reports regarding team and/or spectator behaviour.

- f. On completion of the game, the club referee must ensure that the team sheet is completed by including:
 - i. all Goal scorers
 - ii. cautions and red cards
 - iii. player injuries
 - iv. player votes

The home team is responsible for gaining the team sheets from the referee and forwarding them to FFSA within 48 hours.
- g. A club that has a grievance or complaint following a game where there has been no official referee, must follow the process as outlined in the Football Federation SA Rules and Regulations - Match Results – Protest.

18. Cup Competition Rules

- a. Duration of Games

Division 1-2	45 minutes x 2 halves
Division 3 & Below	40 minutes x 2 halves
Under 17 Cup	40 minutes x 2 halves
Under 15 Cup	35 minutes x 2 halves
Under 13 Cup	30 minutes x 2 halves
- b. If the game is drawn at the completion of regulation time, extra time will be played as outlined below:

Open Age Cups	10 minutes x 2 halves
Under 13, 15 & 17 Cup	10 minutes x 2 halves
- c. If the game is still drawn at the end of extra time, penalties will be taken. Five penalties per team will be taken, with the winning team being the team scoring the highest number of penalties. If after five penalties there is still no result, penalties will continue to be taken by each team until a result is gained.
- d. All semi-final and final games will be played on neutral grounds. FFSA will determine the grounds for all semi-final and final games
- e. Players must play a minimum of 5 games in the relevant league competition to be eligible to play in the respective cup competition Semi-final and Final games.
- f. A player may move up and play in higher grade cup competition semi-final and/or final if they have played a minimum of 5 games within their respective club.

Example

To be eligible to play in the Under 17 Cup Semi-Final or Final, a player must have played a minimum of 5 league games in the Under 17 League.

A player that has played for the Under 15 Team is permitted to move up and play in a higher grade cup competition in the semi-final and/or final if they have played a minimum of 5 games within the club.

- g. Once a player has played for a club in a cup competition, the player is unable to play for any other club in the cup competition for that season.
- h. Goalkeepers that are dual registered to FFSA and Club teams can only play for one club in the cup competition.
- i. If a club has two teams from the same division in the same cup competition, once a player has played for one team in the same cup competition, they shall not be permitted to move to the other team in the same cup competition.
- j. If a club has two teams in the same cup competition, but are in different divisions once a player has played for one team in the same cup competition, the player may move up and play for the team in the same cup competition, if the player is moving into a higher division team.
- k. Where FFSA conducts a number of cup competitions, the information outlined below indicates when a player is or is not cup-tied.
 - i. A player is permitted to play in an Under Age Cup Competition, if age eligible, then move up and play for their club in a higher junior age cup competition or Open Age Cup Competition, if age permits and if they have played the required number of games with their club in regards to semi-final and finals games
 - ii. Once a player has moved up to the next age level or open age cup competition they are NOT PERMITTED to move back down.
 - iii. Once a player has played in an Open Division Cup Competition they are PERMITTED to move up to a cup competition that is deemed to be of a higher grade if they have played the required number of games as outlined in rule 19 - e).
 - iv. Once a player has played in a higher cup competition, they are NOT PERMITTED to move back down and play in a junior or lower open age cup competition.
 - v. A goalkeeper from a lower division team may move up and play in a higher cup competition and then move back down to the lower division cup competition.

Example

An Under 17 Goalkeeper may move up and play in a higher grade cup competition and then move back down to the Under 17 Cup Competition.

A Goalkeeper from one open age cup competition may move up and play in another open age cup competition that is deemed to be of a higher grade and then return to the original open age cup competition.

This ruling is only applicable to goalkeepers. Therefore a player cannot play in one team as a goalkeeper and then move up and play on the field for another team and then come back down as a goalkeeper.

- l. Where a team from a lower division is drawn to play a team from a higher division, if there are any rule discrepancies between the two divisions, the higher division rules will be implemented.
For Example - If a Division three team plays a Division One team, the game will be 45 minutes x 2 halves.
- m. The home team is responsible for the payment of match officials for all games except the semi-finals and final, which will be the responsibility of FFSA.

19. Player Suspensions

- a. A player who receives three (3) yellow cards during the cup competition shall be suspended for one (1) match in their next round match of the cup competition in that season. If the team is no longer participating in the cup competition, the player is to serve the suspension in the next cup competition game the following season.

Penalty - \$25.00 Fine

- b. All yellow cards received during the cup competition shall be cancelled at the conclusion of that competition unless the player has received a suspension due to the accumulation of yellow cards. If a player receives a suspension due to the accumulation of yellow cards and her club is no longer involved in the cup competition, the suspension will be served in the next Cup Competition.
- c. A player who receives a direct Red Card during the cup competition shall be suspended in accordance with the FFSA Competition Rules and Regulations and National Disciplinary Regulations. If the player receives a direct red card the suspension is to be served in the next competitive game/s.

Penalty - \$50.00 per red card

20. MiniRoos

- a. The FFA MiniRoos Formats will be used with the Under 9 and Under 11 Age Groups. The following formats will be used with each age group:

Under 9 League

Pitch dimensions	40m x 30m
Goal Size	Min 4.8m x 1.6m, Max 5.0m x 2.0m
Ball Size	Size 3
Goal Type	Markers, Poles or Goals can be used
Player Numbers	Maximum 7 v 7
Playing Time	2 x 20 minutes

Under 11 League

Pitch dimensions	60m x 40m
Goal Size	Min 4.8m x 1.6m, Max 5.0m x 2.0m
Ball Size	Size 4
Goal Type	Markers, Poles or Goals can be used
Player Numbers	Maximum 9 v 9
Playing Time	2 x 25 minutes

For more details on Small-Sided Games and resources log on to: www.miniroos.com.au

21. Fines and Penalties

Scale of Penalties

Unless otherwise indicated in the rule, regulation or policy guidelines, the following penalties will be implemented.

Level 1 fine

A fine of \$50.00 for the first offence and \$100.00 for a second offence within 12 months.

Level 2 fine

A fine of \$125 for a first offence and a fine of \$250 for a second offence within 12 months.

Level 3 fine

A fine of \$250 for the first offence and a fine of \$500 for the second offence within 12 months.

Level 4 fine

All other Divisions - A fine of \$500

Summary of Fines

Penalties relating to breaches of rules and regulations and operating guidelines are stipulated at the end of each rule or regulation where a penalty is applicable. The above scale of penalty is to be implemented unless otherwise stated.

Use of Incorrect Match Balls

Level 2 Fine

Ground Stewards

Not providing required number of Ground Stewards a Level 1 Fine

Withdrawal of a Team

If a club withdraws a team after completing a Membership Application Form, the following fines will be applied:

- a. If the fixtures have not been generated, the fine will be equivalent to the Affiliation Fee that would be charged for that team.
- b. If the fixtures have been generated but the season has not commenced, the fine will be equivalent to the Affiliation Fee that would be charged for that team plus \$400.00.
- c. If the season has commenced normal forfeit fines will be applied for each game that the team forfeits.

Forfeiting of Games

A club that forfeits a game will incur a fine. The amount of the fine will vary depending upon if the club has provided notification or no notification to FFSA and the number of games that the team has forfeited during the season. The following fine schedule will apply to all games that are forfeited:

No Notification to FFSA	1-2 Games	\$100.00 plus half referee fees per game
	3-4 Games	\$150.00 plus half referee fees per game
	5 +	\$200.00 plus half referee fees per game
Notification to FFSA	1-2 Games	\$100.00 per game
	3-4 Games	\$150.00 per game
	5+	\$200.00 per game

Appeals

Any player, official or club that wishes to appeal a Disciplinary Hearing decision will be required to pay an appeal fee. If the appeal is up held, the fee will be refunded to the player.

Appeal Fee

All Community Divisions \$250

Unregistered, Ineligible, Ring Ins and Suspended Players

- a. A Level 1 fine on the first occasion, a level 2 fine for a second offence and subsequent offences to be determined by FFSA.

Team Sheets & Match Reports

- a. A Level 1 fine on the first occasion, a level 2 fine for a second offence and subsequent offences to be determined by FFSA.

The setting of all fines is at the discretion of the FFSA.