



Football Central Queensland

**Competition Rules
Central Queensland (CQ) Premier
League
2017**

Football CQ

PREMIER LEAGUE COMPETITION RULES 2017

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Note:

Unless otherwise noted, any references to the general term 'Premier League' applies equally to both the Central Queensland (CQ) Premier League Division 1 and Division 2 competitions.

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1 PARTICIPATING CLUBS AND BODIES

(a) Any club, association or organisation wishing to participate in Football Central Queensland organised fixtures must be duly registered in accordance with the Constitutions of Football Federation Australia (FFA), Football Queensland (FQ) and Football Central Queensland (FCQ).

1.2 AFFILIATION

Affiliation fees may be determined by FCQ from time to time. Any club, affiliating with FCQ shall, with the application for affiliation, lodge any necessary fees and particulars of the uniform(s) of its team or teams for affiliation purposes. Upon affiliation, the uniform(s) of the affiliated club is/are recognised as the identity of such club and shall not be worn by any other club.

2 PLAYER & COACH REGISTRATION

(a) Each year all players, coaches, managers and other team officials must be registered, as per FFA, FQ and FCQ regulations, via the MyFootballClub website (<http://www.myfootballclub.com.au/>) either prior to the commencement of the official competition season or before participating in any FCQ sanctioned competitions or fixtures.

(b) Any player, coach, manager or other team official not registered in accordance with current FFA, FQ and FCQ Registration Regulations is ineligible to participate in any officially sanctioned FCQ competition or fixture.

(c) Players who register with one club shall be permitted to transfer between clubs affiliated with FCQ providing application is made via the MyFootballClub registration system by midnight, 30 June, of the current year.

Even though the MyFootballClub system will allow it to occur, any player registered outside the above deadline and made Active for another club will be deemed ineligible.

MyFootballClub Reports accurately display the time and date of player registrations.

(d) No similar restrictions shall be imposed on any player transferring to FCQ from competitions outside the control of the zone, including International Transfers. The same conditions shall apply to any player transferring from FCQ to another jurisdiction recognised by FFA.

(e) A player's application for registration must be completed via the MyFootballClub registration system at least 1 hour prior to the scheduled date and time of the player's first match. If this deadline is not met, the player is not permitted to play in that given round of matches.

Note: MyFootballClub Reports accurately display the time and date of player registrations.

(f) Clubs will notify FCQ if a registered player is not of the amateur status. An amateur player is as defined in the FFA's Registration Regulations.

(g) Players who are not nationals of Australia and are seeking to register to play football must seek International Clearance as per FQ/FFA International Clearance Procedures.

3 COMPETITIONS

(a) FCQ will arrange and conduct Premier League competitions comprised of a complete regular season competition and a final series competition, dependent upon the number of clubs wishing to participate and whether or not said clubs meet applicable criteria. FCQ will conduct competitions and leagues in such a manner as FCQ sees fit.

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(b) Clubs nominating a CQ Premier League Division 1 team must also nominate a CQ Premier League Division 2 team. Similarly, all clubs that nominate a CQ Premier Division 2 team must also nominate a CQ Premier League Division 1 team. Combined applications by two clubs, whereby one club plays in Division 1 and the other in Division 2, will be subject to approval by FCQ.

(c) No team will be registered in a competition unless the minimum number of players per team is met and the players have been fully registered and made '**Active**' in MyFootballClub. Such players must be eligible for the nominated team. Inactive players will not be available for team selection on the SportsTG (previously Sporting Pulse) website.

(d) All clubs participating in Premier League competitions will be required to submit a full squad list (minimum of 22 players) to FCQ prior to the commencement of the season. The lists identify those players that will be recognised by FCQ as CQPL Division 1/CQPL Division 2 players for that season. These players will be free to move between 1st and 2nd Divisions during the regular season, in line with the eligibility rules for finals.

Note: In the event of an approved Combined Application by two separate clubs (see (b) above), each club must submit separate team lists each comprising a minimum of 16 players.

(e) Both Premier League divisions will use the substitution rule. Each team will be allowed a maximum of three (3) substitutions per match. Clubs will be permitted to name a maximum number of 16 players on the team sheet (including 5 substitute players), but only use three. Players who are not used must be marked with a **DNP** (Did not play) against their name on the team sheet and not entered into SportsTG. Substitutes must be marked with an **S** against their name on the team sheet. Captains must be marked with a **C** against their name.

3.1 MATCHES

(a) The duration of matches is outlined in the table below. The Match Official has the right to abandon any match if, in his/her opinion, playing conditions compromise player safety.

Competition	Duration	Interval
Division 1	2 x 45 mins	Up to 15 mins
Division 2	2 x 45 mins	Up to 15 mins

(b) All matches shall commence within fifteen (15) minutes of the stipulated time of commencement. When a match commences later than the stipulated time, shorter time shall be played with two halves of equal duration so as to enable any following match to commence at the proper time. This shall be communicated to both teams prior to the start of the game. Injury time is at the discretion of the Match Official.

If a team is not able to take the field within 15 minutes after the stipulated starting time, the Match Official is entitled to award the match to the other team as a forfeit, as covered in Point 5 (a) **{Forfeits}**. A match may be started up to a maximum of 15 minutes prior to the stipulated starting time, with the approval of **both** teams involved, **and** the Match Official(s).

3.2 POINTS

(a) In all competition matches, match points will be awarded as follows:

WIN = Three (3) Points
DRAW = One (1) Point
LOSS = Nil (0) Points
BYE = Nil (0) Points

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NO RESULT = Nil (0) Points for either team
FORFEIT = 3 points & 3 goals to team receiving forfeit

(b) If, at the end of the competition, teams are equal on points then goal differences will be taken into account in determining:

- (i) FCQ Minor Premiers for both 1st and 2nd Divisions.
- (ii) The four teams eligible for the semi-finals in both 1st and 2nd Divisions.

(c) Teams shall not receive any points and/or goals for the results of any pre-season or non-League (eg FFA Cup/FQ Knockout Cup) matches played to finalise placement of teams within the competitions. However, clubs should refer to **Section 4 (Draws)** for directions on rounds where League and Non-League games involving clubs are scheduled for the same dates.

3.3 GOAL DIFFERENCE

In cases where goal differences apply, the manner in which they will be arrived at shall be:

(a) Number of goals FOR minus the number of goals AGAINST.

(b) In the event of teams being equal on goal differences so determined, the team having scored the highest number of goals totally over the course of the season shall take precedence in determining table positions.

(c) In the event of teams being equal on goal differences so determined, and being equal in relation to the highest number of goals scored totally in the season, then such teams shall be separated by results played in the fixture round when they played each other;

- if the number of points is equal, then the team with the superior goal difference from matches played between the teams in question, shall be the higher or highest placed team;
- in the case of goal difference being equal, the team with the most goals FOR in matches played between those teams, shall be the higher or highest placed team;
- if the goal difference and goals FOR are equal, then the team that scored the most away goals from matches played between the teams in question shall be the higher or highest placed team.

4 FIXTURES

(a) FCQ shall be empowered to draw up and determine Premier League fixtures as it deems fit and in the best interests of FCQ and the Game. Such fixtures shall be drawn up and made available to all clubs prior to the commencement of the season. FCQ will endeavour to ensure all teams play every other team an equal amount of times.

(b) FCQ reserves the right to amend, change or otherwise alter any draw or fixture or final series games at any time; this includes the venue and kick-off time of any such games or fixtures. Any such decisions by FCQ shall be final.

(c) Any requests for changes to a draw must be made in writing at least three (3) working days prior to the affected match. Each request for changes to the draw will be determined on its merits. Applications for alterations due to "social functions" (e.g. weddings, christenings, or other social and religious events) will not be considered. FCQ's decisions with regard to the rescheduling of Premier League matches shall be final.

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(d) Any other applications for changes to the draw shall only be considered by FCQ if it believes that reasonable circumstances exist.

(e) Ordinarily, no matches can be deferred. In the event of special circumstances, requests must be received by FCQ at least three (3) working days prior to the match. Decisions by FCQ are final. *Note: in the event of Non-League Games (eg FFA Cup, FCQ Knockout Cup) being scheduled on the same dates as CQPL Rounds **involving the same clubs**, then FCQ shall apply the following rules:*

- *The matches on such dates shall be declared “double header” games, serving as both CQPL Home and Away Rounds, **and** Rounds of the particular Non-League Competition.*
- *In such matches, the result at the end of normal time shall be officially declared the result of the CQPL Home and Away fixture (Win, Lose or Draw), and shall be recorded as such by FCQ, with appropriate points for the CQPL competition awarded to clubs as required.*
- *In the event of the game being a draw after normal time, and a winner is required in the Non-League Competition, extra time and/or penalties shall be played, as per that competition’s playing conditions. The result following extra time and/or penalties shall be recorded as the final result for the Non-League Competition, **however** this shall have no bearing on the CQPL fixture result, which shall be solely determined by the score in the match at the end of normal time.*

(f) FCQ shall be empowered to enter into agreements to arrange matches, either interstate or intra-state, bearing in mind at all times the standing of the Zone, State or National Authority in such matters and the interests of the members of the Zone.

(g) Clubs shall not arrange matches unless sanctioned by FCQ and Football Queensland. This includes “friendly” matches between teams in the same league. FCQ is happy to consider requests for “friendly” matches, provided these do not impact on competition matches or the season draw in any given competition. Clubs are referred to the Football Queensland Sanction Approval Policy for clarification.

5 FORFEITS

(a) In the event a team is not ready to commence a fixture **within 15 minutes of the scheduled kick-off time**, the match will be recorded as a 3-0 win in favour of the opposing team, and both the goals and 3 points awarded to the opposing team. This result must be recorded in SportsTG along the lines of a regular game result.

(b) Should any team claim such a forfeit they must forward a completed Official Team Sheet, signed by the appointed Match Official, or a club official if a match official is not appointed, noting the circumstances of the non-playing of the fixture to FCQ.

(c) The team deemed to have forfeited may submit a report, within three (3) working days, to FCQ should they believe the forfeit was caused by exceptional circumstances. FCQ will review the documentation and make a determination. FCQ’s decision in regards to the forfeit shall be final.

(d) Where any listed player on the team sheet in a forfeited match was to play out of his division, then the fixture shall **NOT** be counted towards the player's tally of matches played in that division.

(e) If, for any reason, a team intends to forfeit a scheduled fixture, the Club is to provide two (2) clear days written notice of the forfeit to the office of FCQ. FCQ shall be responsible for notifying the opposition team and the Match Officials’ coordinator. The match will be recorded as a 3-0 win in favour of the opposing team, and both the goals and 3 points awarded to the opposing team.

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The forfeiting team may also, at the discretion of FCQ, lose hosting rights for any return fixtures between themselves and the opposing team (from the forfeited game) during the same season.

(f) A club that fails to provide sufficient notification of a forfeit will be fined and have point penalties imposed as per FCQ's Disciplinary Policy AND be responsible for payment of ALL match official fees associated with the forfeited fixture(s). Where the opposing club has travelled between centres to play a scheduled fixture, the forfeiting club may also be required to meet the travel costs of the opposing team.

(g) A team that persistently forfeits matches, may, at the discretion of FCQ, be withdrawn from the CQPL competition.

(h) In the case of a Club having teams in multiple competitions or Divisions, say Premier League and Community Men, the Club must make every effort to field the higher division team in preference to the lower division or competition team. Under no circumstances will a Club field a lower division team, say Division 2 in Premier League, and then forfeit a higher division match in the same round or on the same day.

6 TEAM WITHDRAWALS

(a) If any team in the competition withdraws or is removed from fixture competitions then the following will apply:

- (i) if the team is withdrawn or removed before the competition has started - a bye in the competition will be substituted or a new draw done;
- (ii) if the team is withdrawn or removed after the competition has started - the recorded results for that team will be deleted and a bye in the competition will be substituted;

(b) The club involved may be subject to disciplinary action as per FCQ's Disciplinary Policy.

7 POSTPONED MATCHES

(a) Matches may only be postponed by the appointed Match Official(s) or by FCQ.

(b) FCQ reserves the right to reschedule all postponed matches on any day, time and place as it deems appropriate. Where certain weekends during the course of the CQPL season have been designated as "Spare" or "Catch Up" weekends, FCQ will look to reschedule postponed matches to one of those weekends.

(c) Should three (3) CQ Premier League matches scheduled for the same round need to be cancelled (due to inclement weather, fields being closed, etc), then FCQ shall be entitled to cancel that entire round of CQPL fixtures, and reschedule the entire round for another date to be advised.

8 ABANDONED MATCHES

(a) {i} Should the Match Official(s) abandon a Premier League match before 75% of the match is completed (ie before the 68th minute of the game in a 90-minute match), **then the match shall be replayed.**

{ii} Should the Match Official abandon a match at or after such time as 75% of the match is completed, **then the match result will stand as at the time of abandonment**, unless;

- one or both of the competing clubs request the match to be replayed, or;
- the matter is referred to FCQ for determination.

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(b) Replay requests must be made in writing within three (3) working days of the match being abandoned. FCQ shall take into consideration the following factors when considering a request for a replay:

- reasons why the match was abandoned
- result of the match at the time of abandonment
- the impact on the final league standing of a fixture
- the impact on the finals series of a finals match

The decision of FCQ regarding the request for a replay shall be final. Note that simply making a request to have a game replayed does NOT constitute sufficient grounds for a replay to occur. Following the request, approval MUST be given by FCQ in writing before any replay can take place.

(c) FCQ reserves the right to determine the match result if it is satisfied that one (or both) of the competing teams, its players, officials, members or supporters were directly responsible for a fixture having to be abandoned. This includes the abandonment of a match due to a team having less than seven (7) players in an 11 a side match. If the allegation is proven, FCQ may decide to direct any of the following outcomes:

- the match be recorded as “NO RESULT”
- the match be recorded as 0-0 draw
- the match be recorded as a 3-0 win in favour of the opposing team, unless the score at the time of abandonment was of a greater margin in favour of the opposing team, and the points will be awarded to the opposing team
- impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending club(s), player(s) and official(s).

FCQ's determination shall be final.

9 MATCH DAY REQUIREMENTS

(a) Clubs hosting matches must have the field set up and properly dressed at least 30 minutes prior to kick off.

(b) Clubs wishing to host night matches during the season must submit field lighting audits as requested and have approval for competition play by FCQ. Recommendations for football field lighting detailed in the Australian Standard AS2560 Part 2.3 'Lighting for Football' includes: Minimum Service Luminance Lux (Average) 100 and Minimum Uniformity Ratio (Min: Ave) 0.5 for competition matches. To achieve this level for the whole season, the Minimum Service Luminance (Average) at the commencement of the season should be 110 Lux.

(c) Host Clubs will have substitute benches and technical areas set up for all matches and will be on the side of the field opposite the crowd, where possible. (Refer to Laws of the Match).

- A maximum of ten (10) persons are permitted to be within the confines of the technical area. They may include the coach, assistant coach, the substitutes and either the trainer or medical staff. This does not include medical or paramedic staff required to attend to persons with injuries received during the course of a match.
- Any team official (coach, manager or other team official) not registered and not active on MyFootball Club online process is considered unregistered and will not be permitted in the technical area of a fixture held by FCQ.
- Team Official Identification Cards shall be worn at all times by registered team officials in the technical area. Only persons suitably registered and wearing Team Official Identification Cards or designated players as listed on the match sheets shall be in the technical area

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- Only one person at a time is authorised to convey tactical instructions to the players during the match.
- The coach and other officials must remain within the confines of the technical area, except in special circumstances, for example, a team sports trainer or doctor entering the field of play, with the Match Official's permission, to assess an injured player.
- All substitutes must be seated within the technical area. They must wear bibs or an alternative coloured uniform to their and the opposition team strip. Substitutes are permitted to warm up outside of the technical area, provided they are wearing bibs or an alternative coloured uniform to their and the opposition team strip. When warming up, substitutes are requested to choose an area furthest from the opposing team.
- All occupants of the technical area must behave in a responsible manner. The Match Official has the right to expel any person from the technical area at any time as he or she sees fit. The match will not recommence until that person has left the playing field to the Match Official's satisfaction.
- Smoking or the consumption of alcohol or other drugs (authorised medication exempted) 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, including players, coaching staff, and officials.

(d) Goal posts, goal nets, corner and half way flags are to be subject to the requirements under "Law 1" of the FIFA's Laws of the Match.

(e) Home clubs are to provide areas or rooms for both home and away teams to change as well as a separate area or room for Match Officials.

(f) All Home Clubs/Teams are to provide three (3) quality match footballs, of the type determined by FCQ, to the Match Official fifteen (15) minutes before the commencement of the game for use as determined by the Match Official.

9.1 TEAM BOOKS/SHEETS

(g) Each team will be required to fill in a team sheet book and/or SportsTG (formerly Sporting Pulse) team list for each match that must show in full the first name and last name of each player alongside the player's numbered shirt. Each player must sign their signature against their name.

(h) Both teams must hand in their team sheets to the Match Official **at least 15 minutes before kick-off**.

(i) A team will not list more than sixteen (16) players on a team sheet for a match. Note: substitutes to be noted with an 'S' and if a player did not take the field to be noted with 'DNP'.

(j) Following the completion of each senior match, the coach (or another team official) must sign the team book as requested by the Match Official. With Player of the Year Points being awarded for both Premier League Divisions, the coach must enter 3, 2 and 1 Player Points for the opposing team, prior to handing the team book back to the Match Official. The Match Official shall then remove the blue and yellow copies of the team sheet from the book, leaving the white sheet in the book, and then return the book to the coach or club official.

(k) For all senior matches, clubs will be responsible for sending the originals of team sheets to FCQ, **by 5:00pm the following Wednesday**. Scanned copies can be emailed to the Competition Manager prior to then. All match information, including Team lists, the results, yellow cards, etc. must be entered on the SportsTG website **by 5:00pm on the Monday following the game**. If a club fails to do so, FCQ reserves the right to take action or impose penalty as per the FCQ Disciplinary Policy or any further penalty they deem appropriate.

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9.2 FEES

(a) All teams in the Premier League pay half the Match Official fees due for a match. Clubs will be invoiced each month. Full payment within 14 days of received invoice.

(b) In the event that FCQ determines that it is appropriate for a Club, when hosting CQ Premier League matches, to charge an entry fee; then said entry fee will apply only to adult spectators (to a maximum of \$4.00 per person), with children under 16 years admitted free; in addition, senior players and juniors who are NOT playing in CQPL fixtures on a given day, and Match Officials NOT officiating on that day, will also have to pay the entry charge. **However, it shall be FCQ policy that players and club officials involved in the said match, and Match Officials appointed to the said match, will not be required to pay gate fees on the day. FCQ shall supply Season Passes to said players, club officials, and match officials.**

9.3 PLAYERS AND ATTIRE

(a) For a team to take the field in a CQ Premier League fixture, a minimum of seven (7) eligible players must present themselves to play for the team.

(b) Players in the Premier League must appear in proper apparel in the club's registered colours, shirts or jerseys, each with different numbers, and shoes and shin guards in accordance with the laws of the game. Players are permitted to wear undergarments such as skins and bicycle shorts; however these must be in the same colour as the main colour of the jersey or shorts. In the case of infringements, the Match Official shall have the power to order the offending player off the field in order to rectify their apparel or footwear. Goalkeepers must appear in a distinct colour from that registered by the goalkeeper's own club or the opposing team, and preferably distinct from the uniforms worn by the appointed Match Officials.

(c) Where two clubs are participating in a single venue Competition, and have the same registered colours, the first named team will be classed as the home team and the away team must wear their alternative strip. Each Club in CQ Premier League **must** have an alternative strip. Clubs should contact FCQ if they are unsure if their registered colours (ie their "home" strip) will clash with that of other teams.

9.4 HOME GROUND MARSHALS/CLUB OFFICIALS

(a) It shall also be the responsibility of participating Home clubs to have at least 1 suitably attired Ground Marshall for crowd control at the venue, and to ensure adequate protection is given to Match Officials. Likewise, it shall be the responsibility of participating Away clubs to have 1 suitably attired Club Marshall at each game, to assist with control of their fans.

FCQ shall work with all participating clubs to ensure ground and club marshals are issued with appropriate coloured vests for this purpose. If a club fails to make available a ground or club marshal, the match referee shall record the lack of ground or club marshals on both team sheets. Any club failing to comply with this rule shall be subject to disciplinary action as per FCQ Disciplinary and Sanctions Policies.

(b) FCQ acknowledges that a Duty of Care exists with regard to the provision of Ground and Club Marshals. Such officials should **not** be asked to deal with any situation which puts them at real risk of receiving harm or injury. Where Marshals feel they are able to deal with crowd control issues without putting themselves at undue risk, they should do so, and receive the appropriate support from officials of the host club.

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However, where the risk of harm is too great, the Marshalls are **not** to put themselves at risk. In such situations, the Marshall(s) involved should inform officials from the host club. If necessary, the Match Officials should be informed, and those Match Officials appointed to the game are empowered to abandon the match if they deem it necessary to do so.

(c) Where any persons who have been deemed responsible for a crowd disturbance have been clearly identified as being patrons or supporters of a given club, FCQ shall issue a "Show Cause" notice to the said club, concerning the application of appropriate sanctions to be applied to the person(s) in question. Such sanctions may include, but not be restricted to, being banned from future matches; being banned from attending finals series games in the same season; having a monetary fine imposed; or for any registered players or coaches, being banned from participating from competition matches for such time as deemed appropriate. Due Process shall be followed with regard to all Disciplinary matters.

Where the officials of a Club have failed to take acceptable steps to deal with inappropriate crowd behaviour, the said Club may be liable to have such sanctions as considered appropriate applied to it by FCQ, in line with standard Disciplinary Procedures. Sanctions may include (but not be limited to) monetary fines, loss of competition points, or loss of hosting rights. FCQ shall fully support clubs who have taken all reasonable steps to deal with crowd control issues.

(d) **Escorting Match Officials on leaving the playing grounds to change rooms.** Any club failing to comply with this rule shall be subject to disciplinary action and sanctions as per the FCQ Disciplinary Policy.

10 ELIGIBILITY, GRADING & PLAYER MOVEMENTS

10.1 PLAYER ELIGIBILITY & GRADING

(a) Central Queensland Premier League clubs shall grade players as each club sees fit.

(b) A junior can only play Premier League for the Club they are registered with. They also must they have met all eligibility requirements as per FCQ policies, unless written exemption is granted by FCQ. Given the above conditions are met, a registered Junior can play as many Premier League regular season matches for both Division 1 and Division 2 as required while still being eligible to play regular season and finals matches in their own Junior competitions. Such Juniors will also be eligible to play Premier League Finals, however their Finals eligibility for Premier League will be determined in line with the guidelines set out below in **Section 11 (Finals)**.

(c) Players cannot be borrowed from other clubs for any competition matches, as per FFA Registration Regulation 4.9.

(d) In the event a Community division match is played after a Premier League match during the same round, a club cannot drop any players who have played in a Premier League match to the Community division match unless prior approval has been granted (**unless covered by {} below**). Any club which is proven to have breached this rule will be deemed to have played ineligible players in the match.

(e) The definition for a round of matches starts on a Friday and finishes on the following Thursday, e.g. A match played on a Saturday and a postponed match played on the following Wednesday will be considered to have been played on the same round.

(f) (1) A club cannot drop any players from the Premier League Division 1 level to the Community Football level (Rockhampton, 3rd Division or below, Gladstone, Division 1 or below). Up to 4 CQPL Division 2 players can play in Rockhampton 3rd Division fixtures on the same weekend or

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Gladstone Division 1 fixtures that weekend.

(f) (2) Further to Point 1 above, Clubs may wish to seek exemption from this rule for a maximum of 2 CQPL Division 1 players to play Community Football per week during the season. Such players can only play Community 1st/3rd Division, and cannot play Community 2nd/4th Division under any circumstances. Any such request for exemption must be submitted to FCQ by midday on the Friday prior to the match (for Rockhampton Community fixtures, this is midday of the actual day of the game). FCQ's decision shall be final in such cases.

(g) CQ Premier League players may play in both Division 1 and Division 2 for their clubs, as per weekly selections, in line with the Finals Eligibility guidelines in **Section 11** (see below). A club may move up to 6 players each week between their CQPL Division 1 and Division 2 teams without penalty, as may be deemed necessary to provide player numbers, while observing the Eligibility guidelines in **Section 11**. No club shall be allowed to move more than 6 players who played Division 1 in any given round, into Division 2 for the following round, without receiving formal approval, following a request in writing, from FCQ. FCQ's decision shall be final.

(h) Up to a maximum of six (6) Community Football players may be borrowed to play in the Premier competitions (Divisions 1 and 2) in any given round. Any such Community player, who plays in 50% or more of a CQPL Premier League fixture in a given round, must play in Community 1st/3rd Division upon their return to Community Football (ie players cannot drop from Premier League straight into Community 2nd/4th Division). For instance, a player who has played Premier League, and has returned to 3rd Division, is entitled to be borrowed the following week to play again in Premier League, subject to the conditions outlined in Point (i) below. A Community player who sits on the bench for a CQPL team and who does not get time on the field shall be considered to have not played CQPL fixtures for that match (such a player should be marked as **"DNP"** on the team sheet).

(i) Any individual Community player that plays up **five (5) times** in the regular CQ Premier League season shall be eligible to play Premier League finals, regardless of their involvement in local Community Football competitions; they will be recognised as an eligible Premier League level player (*with the exception of players who may find themselves in the situation outlined in Note 2 below*). This provision applies to regular CQPL Home and Away fixtures only, and does not apply to other competitions such as the FFA Cup, FCQ Knockout Cup, or FCQ Challenge Shield.

A club that is proven to have breached this rule will be deemed to have played ineligible players in the match. This rule does **NOT** apply to Registered U16 and Youth players, who are eligible to play unlimited Premier League games, with this not affecting their eligibility to also play in U16/Youth competitions ("Registered" here denotes the player is registered as a Junior with his club, **and** plays regularly for his club in U16/Youth Competitions sanctioned by FCQ).

Note 1: **Played** is deemed as having started a Premier League match, or taken the field during the game under the substitution rule.

Note 2: Should a CQPL player's circumstances change so that they cannot play CQPL fixtures during the course of the regular season, and where they have not played Community fixtures previously during this season, the player may request, through their club, an exemption to be allowed to play Community League Fixtures for the remainder of the season. Should FCQ grant approval for the player to play Community Fixtures under these circumstances, he shall not be eligible to play in any CQPL fixtures for the remainder of the season without official exemption.

(j) Any player under suspension by FCQ or any other Federation is deemed ineligible and not permitted to participate in any CQPL match, or any other match involving CQPL teams, until that suspension is served.

(k) A player who is under suspension following a Knockout Cup match (such as the FFA Cup, FCQ Knockout Cup, or FCQ Challenge Shield) can serve his suspension in future rounds of the CQ

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Premier League, as per the length of his suspension, if his team is not playing Knockout fixtures for the rest of the current season. Also, a player suspended in the last game of the CQPL played by his team, can serve his suspension (or part thereof) by missing out on Knockout Cup matches which his team is involved in, during the following season.

(l) A player whose name is not listed on the Match Sheet prior to the commencement of any Premier League match is considered ineligible and is not permitted to participate in that match.

(m) Challenging the Eligibility of a Player

- On match day, any team may ask to challenge the eligibility of any opposing player.
- Should the identity of a player be challenged at any match they are involved in, the player must sign the Team Sheet. No player can refuse the request for such a signature. The Match Official and team managers should note the challenge on the Team Sheet.
- No club official shall have the power to prevent an opposition player from taking the field for any reason.
- Any club is permitted to lodge a letter of protest regarding the alleged fielding of an ineligible player. The protest must be in writing under club letterhead and be forwarded to FCQ, within three (3) working days of the match. An investigation of the circumstances surrounding the incident will be undertaken immediately.
- In the event that the protest is upheld, the Fines and Sanctions as stated in the policy will apply. In the event that the protest is dismissed, then the match result will stand.

10.2 TRANSFERS

- (a) The conditions relating to player transfers are set out in **Section 2 (c): Player and Coach Registrations** above.
- (b) Notwithstanding the above, a player or coach may choose, at any time, to de-register from their current club, provided this is done in accordance with all due processes, and has been properly undertaken via My Football Club by the player and his club.

Once the de-registration process has been completed, the player is then free to register with another club, provided that club is willing to register him for the remainder of that season. The player may be required to pay new registration fees when he re-registers with a new club.

11 FINALS

- (a) No club shall be permitted to participate in the finals series if they are un-financial with FCQ. This includes all Outstanding Accounts Payable to FCQ.
- (b) Players must be correctly registered in accordance with the provisions of FFA Registration Regulations, including being shown as Active in My Football Club, to be eligible to play in the Premier League final series
- (c) To qualify for the finals in Premier League, a player must play at least **five (5)** or more regular season matches scheduled for Central Queensland Premier League. A player who plays the stipulated number of matches in CQPL Division 1 and/or Division 2 will be classed as eligible to play in the CQ Premier League finals series for that Division, in line with Rule 10.1 (i) above.

Note: This rule does NOT apply to Registered U16 or Youth players playing in FCQ-sanctioned U16 and/or Youth competitions, who also play regularly in Premier League matches.

Further -

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- A player who has played more than 50% of a CQPL Division 2 match who then comes on as a substitute for a CQPL Division 1 match in the same round, shall be deemed to have played as both a 2nd Division and 1st Division player for that round.
- Likewise, a player who takes the field for less than 50% of a 2nd Division match as a starting player, but more than 50% of a 1st Division match in the same round, shall be deemed to have only played as a Division 1 player for that round.
- A player who is on the field for 50% or more of both a CQPL Division 1 **and** Division 2 fixture in the same round, shall be deemed to have played in **both** Divisions for that round, for CQPL Finals eligibility purposes.
- A club may request dispensation for a player to play in the final series when insufficient matches have been played. The request must be in writing and sent to FCQ at least three (3) working days prior to the finals series commencing. Requests will be considered where a player has sustained a serious injury or illness deeming the player unfit to play. A medical certificate may be requested.

(d) During the Finals Series, three (3) Community division players can play in a Premier Division 2 final, provided they have met the eligibility requirements in their own division, and then be able to play in subsequent finals in the lower division. If the lower division team did not reach the finals, three (3) players may play up providing they have met the eligibility requirements for playing in finals in their own division.

(e) Once a player has played a Finals Series match in CQPL Division 1 as a starting player (i.e. not as a substitute), that player may also play Finals for CQPL Division 2, provided he has met the eligibility requirements to play 2nd Division Finals. Likewise a player who has played 2nd Division Finals can be promoted to play 1st Division Finals if his club sees fit, provided he has met the eligibility requirements for Premier Division Finals.

(f) The leading team at the end of the last round of Premier League matches shall be declared Minor Premiers in their respective Division. The Minor Premiership trophies for Division 1 and Division 2 of the CQ Premier League will be presented following the Grand Final for the respective Division. Should the Minor Premiers not qualify for the Grand Final, a representative of their club shall be invited to receive the Minor Premiership trophy at the Grand Final for that Division.

(g) The four leading teams at the end of the last round shall play the finals as follows:

Week 1: Semi Finals

1 v 2 – Major Semi Final (Match A)

3 v 4 – Minor Semi Final (Match B)

Week 2: Preliminary Final

Loser (Match A) v Winner (Match B) = (Match C)

Week 3: Grand Final

Winner (Match A) v Winner (Match C)

(h) The winner of the grand final shall be declared Champion and be recognised as the winner of the Wesley Hall Cup and also receive the FCQ Premier League Champions trophy.

(i) In the event of a match being drawn at the end of the time allocated, extra time each way shall be played. In both Divisions, extra time shall be fifteen (15) minutes each way.

(j) The rules for extra time in the Premier League shall be as follows:

- There will be a five (5) minute break between normal time and extra time, but no break between the first and second segment of extra time.
- If a result can't be achieved in any of the Finals after extra time then the FIFA rules will be invoked to get a result e.g. Penalty shootout.

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12 MATCH OFFICIALS

- (a) Any Match Official or Assistant Match Official who is also a registered player and/or coach, and is suspended from any match as a player or coach, shall be **ineligible** to act as a Match Official or Assistant Match Official whilst under suspension as a player, as per the directive from FFA.
- (b) Match Officials and Assistant Match Officials shall be paid such fees as shall be from time to time determined by FCQ.
- (c) If a registered Match Official is unavailable, an alternative Match Official may be utilised, providing both teams approve the selected person. If both teams cannot agree, then a person should be appointed by the home team to officiate the match.
- (d) Any person officiating in a match shall be deemed to have the same authority as a registered Match Official to control the match.

13 MISCONDUCT

- (a) The National Disciplinary Regulations and the FCQ Disciplinary Policy shall apply.
- (b) Every registered club is responsible to FCQ for the action of its players and officials. All clubs are further required to prevent physical and verbal intimidation from spectators towards Match Officials, Assistant Match Officials, officials and players during or at the conclusion of matches. FCQ shall be empowered to engage the assistance of Police at all matches should the presence of Police be desirable.
- (b) No club, player or official shall make any statement for publication or contribute to any article or interview which might be published in any newspaper, magazine or other publication or media outlet (including social media) which is or is likely to :-
1. Reflect adversely on decisions of FCQ, or
 2. Be detrimental to FCQ, its member Clubs, Sponsors, or the game in general, or
 3. Reflect adversely on the performance of Match Officials, or
 4. Relate to any matter set down for hearing by, any decision of, or appeal to any Committee of Inquiry, Disputes Committee, or other Tribunal.

14 TROPHIES

- (a) All perpetual trophies shall remain the property of FCQ, and clubs holding any of these trophies shall be responsible for the preservation of those trophies and shall be responsible to restore or replace any perpetual trophy which has been damaged, mislaid, destroyed or stolen. All such trophies are to be engraved and returned to FCQ no later than 1 August in each year.

15 OUTSTANDING FEES

- (a) If a club competing in the 2017 CQ Premier League accumulates accounts or due payments outstanding for 30 days or more, FCQ shall take the following actions:
1. Clubs with accounts outstanding for 30 Days shall be sent a reminder letter, requesting payment within 30 Days of the date of the reminder letter.

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2. If Clubs have not acquitted all outstanding accounts by the stipulated date, FCQ shall apply sanctions against those clubs.
3. Such sanctions shall combine a financial penalty and the loss of competition points for the Club's team in the Premier Division of the CQPL.
4. In the case of repeated cases of Clubs not paying monies owed to FCQ, any such Club shall render themselves liable to lose all competition points for both Divisions of the CQPL for the 2017 season.

16 FINES AND PENALTIES

As per the FCQ Fines and Penalties List. (See the FCQ Fines and Penalties Policy for this list).

FCQ shall have the power to impose such penalties as it sees fit upon clubs found to have brought the Game into disrepute.

For instance, in the case of a club proven to have played a player when unregistered or under suspension the offending club shall forfeit the match to their opponents and penalty as per the FCQ Disciplinary Policy.

17 APPLICATION OF COMPETITION RULES

FCQ reserves the right to change or amend these rules at its discretion

As at 8 March 2017