



# Section 6. Local Competitive Competition

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## 6.1 APPLICABILITY

- (1) These rules apply, as appropriate, to all competitions and matches participated in by member Clubs of the Ballarat & District Soccer Association Inc. ("the Association"). Under no circumstances can the application of Section 4 *Disciplinary Code* and Section 5 *Code of Conduct* be negated.

## 6.2 STRUCTURE OF THE LOCAL COMPETITION

- (1) The local competitive competition ("the Competition") shall be known as the "B&DSA League Championship" and will incorporate the League's Senior and Junior Divisions with all competitions administered under the auspices of the Association.
- (2) The Competition shall comprise Member Clubs as determined by the B&DSA Board.
  - A) If a new team is to be entered into a competitive division, the Board will decide if that team needs to play a series of grading matches.
  - B) Clubs shall finalise competitive team entries at least 17 days prior to the start of the season for that Division.
  - C) If a Club has 16 or more registered and eligible players in a competitive age group team then the Club shall enter the team into the appropriate age group competition.
- (3) The Competition will consist of Divisions from the list below. The Association Board, taking into account the advice from the General Meeting held prior to the start of the season, will decide which Divisions will operate each season.
  - A) Multiple Open and Female Only Senior Divisions – Division 1, Division 2, Division 3, etc.
    - i) The Association Board will determine where a single "senior Club team" will participate i.e. Division 1, 2 or 3, etc.
    - ii) The Association Board will determine where multiple "senior Club teams" will participate i.e. Division 1, 2 or 3, etc.
  - B) Multiple Open and Female Only Junior Divisions – U18, U17, U16, U15, U14, U13 and U12.
  - C) An "Open Division" is one in which either gender can play.
- (4) The fixtures for all divisions will be constructed as per the rules of Section 8 *Local Fixture*.
- (5) The League fixture shall have provision to include the "B&DSA Final Series" fixture.
- (6) The team finishing on top of each division after the completion of the home and away fixture will be crowned B&DSA League Champion.
  - A) When two or more teams have the same number of points the order of precedence in the League Championship table shall be decided on GOAL DIFFERENCE.
  - B) When goal difference fails to separate two or more teams the order of precedence in the League Championship table shall be decided by the team scoring the greater number of goals.
  - C) When goal difference and / or goal scoring fail to separate teams on equal points, and the order of precedence determines the outcome of the League, a play-off between the teams concerned shall be ordered.
  - D) Goal difference is determined by subtracting the goals scored against from the goals scored by the team.

- (7) All games for Association Clubs in all divisions should be at the home grounds where physically possible. No fixture match, other than final or night games should be placed at an independent ground, unless allocated by the Fixture Coordinator. If necessary, kick-off times are to be altered so that all Club home games are catered for.

## **6.3 PLAYERS**

### **6.3.1 REGISTRATION**

- (1) To participate in the Competition, each Player must register online through MyFootballClub.
- (2) Registrations run from 1<sup>st</sup> January to 31<sup>st</sup> December each year.
- (3) It is the Club's responsibility to ensure that all players listed on the team sheet are registered and eligible to play.

### **6.3.2 ELIGIBLE PLAYERS**

- (1) A player is considered eligible to play, provided he/she:
- A) Has been fully registered with FFA through MyFootballClub and the player's FFA and FFV registration fees have been paid,
  - B) Is not under suspension by the Association or any other body.
  - C) Has reached the age of 10 years on the 1<sup>st</sup> January of the current year.
  - D) Meets the age criteria for that age group. Which is:
    - i) To be eligibility for an age group a player must be born in the year that is equal to or later than the current year less the age group e.g. for U17: current year 2012 less 17 = 1995. Thus those born in 1995 or later can play in the U17's in 2012.
- (2) A Junior can play in a senior team if:
- A) He/she is an U18 or U17 player.
  - B) Has signed parental permission to play with the Senior team if he/she is U16 or younger.
- (3) The Association strongly recommends that juniors play in their nominal age group. If a player is to play above their age group, the player' Club must ensure that that it is in the best interest of the player and that it is safe for the player to do so. Clubs can use Attachment 1 – Play Down or Up Request to manage Play Up requests.
- (4) Notification is required for any players (male/ female) with a disability to participate in an Association League fixture.
- (5) A Club who seeks to play a player in a lower age group than their chronological age must obtain permission from the Association using Attachment 1 – Play Down or Up Request.
- (6) The Association's Board will assess all the following considerations when reviewing applications to grant play down request
- A) Player safety.
  - B) Impacts on opportunities for participation.
  - C) Whether or not the Club fields a team in the next age group above.
  - D) Competitive fairness.
  - E) Health and medical considerations

- F) Impacts on all players and Clubs involved in the competition, not just the players and their Club requesting the play down.
- (7) Female players be automatically granted a play-down request to play in an Open Age group that is 1 year younger than their actual age.

### **6.3.3 INELIGIBLE PLAYERS**

- (1) Any player, who is not registered by the Association for the current season, is ineligible to participate in any Association Competition.
- (2) Any registered player under suspension by the Association, any of its member Clubs or any other body will be deemed ineligible until that suspension is served. This includes fixed penalties for yellow and red cards along with penalties determined by the Association Tribunal (see Section 4 *Disciplinary Code*).

### **6.3.4 PROTESTS**

- (1) If a Club wishes to protest the result of any fixture due to the playing of an ineligible player, then they must do so within 72 hours of the completed fixture.
- (2) All protests must be in writing and delivered within 72 hours to the Association Secretary during normal business hours, or sent by registered post within 72 hours, accompanied by the protest fee specified in the current *Schedule of Fees and Fines* (Section 10).

### **6.3.5 PENALTIES & OUTCOMES**

- (1) Should the protest be upheld, then the following shall apply:
  - A) Half (50%) of the protest fee shall be refunded to the protesting Club,
  - B) The fixture will be recorded as a 3-0 win in favour of the protesting Club, unless the final result was of a greater margin in favour of the protesting Club,
  - C) Any Club found guilty of fielding an ineligible player shall be fined the amount specified in the current *Schedule of Fees and Fines* (Section 10), and be subject to further disciplinary action. The Association reserves the right to expel any team at any time, should it be found guilty of breaching registration procedures pertaining to player eligibility and take further action against the Club.
- (2) Should the protest be dismissed, then the following shall apply:
  - A) The protesting Club will forfeit the protest fee,
  - B) The original result of the fixture will stand as final.
- (3) Should a Club fail to list a player on the team sheet and play that player in a match, then the Club will incur one of the following penalties:
  - A) In the event that a player is found to be eligible to play, then the Club that player is representing will be fined the amount specified in the current *Schedule of Fees and Fines* (Section 10) per offence, and the match result will stand.
  - B) In the event that a player is found to be ineligible to play, then the Club that player is representing will be fined the amount specified in the current *Schedule of Fees and Fines* (Section 10) per offence, and the fixture will be recorded as a 3-0 win in favour of the protesting Club, unless the final result was of a greater margin in favour of the protesting Club.

- (4) The Association reserves the right to investigate the eligibility of players who participate in an Association fixture and to take whatever disciplinary action it deems necessary, which may include one, or a combination of the following: fine, loss of points, expulsion from the Association, or other.
- (5) In the event both Clubs are found to have fielded ineligible players in the same fixture, the Association will deem that match to be a NO RESULT, where no points will be awarded. In addition, both Clubs will be fined up to a maximum of the amount specified in the current *Schedule of Fees and Fines* (Section 10) per offence.

#### **6.3.6 LOAN PLAYERS**

- (1) No Club will be permitted to sign players on Loan Agreements and any other agreements to this effect between Clubs will not be recognized.
- (2) Players unable to play for their home Club due to their home Club being unable to field a team in that players particular age group can expect a FREE transfer for that playing season to any Association member Club of their choice who has a participating team in their age group.
  - A) At the conclusion of the particular season the player will be transferred back to his / her home Club FREE of any transfer fee.

#### **6.3.7 PLAYER CONTRACTS / AGREEMENTS**

- (1) No Association member Club is permitted to enter into a contractual obligation with a player.

#### **6.3.8 STATE LEAGUE PLAYERS**

- (1) This Clause applies to Clubs with Teams in the National Premier League, Victorian State League and the Ballarat & District Soccer Association
- (2) NPL and State League players will be ineligible to play in the B&DSA.

### **6.4 TEAMS**

#### **6.4.1 NUMBER OF PLAYERS**

- (1) All-teams, other than those given in Clause 6.4.1 (2), shall consist of not more than 11 players on the pitch including the goalkeeper. No team shall be allowed to take the field if it consists of less than seven (7) players, one of whom must be a goalkeeper.
- (2) For the teams listed below, the number of players allowed are:
  - A) Seven-a-side teams shall consist of not more than 7 players on the pitch including the goalkeeper. No team shall be allowed to take the field if it consists of less than five (5) players, one of whom must be a goalkeeper.
  - B) If required this Clause, 6.4.1 (2), overrides the requirements of Clause 6.4.1 (1)
- (3) For the teams listed below, a number of overage players allowed are:
  - A) If required this Clause, 6.4.1 (3), overrides the requirements of Clause 6.4.1 (1)

#### **6.4.2 SUBSTITUTES**

- (4) Each Senior Open Division 1, 2, 3 etc. team may nominate UP TO five (5) substitutes in any given fixture with any or all being used in an interchange capacity.
- (1) Each Senior Women's Division 1, 2, 3 etc. team may nominate UP TO five (5) substitutes in any given fixture with any or all being used in an interchange capacity.

- (2) Each Senior Open Division 2, 3, 4 etc. team may nominate UP TO five (5) substitutes in any given fixture with any or all being used in an interchange capacity.
- (3) Each Junior Division team may nominate UP TO five (5) substitutes in any given fixture with any or all being used in an interchange capacity.
- (4) All substitutes and coaching staff must be within the Technical Area during the match.
- (5) Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing an alternative coloured strip to the game in progress.
- (6) When warming up, substitutes are requested to choose an area furthest from the opposing team.

### **6.4.3 PLAYING STRIP**

- (1) Each team must play in its officially registered colours. See *Logo and Strips* (Section 17). The uniform (colours and styles) must be approved by the Association Board prior to being purchased.
- (2) The shirts of players must bear a distinguishing number corresponding to that on the team sheet.
- (3) All players are required to wear shin guards at all times whilst on the field of play.
- (4) All first named Clubs will be deemed the "Home" team and therefore will play in their nominated colours as stated in the Club Directory.
- (5) In the event there is a clash of colours with the home team, it will be the responsibility of the visiting team to change into an alternative strip.
- (6) Clubs are urged to provide two entirely different coloured strips in order to avoid potential clashes with their opponents on any given match day.
- (7) The goalkeeper shall wear colours which distinguish him / her from other players and from the referee. Tracksuit trousers may be worn under Club shorts.
- (8) No Club is permitted to display a national flag, slogan, or emblem on any part of its playing uniform.
- (9) In the event of inclement weather players may wear other clothes under their playing uniform. The colour of the other clothes must match the playing uniform.

## **6.5 GROUND FACILITIES**

### **6.5.1 PITCH**

- (1) It is the responsibility of the HOME CLUB to provide a pitch at the correct time and date. Changes to match location or kick off time will be allowed for:
  - A) Council Bylaws or restrictions
  - B) Ground closure due to vandalism
  - C) Special circumstances as determined by the Association Zone Coordinators or Association Board.
- (2) The ground shall be marked in accordance with:
  - A) The Laws of the Game and have goal posts, nets and corner flags, or
  - B) Attachment 2 – Seven-a-Side Rules for seven-a-side games
- (3) The ground shall have a reasonable level surface with grass. The grass shall be kept properly cut.

- (4) Each Club must clearly mark out the technical area. The Technical Area shall extend no greater than One (1) Metre either side (left or right) of the substitute's bench and forward up to One (1) Metre from the touchline.
- (5) The coach, players, and any other officials must remain within the confines of the Technical Area, except in special circumstances, for example, entering the field of play, with the referee's permission, to assess an injured player.
- (6) The playing area shall be surrounded, when permitted by Councils, with a permanent barrier or alternatively a spectator boundary shall be clearly marked by a line that is 2 metres outside the touch line, goal lines, and technical area.
- (7) All new pitches have to be inspected and approved by the Association before they can be used for competitive games.

#### **6.5.2 FACILITIES**

- (1) There shall be separate dressing rooms for each team which can be locked, and have showers with hot and cold water, and with toilets.
- (2) The Referee and Linesmen shall be provided with a separate dressing room which can be locked and have showers with hot and cold water and shall have access to toilets.
- (3) Within the ground there shall be: -
  - A) Dressing rooms with showers;
  - B) Toilets for public and players;
  - C) Refreshment facilities;

#### **6.5.3 MATCH TIME**

- (1) Any Club needing to change a kick off time must first reach agreement with their opposition on the new time, then both Clubs must submit a request by e-mail to the Association's Fixture Coordinator. The Fixture Coordinator will consider the request and advise the Clubs of his/her decision. Other than under exceptional circumstances change requests must be submitted at least 6 days before the scheduled fixture time.
- (2) In unforeseen circumstances, the Fixture Coordinator may reschedule matches giving sufficient notice to the affected Clubs and Referee Appointments Officer.

#### **6.5.4 MATCH BALLS**

- (1) The "Home" Club shall provide the appointed referee with three (3) Match Balls, NO LATER THAN, fifteen (15) Minutes prior to the commencement of the scheduled fixture.
- (2) At all times the size of the match ball shall be Size 5 for U14 to Senior, and Size 4 for U12 and U13.
- (3) At the conclusion of the game, the referee will return the three (3) Match Balls to the Team Manager of the "Home" team.

#### **6.5.5 STRETCHERS / FIRST AID**

- (1) It is compulsory that ALL Clubs allocate one stretcher suitable for first aid emergency use at fixtures.
- (2) Clubs should ensure that stretchers are placed inside the barrier fence in a safe and accessible position to first aid staff.
- (3) All stretchers must be in a safe and useable state.
- (4) All Clubs should identify all first aid staff.



## **6.6 OFFICIALS**

### **6.6.1 NON-ATTENDANCE OR UNAVAILABILITY OF REFEREE**

- (1) Should the appointed referee fail to honour his /her appointment, then the next most senior match official will be appointed to take charge of the fixture.
- (2) In the event the appointed referee is late on arrival, then the replacement referee will take charge of the fixture until the appointed referee is ready to take over.
- (3) In the event no registered referee is present to take charge of the fixture, then the home Club shall consult the visiting team and appoint a referee to take charge of the fixture (with all powers and obligations of an official referee).
- (4) All Clubs are obligated to fulfil all Association fixtures regardless of whether the appointed referee is present to take charge.
- (5) Referees are not permitted to make any comment to the media in regards to any matters pertaining to the Association.

### **6.6.2 GROUND OFFICIALS**

- (1) Each "Home" Club will provide a minimum of one (1) and preferably two (2) responsible Ground Officials or ALL competitive matches dressed in clearly identifiable attire.
- (2) The minimum age (for ground officials) will be 16 years and the official shall not be younger than the age division of the game being played.
- (3) All Ground Officials must identify themselves to the appointed referee prior to Kick-Off.
- (4) Ground Officials are to be visible at all times and are to provide an escort to the referees at Commencement, Half Time and Full Time.
- (5) The Association reserves the right to increase these minimum-security arrangements for any fixture at any time.

## **6.7 TEAM SHEET**

### **6.7.1 CLUB RESPONSIBILITIES**

- (1) The Association Team Sheet are those printed from Sporting Pulse. Clubs are required to print one copy. Opportunity for clubs to photograph opposition team in case of dispute. Original to be forwarded to the association.
- (2) Both teams must correctly complete the official Sports TG Sheet in full, NOT LESS THAN, Fifteen (15) Minutes prior to the commencement of any match and hand them to the referee.
  - A) Clubs are to ensure that all team sheet details are legible and reflect the starting 11 players, substitutes and non starters, through the use of P,S and N.
  - B) Clubs must ensure that only players who are present and ready to participate in the game are listed on the team sheet.
- (3) The referee will check that the team sheet has been completed correctly.
- (4) Clubs have the right to sight and photograph the opposition team sheet after it has been checked and prior to the start of the game.
- (5) The failure to list an eligible player on the team sheet for an Association competitive match will not alter the match result, but will result in the fine specified in the current *Schedule of Fees and Fines* (Section 10) per player.

- (6) If an ineligible player participates for his/her Club or any other Club in an Association fixture, the Club the player was participating for will be deemed to have lost the match. Both player and Club will be subject to further disciplinary action. If a player's Club cannot produce proof of registration when requested by the referee, then prima facia, the player is ineligible and opposing Club can appeal the result.
  - A) An acceptable proof of registration is a current printout of Eligible Player List from the FFV Club Finance System, signed by Club Registration Officer.
- (7) In the event both Clubs are found to have fielded ineligible players in an Association fixture, the match will be deemed a NO RESULT, with all parties subject to further disciplinary action.
- (8) All teams must ensure that the Sports TG entries match the information on the Team Sheets. If Players listed on the website does not match the team sheet, this match would then not count as a Qualifying match for the finals for that Team

### **6.7.2 REFEREE'S RESPONSIBILITIES**

- (1) At the conclusion of each match, the referee shall consult and confer with his or her Assistants prior to completing both Team Sheet and Misconduct Summary forms.
- (2) A Club Official can request the referee to confirm the eligibility of a player who participated in the game: The referee will then:
  - A) Request the player's Club to produce proof, that the player is an eligibly player, that is registered.
    - i) The Club has 15 minutes to produce acceptable proof. Acceptable proof is a record of registration is a current printout of Eligible Player List from the FFV Club Finance System, signed by Club Registration Officer.
  - B) The referee will record the result of the request on the notes section of the team's sheets.
- (3) The referee will enter the Best and Fairest votes on the referee's copy of the team sheet.
- (4) It is crucial that the appointed referee forward to the Association the original Team Sheets and Misconduct Summary forms, Best and Fairest Votes along with any Incident Reports.
  - A) Team sheets and other forms MUST reach the Association within 72 hours of the match. All match results should be entered onto to Sports TG before 11.00pm Sunday.
  - B) The team sheets should be scanned and emailed to the BDSA Administrative Officer at: [admin@ballaratsoccer.com.au](mailto:admin@ballaratsoccer.com.au)
- (5) In the event that a Club official approaches the match referee, before, during or after a fixture, except to query player eligibility, the referee is advised to refer any protests or concerns to the Association in writing.

### **6.8 DURATION OF MATCHES**

- (1) All Competition Matches will be played as follows: -
 

Seniors	2 x 45 minutes with max 15 minute half-time interval.
Under 17	2 x 40 minutes with max 10 minute half-time interval.
Under 16	2 x 40 minutes with max 10 minute half-time interval.
Under 15	2 x 35 minutes with max 10 minute half-time interval.

Under 14	2 x 30 minutes with max 10 minute half-time interval.
Under 13	2 x 25 minutes with max 10 minute half-time interval.
Under 12	2 x 25 minutes with max 10 minute half-time interval.
Seven-a-side	2 x 35 minutes with max 10 minute half-time interval.

There will be no extra time in any Home & Away matches

- (2) The B&DSA President or their delegate may reduce these standard match durations across the competition to take into account of relevant matters including ground conditions. These altered durations will apply with effect from a date determined by the President or their delegate until a later date determined by the President.
- (3) The appointed referee reserves the right to curtail any match if in the officials' opinion playing conditions compromise player safety.
- (4) The appointed referee may at his or her discretion reduce the playing time of a match in line with FIFA Regulations, only after having consulted the captains of both participating teams. If the appointed referee reduces the playing time of a match, he or she must outline their reasons in writing to the Association within 48 hours of the conclusion of the fixture.

## **6.9 LAWS OF THE GAME**

- (1) The Current version of the Laws of the Game shall apply except where modified by Attachment 2 – Seven-a-Side Rules for seven-a-side games.

## **6.10 DECISIONS OF THE REFEREES**

- (1) All decisions of the match referee (on all parties) during the course of a match are final and binding as far as the result of a match is concerned, and no protest can be lodged.

## **6.11 MATCH RESULTS**

### **6.11.1 ALL GAMES**

- (1) Match points will be accredited as follows:

WIN	Three (3) points and goals as scored
LOSS	Nil points and goals as scored
DRAW	One (1) point and goals as scored
BYE	Three (3) points and 3 goals.
WALK OVER	See Sections 6.11.2 and 6.11.3
ABANDON	See Section 6.11.4

### **6.11.2 WALK OVER/FORFEIT – NOT NOTIFIED**

- (1) When at the due kick off time one or both teams are not on the field of play ready to kick off, the referee shall allow a maximum of 15 minutes beyond this time. Should one or both teams still not be ready after this period, the game shall be abandoned.
- (2) When Clause 6.11.2 ((1) has been evoked, the Association shall automatically award the game as follows: -
  - A) In a game where only one team is on the field of play, that team shall be awarded 3 match points and the team that has not taken the field will have 2 match points deducted.
  - B) In a game where neither team is ready on the field of play, no match points will be awarded until determined by the Association.

- C) In the event of Clause 6.11.2 (A) and (B) becoming effective three (3) goals shall be awarded to the team that has been awarded the match.
- D) Any Club failing to field a competitive team (when on the fixture to play) shall be fined as per the current *Schedule of Fees and Fines* (Section 10) and may be requested by the Association to show cause as to why that team should not be suspended from the competition in which it normally plays.

#### **6.11.3 WALK OVER/FORFEIT – NOTIFIED**

- (1) All forfeited games will incur a 2 Match points deduction from the Club Team giving the Forfeits
- (2) When a Club notifies the Association that it will not be fielding a team in a scheduled fixture match then the opposition Club shall be automatically award the game with 3-0 goal score and 3 match points.
- (3) Any club failing to field a competitive team on 3 occasions (when on the fixture to play) may be requested by the Association to show cause as to why that team should not be suspended from the competition in which it normally plays.

#### **6.11.4 ABANDONED MATCHES**

- (1) Should the match referee abandon a League fixture at any time after 75% of the standard or reduced match time (Section 6.8) has passed then the match result will stand.
- (2) Should the match referee abandon a League fixture at any time before 75% of the standard match time (Section 6.8) has passed, then the match result will stand, unless one or both of the competing Clubs requests the fixture to be replayed. Clubs are advised that all requests must be in writing and be submitted to the Association Secretary within 72 hours of the fixture being concluded. Any requests received by the Association after this time will be disregarded and the result will stand.
  - A) The Association shall take into consideration the following factors when considering each such request:
    - i) reasons why the fixture was abandoned
    - ii) result of the game at the time of abandonment
    - iii) the impact on the final League/ Cup standing of the fixture.

**NOTE:** The decision of the Association regarding the request for a replay shall be final. The Association reserves the right to refer the matter to the Association Tribunal (See *Disciplinary Code* Section 10) for determination.

- (3) The Association or the appointed referee reserves the right to postpone, delay, or abandon any fixture for unsuitable ground or weather conditions or concerns for player, officials, or spectator's safety.
- (4) If a match cannot be played due to ground conditions then the Association or the appointed referee can transfer the match to another pitch if in doing so does not affect any matches that are scheduled to be played on that pitch.
- (5) If the appointed referee moves, postpones, delays or abandons any fixture he or she must outline their reasons in writing within 48 hours of the conclusion of the fixture to the Association.
- (6) In the event of a forfeit where a club has two teams entered in an age group, the lower ranked team will be the team that gives the forfeit. Excluding teams entered in the same age group/division.

- (7) In the event of a forfeit by a Club, the opposition club should not be penalised. The match should be classed as a win for the Club which was prepared to play. Team sheet to be submitted by the innocent club, with the standard 16 names on it. This will count towards finals eligibility.

#### **6.11.5 POSTPONED MATCHES**

- (1) Matches may only be postponed by the Association Coordinator.
- (2) Matches that are cancelled due to adverse weather conditions will not normally be rescheduled. Under certain circumstances the Board reserves the right to reschedule any such matches. Cancelled matches not rescheduled will be declared a draw. Should a complete round be cancelled and not rescheduled any team with a scheduled BYE on that day shall be awarded a draw instead of the normal three points.

#### **6.11.6 SUBMISSION OF RESULTS**

- (1) All Clubs must ensure that the team sheet matches Sports TG. The Referee will enter match results and goal scorers into Sports TG by 11 pm on the Sunday following the match.-Clubs who fail to ensure that the team sheet is accurate, will be subject to the fine specified in the current *Schedule of Fees and Fines* (Section 10) per team.

#### **6.12 BEST AND FAIREST VOTES**

- (1) At the conclusion of all Competitive matches the referee is required to fill in and submit Best and Fairest Votes.
- (2) All votes must be treated with the highest confidentiality, and forwarded to the Association Registration Officer within three (3) working days.
- (3) All completed voting forms must be filled in full including the players' FFA Number.

#### **6.13 BILL DE JONG MEDAL – REFEREE BEST AND FAIREST**

- (1) The Bill de Jong Best and Fairest is an award for referees.
- (2) At the conclusion of all Competitive matches, each coach is required to submit Bill de Jong Best and Fairest votes to their Club Secretary who will complete the BDSA online form.
- (3) If a coach submits a score of 1 or 2, which indicates the coach believes the referee has failed in the performance of his/her duties, it must be accompanied by a report outlining the reason for the referee being unsuitable.
- (4) All votes must be treated with the highest confidentiality, and forwarded to the Association's Secretary by e-mail by the Club Secretary within three (3) working days

#### **6.14 ADMITTANCE PRICES**

- (1) Admittance to all League / Cup matches will be free of charge except where B&DSA approval has been given to charge an entrance fee.

#### **6.15 FINAL SERIES RULES**

##### **6.15.1 STRUCTURE OF COMPETITION**

- (1) The Final Series shall be played on the dates decided by the Board.
  - A) The elimination and qualify finals will be played on two days over a single weekend.

- (2) The Final Series consist of:
- |                   |  |
|-------------------|--|
| Elimination Final | 3 <sup>rd</sup> (Home team) vs. 4 <sup>th</sup> (Away team)                        |
| Qualifying Final  | 1 <sup>st</sup> (Home team) vs. 2 <sup>nd</sup> (Away team)                        |
| Preliminary Final | Loser of Qualifying Final (Home team) vs. Winner of Elimination Final (Away team)  |
| Grand Final       | Winner of Qualifying Final (Home team) vs. Winner of Preliminary Final (Away team) |

### **6.15.2 ELIGIBILITY / NON ELIGIBILITY OF CLUBS**

- (1) A Clubs team is considered eligible to play in a final series, provided that the team has finished in one of the top four positions of the ladder after the completion of the home and away series.
- (2) Clubs whose team's finish outside the top four are ineligible to play in the Final Series.

### **6.15.3 ELIGIBILITY OF PLAYERS**

- (1) Players taking part in the Association Final Series must be properly registered with the Association
- (2) No player shall play in any Final (competitive age groups) unless he/she has participated in at least;
- A) Seven (7) games on 7 match days during a season fixture of **18 or more matches**  
**Six (6) games on 6 match days during a season fixture of 16 or 17 matches**  
**Five (5) games on 5 match days during a season fixture of 15 or less matches**
- B) Senior Division 1 – played the required number of games in any level of the competition, excluding where a club has two teams entered in Senior Div. 1. In which case they **must have played the appropriate number** of games for the team that made the final as per 6.15.3.A
- C) Senior Division 2, 3, etc. and Junior Divisions - U18, U17, U16, U15, U14, U13, U12, played the required number of games in the team that is contesting the finals.
- D) Where the interchange rules apply, played means: being listed on the team sheet. Where the substitution rules apply, played means, actually taking the field of play.
- E) If a player is eligible to play in 2 or more teams in a Division, their Club must nominate which team the player is going to play for in the Finals as per Section 6.15.3 (4)
- F) As recorded in Sports TG.
- (3) Existing players, i.e. players who were register with a Club in the previous season, have to be registered with an Association Club before 1<sup>st</sup> July of the current season.
- (4) New players, i.e. players who have NOT been registered with any football club previously, do not have to meet the eligibility criteria of Section 6.15.3 (2)
- (5) Each Club playing in the finals must submit the names of all eligible players, their ID number and the team that they are eligible for, to the Association by 5 pm of the Thursday before the Elimination Final.

- A) If a Club is unable to nominate 16 eligible players for a team due to injury to players who have qualified for the finals, then the Club can nominate replacement players from a lower division or age group who have qualified for the finals in the lower division or age group.
- B) If a Club is nominating replacement players then the final's squad is limited to 16 players.
- C) When a Club is submitting replacement players they must provide the name and ID number of the injured player.

#### **6.15.4 DRAWN GAMES**

- (1) A draw in a Final Series Match competition the following shall apply: -
  - A) Extra Time will be played as follows (excludes sub junior) -
    - i) U12, U13, U14 2 x 8 minute halves with 5 minute interval.
    - ii) U15, U16, U17 2 x 10 minute halves with 5 minute interval.
    - iii) Seniors 2 x 15 minute halves with 5 minute interval.
    - iv) Seven-a-side 2 x 10 minute halves with 5 minute interval.
- (2) If still no result, the game shall be decided by the taking of penalty kicks from one penalty spot in accordance with FIFA Regulations/Rules.

### **VERSION MANAGEMENT**

<b>Version</b>	<b>Date</b>	<b>Reason for Change and Sections Changed</b>	<b>Author</b>	<b>Approved</b>
1.2A	11 Sept 2006	First draft for 2007 season	Peter J Reid	—
1.2B	22 Feb 2007	Second draft for 2007 season	Peter J Reid	—
1.2C	27 Feb 2007	Draft approved for distribution	Peter J Reid	—
1.2D	3 Mach 2007	Inclusion of registration period	Peter J Reid	—
1.2E	14 March 2007	Board review	Peter J Reid	—
2	22 March 2007	Adopted at General Meeting	Peter J Reid	General Meeting
2.1	8 May 2007	U15 nine a side	Peter J Reid	Board Meeting
2.1A	9 June 2007	Player ID cards	Peter J Reid	—
2-2	12 June 2007	Adopted at Board Meeting	Peter J Reid	Board Meeting
2-3	10 July 2007	Removal of golden goal in finals – Section 6.13.4.	Peter J Reid	Board Meeting
2-3A	15 Sept 2007	Post 2007 season review	Peter J Reid	—
2-3B	6 Dec 2007	Motion at AGM	Peter J Reid	—
2-3C	21 March 2008	Inclusion of Girls teams	Peter J Reid	—
3	3 April 2008	Adopted at General Meeting	Peter J Reid	General Meeting
3A	19 Jan 2009	Player registration – Sections 6.3.2, 6.7.1, 6.7.2 Media reports – Section 6.7.1 Playing Strip – Section 6.4.3 Player eligibility for finals – Section 6.15.3	Peter J Reid	—

<b>Version</b>	<b>Date</b>	<b>Reason for Change and Sections Changed</b>	<b>Author</b>	<b>Approved</b>
3B	4 Feb 2009	Player registration – Sections 6.3.2, 6.7.1, 6.7.2, Attachment 1 Media reports – Section 6.7.1 Playing Strip – Section 6.4.3 Player eligibility for finals – Section 6.15.3 Bill de Jong Best & Fairest – Section 6.13 Junior playing senior teams – Section 6.3.2 Number of female players – Section 6.4.1	Peter J Reid	—
3C	4 March 2009	Definition of “open division” – Section 6.2	Peter J Reid	—
4	18 March 2009	Female divisions – Section 6.2 Number of players – Section 6.4.1 Adopted at General Meeting	Peter J Reid	General Meeting
4A	10 May 2009	Player eligibility, minimum age, playing up, and playing down – Section 6.3.2	Peter J Reid	—
4-1	12 May 2009	For approval	Peter J Reid	Board Meeting
4-1A	12 Jan 2010	Removal photo ID requirement as per 3 <sup>rd</sup> December AGM motion – Sections 6.7.1 and 6.7.2 Two days for first week of finals as per 3 <sup>rd</sup> December AGM motion – Section 6.15.1 Player eligibility for finals as per 3 <sup>rd</sup> December AGM motion – Sections 6.15.3 New competitive team as per 3 <sup>rd</sup> December AGM motion – Section 6.2 Competitive team entries as per 3 <sup>rd</sup> December AGM motion – Section 6.2 Multiple teams in a competitive division as per 3 <sup>rd</sup> December AGM motion – Section 6.4.1 Bill de Jong referee votes – Section 6.13 Match points – see Section 6.11.1 Match results – see Section 6.11.6	Peter J Reid	—
4-1B	27 Jan 2010	Editorial feedback – Section 6.7.1 (5) Team sheet to Association – Section 6.7.2	Peter J Reid	—
4-1C	1 March 2010	Female team members – Section 6.4.1 (2)	Peter J Reid	—
4-1D	14 March 2010	Board review – editorial corrections	Peter J Reid	—
4-1E	27 March 2010	Removal photo ID requirement as per 3 <sup>rd</sup> December AGM motion – Sections 6.3.1, 6.3.2, 6.7.1 and 6.7.2	Peter J Reid	—
5	8 April 2010	Section 6.4.1 For Approval	Peter J Reid	General Meeting



Version	Date	Reason for Change and Sections Changed	Author	Approved
5A	8 March 2011	AGM Motion 10, even number of teams in Open Firsts – Section 6.2 (iii) Open Women inclusion – Sections 6.2 (3) B), 6.4.1 (1) & (2), 6.4.2 (4), (4) & (4), 6.5.1 (2) and 6.9 Play Down/Up requests – Section 6.3.2 U16 Female removal of overage players – Section 6.4.1 AGM Motion 4, player movement between teams and finals eligibility – Sections 6.4.1 (4) and 6.15.3 AGM Motion 9, inclement weather strip – Section 6.4.3 (9) Match ball numbers increase – Section 6.5.4 AGM Motion 7, 3 part team sheet – Sections 6.7.1 (1)A) and 6.7.2 (3) AGM Motion 8, non-participating players on team sheet – Section 6.7.1 (1)B) Publicity results submission – Sections 6.7.1 and 6.11.6 Duration of matches, brig in line with FFV and match duration changes – Section 6.8 Abandon match duration calculation – Section 6.11.4 Bill de Jong vote submission – Section 6.13	Peter J Reid	—
6	7 April 2011	AGM Motion 10, even number of teams in Open Firsts rescinded – Section 6.2 (iii) For approval	Peter J Reid	General Meeting
6A	3 June 2011	Changes due to creation of 3 divisions in open seniors – Section 6.2, 6.4.2, 6.15.3 Introduction of Women's Open division – Section 6.2, 6.4.1, 6.4.2 Generalisation of wording to prevent unnecessary future changes – Sections 6.2, 6.4.1, 6.4.2	Peter J Reid	—
6-1	14 June 2011	For approval	Peter J Reid	Board Meeting
6-1A	11 Jan 2012	Final drawn game extra time – Section 6.15.4 Player eligibility for finals – Section 6.15.3 Number of players, seven-a-side teams – Section 6.4.1	Peter J Reid	—
6-1B	17 Feb 2012	Junior age group eligibility – Section 6.3.2	Peter J Reid	—
6-1C	26 Feb 2012	Number of ground officials – Section 6.6.2	Peter J Reid	—
7	15 March 2012	Approval at General Meeting	Peter J Reid	General Meeting
7-1	10 April 2012	Overage players for U13 Girls – Section 6.4.1	Peter J Reid	Board Meeting

Version	Date	Reason for Change and Sections Changed	Author	Approved
7-1A	21 July 2012	Payment of registration fees – Section 6.3.2 U13 Girls teams – over age players – Section 6.4.1 Clothes worn under playing strip – Section 6.4.3 Change of match time request – Sections 6.5.3 Match results, team sheet, and goal scorers into Sports TG – Section 6.7.1 Submission of results for publicity – Section 6.7.1 No added match time – Section 6.8 Moving fixture matches – Section 6.11.4 Submission of results – Section 6.11.6 Editorial – Section 6.15.2 Player eligibility for finals – Section 6.15.3	Peter J Reid	—
7-1B	2 Feb 2013	Player eligibility when playing in FFV State League competitions – Section 6.3.2	Peter J Reid	—
7-1C	7 March 2013	Review prior to Clubs meeting 4 April Added Player eligibility for FFV State League – Section 6.3.8 Added clause to 6.5.3 for Rescheduling matches Changes to 6.6.2 ground officials at commencement of matches Added Max to Duration of Matches for Half time 6.8 Renaming of Divisions in Attachment 5 and inclusion of Division 3 open and Division 2 Women's	Jeremy Irvine	—
7-1D	14 <sup>th</sup> March 2013	Minor Syntax Changes	Jeremy Irvine	—
8	20 <sup>th</sup> April 2013	Approved at Clubs meeting	Jeremy Irvine	Clubs Meeting
8-1	21 February 2013	AGM Updates	Jeremy Irvine	AGM
8-1A	29 Oct 2014	Fixture management – Section 6.2 Open Division 2 interchange rule – Section 6.4.2 Notice to referees – Section 6.5.3 Entrance fees – Section 6.14 Final eligibility – Section 6.15.3 Editorial changes – Sections 6.2, 6.3.1, 6.3.2, 6.3.8, 6.4.2, 6.11.6 and 6.15.3	Peter J Reid	—
9	4 Dec 2014	State League player eligibility – Section 6.3.8 Approval at AGM	Peter J Reid	AGM
10	2 Dec 2015	AGM changes – Sections 6.3.2, 6.11.3, 6.11.5, 6.12, 6.13	Peter J Reid	AGM

## ATTACHMENT 1 – PLAY DOWN OR UP REQUEST

- (1) "Play Down/Up" requests can be submitted by a player's parent or guardian requesting that the player be allowed to "Play Down/Up" one competition level.
- (2) **Play Down** requests must be submitted:
  - A) To the players Club for their approval and then to,
  - B) B&DSA for their consideration.
- (3) **Play Up** requests must be submitted to the player's Club for their consideration
- (4) The following information must be provided with each request.
  - A) Request to Play Down or Play Up (circle applicable request)
  - B) Player's name \_\_\_\_\_
  - C) FFA registration number \_\_\_\_\_
  - D) Date of Birth \_\_\_\_\_
  - E) Height in cm \_\_\_\_\_ Weight in kg \_\_\_\_\_
  - F) Division by Age \_\_\_\_\_ Division Requested \_\_\_\_\_
  - G) Please provide detailed reasons below or attach separately:  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

- (5) Signatures

	Parent	Coach
Signature	_____	_____
Name printed	_____	_____
Date	_____	_____

- (6) Club Approval by President/Registration Officer

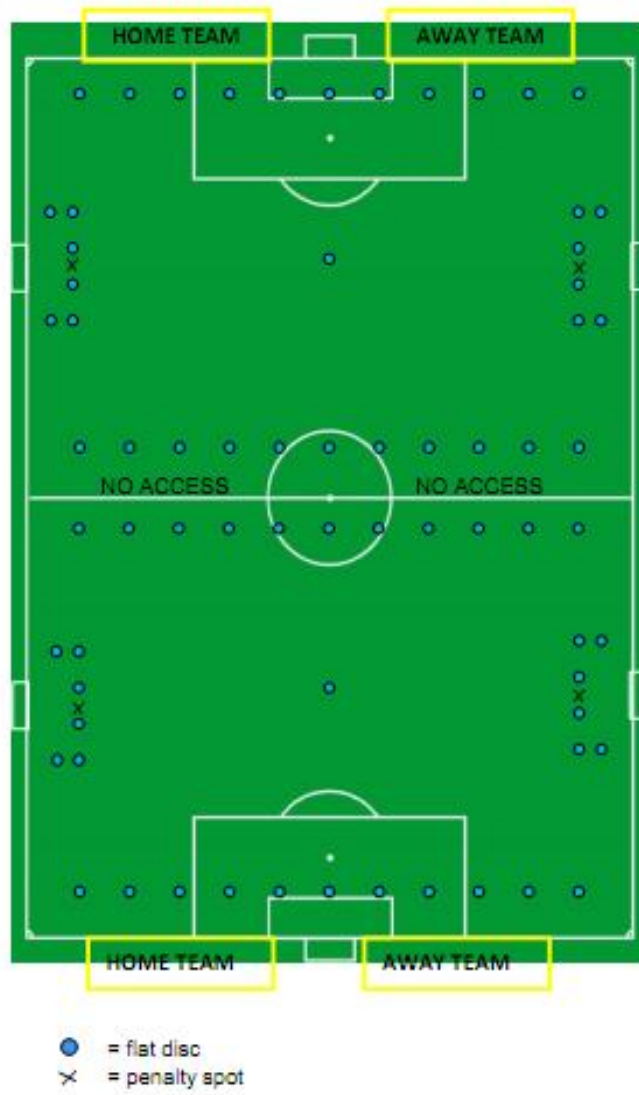
Signature	_____
Name printed	_____
Date	_____

**Note: If granted a play down request and the player then plays one or more games in their actual age group or above, then the play down approval will be rescinded.**

## **ATTACHMENT 2 – SEVEN-A-SIDE RULES**

- (1) The Field of Play
  - A) Approximately ½ full size pitch which will be marked out with flat discs (see Figure 1).
- (2) Goals
  - A) On turf pitches, 5 m x 2 m samba goals. Samba goals are made to Australian Standard but at no time should anybody hang from the goals.
  - B) On the synthetic pitch at Morshead Park the moveable goals.
- (3) Penalty Area
  - A) 5 m x 12 m marked with flat discs (see Figure 1).
- (4) Interchange players and team official must position themselves in areas as per Figure 1. All spectators must remain outside the perimeter fence.
- (5) Goalkeeper
  - A) The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 5 m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.
- (6) Start of Play and Re-start after Goal
  - A) Kicked forward from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5 m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored. The ball is in play once it moves forward.
- (7) Ball Crossing the Touch Line – Throw-in
  - A) Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.
- (8) Ball Crossing the Goal Line
  - A) After Touching the Defending Team Last - Corner kick.
    - i) A player from the attacking team places the ball on the corner nearest to the point where the ball crossed the line. Opponents must be at least 5 m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.
  - B) After Touching the Attacking Team Last – Goal Kick
    - i) Goal kick from anywhere within the penalty area. Opponents remain at least 5 m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- (9) Offside
  - A) There is no offside in seven-a-side.

**Figure 1. Seven-a-Side Pitch Layout**



**ATTACHMENT 3 – BILL DE JONG VOTES SUBMISSION- ENTERED ONLINE**