

DUBBO & DISTRICT  
FOOTBALL ASSOCIATION

RULES & REGULATIONS – 2024

## INTRODUCTION - Objects & Functions

### *Dubbo & District Football Association Incorporated*

#### *herein referred to as DDFA*

The objects for which the Association is established are:

- To be a member of Football NSW in respect of the Jurisdiction and to comply with the constitution and by-laws of FA & Football NSW.
- To control, administer, promote, provide and Manage Football and relevant competitions & tournaments throughout the Association & District.
- To foster friendly relations among the officials and players of Football.
- To prevent racial, religious, gender or political discrimination or distinction among Football players and the Football Community.
- To promote, provide for, regulate and manage Football players representing the Association & District.
- To co-operate with Football NSW, other members of Football NSW and other bodies in the promotion and development of, or otherwise in relation to, Football, the Statutes and Regulations and the Laws of the Game.
- To facilitate the provision and maintenance of grounds, playing fields, materials, equipment and other facilities for Football in the Association; and other objects which, in the opinion of the DDFA Executive, is in the best interests of Football.

## 1. GENERAL RESPONSIBILITIES

### a. Club Member Behaviour

- i. Each member Club is responsible for the behaviour of its players, team officials and supporters.
- ii. Any person or club found guilty of misconduct or of bringing Football into disrepute shall be liable to suspension and/or such other penalties as may be determined by the DDFA Executive. Refer to FNSW Grievance and Disciplinary Guidelines, DDFA Disciplinary Guidelines and FA Code of Conduct.

### b. Club Financial Obligations

- i. Each member Club is responsible for its financial obligation to DDFA.
- ii. The club is ineligible to vote at the DDFA AGM if they have any outstanding monies owed from the previous financial year (deemed un-financial) or MUST have an agreed payment plan in place approved by the Executive to enable the Club eligibility.

## 2. DEFINITION OF HOME TEAM/CLUB

- a. The first team/Club named in each fixture is the home team/Club and shall normally host the fixture on its home ground.
- b. The home team/Club for any finals fixture in a series of special competition shall be the team that finished in the higher position on that competition points table.
- c. Home Team/Club's Responsibilities - home teams/Clubs are solely responsible for fulfilling each of the following requirements:
  - i. Ensure that the designated home ground is available on the date and at the time specified for the fixture
  - ii. In the event of the ground being unfit or unavailable consult with the DDFA to arrange an alternative venue, date and time. The DDFA has the final authority on such matters.
  - iii. Notify the visiting team, and the DDFA of any change of venue as soon as reasonably practicable but within 24 hours of a decision being made.
  - iv. Carry out whatever ground maintenance may be necessary to ensure conditions are safe and playable.
  - v. Mark the field of play clearly and in accordance with Law 1 - FIFA Laws of the Game.
  - vi. Equip all goal posts with nets, which are to be safely secured to the goal posts and to the ground.
  - vii. Secure Goal Posts to comply with Australian Standards.
  - viii. Ensure the presence of one (1) capable Duty Officer for the duration of each fixture - junior and senior competition. The Duty Officer is responsible for the maintaining of good order and conduct at fixtures

and shall wear some form of distinctive identification, be active and visible by the appointed Match Official at all times during a game (NB: the appointed Match Official has the right to delay the start / continuation of a match if the Duty Officer cannot be clearly identified). Duty Officers responsible for MiniRoos fixtures are to be located and present in the duty room

1. Refer to Appendix for list of duties
- ix. It is advisable that a 'Level 3' First Aid Officer and an adequate first aid kit is accessible at all times for emergency situations. A First Aid kit will be found in the Duty Room at Lady Cutler Oval.
- x. Ensure adequate security provision for the safety, welfare and protection of Team Officials, Match Officials, players and the public.
- xi. The Home Club is responsible for ensuring no alcohol is sold at junior fixtures. The consumption of alcohol is prohibited at junior fixtures. The home club must ensure this law is upheld. The Club is encouraged to complete a Good Sports Accreditation.
- xii. Ensure that the home venue/field is clean of litter and rubbish and that bins are moved to the designated waste pick up location at the venue.**
- xiii. If the Home Club is unable to provide a home field, the DDFA will provide one. The DDFA will thus be responsible for points 2.c.i, 2.c.ii, 2.c.iii, 2.c.iv, 2.c.v, 2.c.vi & 2.c.vii

### 3. GROUND UNFIT OR UNSAFE TO PLAY

- a. The Match Official is the deciding official on all matters relating to the field of play and is required to submit a written report to the DDFA on any problems.
- b. Should a Match Official refuse to commence a fixture due to unsatisfactory markings, goalposts, nets, corner flags, lighting, or an unsafe playing surface, they shall notify the DDFA immediately and another suitable venue may be sought.
- c. If another suitable field cannot be found, the fixture will be rescheduled at the discretion of the DDFA

### 4. WASHED-OUT OR DOUBTFUL FIXTURES

- a. If inclement weather or other conditions preceding a fixture create reasonable doubt about play being possible, the Home Club must arrange an inspection of the ground before 7am on the day of the fixture and decide whether play can take place.

- i. This is the responsibility of DDFA and the clubs outside of Dubbo City Area (Gulgong, Narromine, Wellington)
- b. The DDFA must be advised of the outcome of any unfavourable ground inspection by no later than 8.00 am on the day of the fixture.
- c. Information on postponed fixtures must be widely communicated to all interested parties as soon as possible after 8.00am on match days.
- d. Information will be posted on Facebook, and emailed to all Clubs
- e. In the event of a ground being declared unfit for play on the day scheduled, it remains closed for the entirety of that day until further inspection by a Senior Match Official or DDFA.
- f. A Club using more than one home ground of which only one is declared unfit for play may have others deemed playable. In such cases each separate ground must be clearly identified by number or name, as in the official fixture list, to eliminate any possible confusion.
- g. Junior/Senior Competitive Division – Final Series
  - i. Should a Junior/Senior Semi Final be washed out the following will apply:
    - 1. The team finishing higher on the competition points table in the Major Semi Final shall progress to the Grand Final. The other team shall progress to the Preliminary Final
    - 2. The team finishing higher on the competition points table in the Minor Semi Final shall progress to the Preliminary Final, the other team is eliminated.
  - ii. Should a Junior/Senior Preliminary Final be washed out, the following will apply:
    - 1. The team finishing higher on the competition points table shall progress to the Grand Final.
    - 2. The other team is eliminated.
  - iii. Should a Junior/Senior Grand Final be washed out, the following will apply:
    - 1. The team finishing higher on the competition points table shall be declared the winner.
    - 2. The team finishing lower on the competition points table shall be declared the runner-up.
- h. Wet Weather Weekends may be nominated by the DDFA for playing catch up matches required due to inclement weather, including the provision to utilise mid-week fixtures, and changes of venues.

5. COMPETITION RULES & THE LAWS OF THE GAME

All fixtures shall be played in accordance with the Official Laws of the Game – as set down and published from time to time by FIFA and FA. The DDFA may decide from time to time to set and/or vary these competition rules, including the duration of fixtures, provided that reasonable advance notice of such variations has been given to each competing Club/team, the Match Officials, and other affected parties.

- a. Interchange/Substitutions
  - i. All Competitions and Divisions have unlimited interchange
- b. MiniRoos (Under 5 to Under 11)
  - i. Please refer to the FA website for the Rules & Regulations for MiniRoos Competition (Link to National guidelines in Appendix).

6. FOOTBALLS

- a. Provision of Match Balls
  - i. The home team in all games is responsible for providing the match official with two (2) correctly inflated footballs of an approved brand and size, no later than 15 minutes before the scheduled kick-off.  
*(Refer to Law 2 – The Ball. the following marks: FIFA Quality PRO, FIFA Quality, IMS - INTERNATIONAL MATCH STANDARD)*
  - ii. The DDFA will provide Match Balls for Grand Finals only in every junior and senior age competition/division
- b. Football Sizes
  - i. The following sizes are in accordance with IFAB

Senior Men & Women, incl Over 35s	Size 5
Under 14, Under 15, Under 16, Under 17	Size 5
Under 10, Under 11, Under 12, Under 13	Size 4
Under 5, Under 6, Under 7, Under 8, Under 9	Size 3

7. OFFICIAL FIXTURE LIST

- a. Fixture List
  - i. All dates and times of fixtures in each competition shall be published as the Official Fixture List by the DDFA as soon as practical after the announced closing date for team nominations.
- b. Number of Rounds

- i. Where practicable, a competition shall consist of two (2) rounds with each team playing every other team twice. Should the DDFA recommend that such a competition is insufficient, additional whole rounds may be played between such teams as the DDFA deems fit.
  - c. Playing Start Time
    - i. The DDFA may schedule daytime fixtures to commence from 8.30 am on any day.
  - d. Disputes Between Teams
    - i. Any dispute between teams about fixture arrangements shall be referred to and be decided by the DDFA. Any perceived problems, such as the timing or location of a fixture (or any other reason) shall be immediately reported to the DDFA by the team(s) concerned.
  - e. Re-arrangement of Fixtures
    - i. Any proposed re-arrangement of a fixture shall be submitted in writing to the DDFA for approval no later than 14 days before the scheduled date. If there is no written approval no change may be made.
  - f. Fixture not played as scheduled
    - i. The DDFA may re-schedule a fixture or determine the result of a fixture at its sole discretion
  - g. DDFA Authority
    - i. Any alteration or amendment to any fixture date, venue or kick-off time is at the absolute and final discretion of the DDFA, providing that reasonable notice is given to both teams.
    - ii. The DDFA has authority to administer the Competition Rules and abandon any fixture and/or organise any other fixture(s) should such action be deemed necessary in the interests of the competition.

## 8. FORFEITED FIXTURES

- a. Any team failing, without reasonable cause, to fulfill an engagement to play a fixture on the appointed date, time or venue shall forfeit that fixture, and in addition competitive division teams may also be liable for a fine plus any reasonable expenses incurred by its opponents in relation to that fixture.
- b. Fixtures must kick off at the stipulated times.
- c. A fixture may have a late start no more than ten (10) minutes after the stipulated time unless the fixture is delayed at the discretion of the referee for reasons of ground conditions or other outside agents.
- d. Any team unable or unwilling to begin a fixture after this period shall be deemed to have forfeited the fixture.

- e. A team forfeiting on two (2) occasions in the one (1) competition without an explanation considered satisfactory by the DDFA may be removed from that competition. A club can appeal this decision to the Disciplinary Tribunal.
- f. A 'win by forfeit' shall be awarded to the opposing team, which shall be credited with a score of 3-0 together with three (3) competition points.
- g. A forfeiting team shall pay all appropriate Match Officials' fees and compensation and may be liable for a fine as determined by the DDFA. The forfeiting team must notify the DDFA in writing no later than 48 hours before the match day, to assist in avoiding such expenses.
- h. A forfeit is classified as a fixture, and as such, a suspension may be served by a player (but only in the team receiving the forfeit) provided that a Match Sheet showing same is provided to the DDFA Executive
- i. Clubs are not permitted to forfeit a higher grade and play a lower grade fixture on the same day.
  - i. A club may not forfeit 1st grade and play a 2nd grade fixture and a club may not forfeit a 2nd grade fixture and still play 3rd grade.
  - ii. As Over 35s is a standalone competition, a club may forfeit their 3<sup>rd</sup> grade fixture and still play their Over 35s fixture.

9. PLAYING TIMES

- a. The normal duration of fixtures shall be two (2) equal halves of:

Senior Men & Women, incl Over 35s	45 minutes
Under 17	40 minutes
Under 15	35 minutes
Under 13, Under 14	30 minutes
Under 12	25 minutes

- b. The playing time for each fixture commences at the time designated as the kick-off time in the fixture list.
- c. A half-time interval must be taken and shall be a minimum of five (5) minutes for Juniors, and ten (10) minutes for Seniors, with a half-time interval not exceeding 15 minutes.
- d. No stoppage time will be played in any Junior age divisions.



- e. Stoppage time may be added to any Senior division, at the discretion of the Match Official in accordance with the Laws of the Game.

#### 10. KICK-OFF TIMES

- a. The kick-off time for each fixture shall be set by the DDFA and published in the official fixture list.
- b. Kick-off times may not be changed without the prior consent of the DDFA.
- c. If a fixture does not commence on time, that fixture must be shortened to two equal halves, allowing the following fixture to proceed as advertised.

#### 11. DEFERMENT OF FIXTURES

- a. A Club may seek permission of the DDFA to have a fixture deferred. This should be requested no later than 14 days before the fixture's scheduled date. Each request will be considered on its merits, and it will be at the sole discretion of the DDFA as to whether the application has sufficient merit to grant a deferment.
  - i. A deferment will not be granted for players to attend social events.
- b. Should an opposing team be unable to recoup expenses resulting from an agreed deferment, the DDFA shall decide the amount of compensation to be paid by the team granted that deferment.
- c. The DDFA shall arrange a rescheduled date for the playing of a deferred fixture or, alternatively, may at its discretion declare the fixture void.
- d. The DDFA shall notify each competing Club of the time, date and venue of a deferred fixture and shall also notify the Match Official Appointments Officer/s.
- e. A deferred fixture not played may render the Club(s) and/or team(s) concerned liable to disciplinary action by the DDFA.

#### 12. AWARDING WINNERS AND LADDER PLACINGS

The DDFA will determine methods of finding winners for the various Competitions as follows: (The DDFA, at its discretion, reserves the right to change this format).

- a. Competitive Division Premiers
  - i. On completion of the Season's league fixture list the team with the highest points total on the official points table shall be Premiers.
  - ii. Should two (2) or more teams in the same Competition be equal on points, the team with the best goal difference shall be Premiers.

- iii. In the event of goal difference being equal, the team which has scored the most goals shall be Premiers.
  - iv. Should this not decide the issue, the team scoring most goals in season proper head to head fixtures between the tied sides shall be Premiers.
  - v. As a last resort, if 2 or more teams remain equal, they shall be Joint Premiers.
  - vi. If the season is cancelled prematurely for any unforeseen reason, the team occupying 1st position at the time of cancellation shall be premiers.
- b. Competitive Divisions Finals Series
- i. On completion of the Season's league fixture list the top four (4) teams on the official points table shall compete in a finals series competition.
  - ii. The two (2) highest placed teams compete in the Major Semi-Final at the home ground of the first placed team. The winning team qualifies for the Grand Final. The losing team qualifies for the Preliminary Final.
  - iii. The 3rd and 4th placed teams on the official points table compete in the Minor Semi-Final at the home ground of the third placed team. The winning team qualifies for the Preliminary Final. The losing team is eliminated from the Competition.
  - iv. Should the higher placed team lose the Major Semi-Final, they have the right to play their Preliminary Final game at their home venue.
  - v. All Grand Finals will be played in Dubbo at a venue set by DDFA
  - vi. If, at the conclusion of any competitive Junior Division Final Series fixture the scores are level, then two periods of 10 minutes extra time shall be played. In the case of a Senior Division Final Series fixture, then two periods of 15 minutes extra time will be played as per FIFA Law 8 (Teams shall swap ends at the completion of each time period)
  - vii. If a competitive Division Final Series fixture remains a draw after extra time, the result of the fixture shall be determined by 'kicks from the penalty mark', as defined in FIFA laws 'Procedures to Determine the Winner of a Match'.
- c. Club Championship
- i. DDFA will use the following process when determining the ranking of Clubs in the Club Championship
    - 1. The club who accumulates the greatest number of competition points in all premiership matches (regular season) across all junior and senior grades will be crowned Club Champion
    - 2. If two (2) or more clubs are equal on the above criterion, their place will be determined as follows:

- a. Greater goal difference resulting from Premiership Matches in all applicable grades.
- b. Greater goals scored in Premiership Matches in all applicable grades.
- c. Greater Number of points obtained in the Premiership Matches between the Teams concerned (head to head)
- d. Greater number of goals scored in the Premiership Matches between the Teams concerned (head to head)
- e. A playoff Fixture between the Teams concerned under arrangements approved by the DDFA

### 13. COMPETITION POINTS

Points shall be allotted as follows for all Association Competition Fixtures:

Win	Three (3) Points
Draw	One (1) Points
Loss	Nil (0) Points
Bye	Nil (0) Points
Win by Forfeit	Three (3) Points + 3 Goals scored for
Loss by Forfeit	Nil (0) Points + 3 goals scored against

### 14. PLAYING AREA REQUIREMENTS

- a. During any fixture, no spectator is allowed within 2 metres of the field of play and technical area. Where no permanent boundary fence defines a field perimeter, a rope or a painted line should be used to indicate the 2 metres and no encroachment within is allowed. In the event that a Club is unable to fulfil these requirements, special dispensation must be obtained from the DDFA.
  - i. Technical Area - During play, the Technical Area is under the jurisdiction of the Match Officials.
    1. In the absence of special 'dug-outs', then 2 benches or the equivalent in chairs must be placed on one side of the playing

field. Each bench or set of chairs and any other structures or equipment shall be located equidistant each side of the halfway line and at least 1.5 metres back from the touchline. Chairs and benches must be positioned to the rear of the technical area. The technical area is to be clear of all loose equipment, which may be placed alongside or the rear of the chairs/bench seating.

2. Each designated seating area is for the Coach, Manager, Assistant and Interchange players of one team.
3. Team Officials must be registered in PlayFootball and names must be listed on Junior Match Cards / Senior Match Sheets. While in the technical area they must be identified with their name and coaching position.
4. Interchange players must wear bibs.
5. No other persons are permitted in the Technical Area.
6. All occupants of each team's seating area should remain seated (or stand immediately behind the bench/chairs) and behave in a responsible manner. All are subject to the jurisdiction of the Match Officials.
7. Coaching from any place other than the Technical Area is prohibited.
8. Any team official who leaves or refuses to remain within the Technical Area or who gives instructions from any other place outside that area shall forfeit any rights to organise the activities of the team for the duration of the fixture and shall be dealt with in accordance with the laws of the game
9. Any team official dismissed from the Technical Area by the Match Official may not return to it for any reason for the duration of that fixture and must move to a position where they can have no influence of any kind on the remainder of the match. Failure to abide by this requirement will result in additional disciplinary action including the officials' right to abandon the fixture.
10. The Match Official has the right to suspend play until he/she is satisfied that the rules have been complied with and shall send a written Conduct report on the circumstances to the DDFA within 48 hours of the end of the match.
11. Suspended players/team officials and players/team officials sent from the field during a match are not permitted in the Technical Area until after the full suspension is served.
12. Should any person persist in infringing these rules to the detriment of the fixture, it is the responsibility of the home Club

Duty Officer to see that he/she is escorted from the ground. The Match Official may stop the match until such time as the issue is resolved if need be.

ii. Injury to a player

1. Safety of players is paramount. In the event of injury to a player, the Match Official may call a First Aid Attendant and/or one (1) team official only onto the field to assess the injury.
2. In a case involving serious injury or suspected serious injury, treatment or movement of the injured player is solely at the discretion of the First Aid Attendant. If no attendant is present, the discretion of the referee with the advice of the Team Official will be taken into account.
3. If the player is unable to move from the field themselves, the game may be abandoned with an Incident Report submitted to DDFA.

#### 15. WINNERS MEDALLIONS AND TROPHIES

- a. Each Premiership winning team, and the Grand Final Winner, and Grand Final Runner-Up in each competition will receive a set of 18 medallions, being gold, silver and bronze respectively.
  - i. Clubs requiring more than 18 medallions may seek additional medallions from the DDFA at a cost per additional medallion.
- b. Premiership winning teams will be presented with one (1) team trophy and one (1) perpetual trophy per competition division. Clubs will return the perpetual trophy each year when requested by the DDFA.

#### 16. PLAYERS UNIFORMS/EQUIPMENT REQUIREMENTS

- a. Playing Equipment
  - i. The DDFA must approve all playing strips/colours.
  - ii. The DDFA will have the power to refuse playing strips if inappropriate or contentious in nature.
  - iii. All players on the match sheet must wear a shirt of the same colour and design (Goalkeepers exempt). All players will have a uniquely numbered shirt, with a legible number affixed. Shorts and socks must also be of the same colour and design (this includes cut-off socks and grip socks/sock being worn underneath playing sock).
  - iv. Players may wear SKINS or undergarments under their strip provided that the following applies

1. Legwear must be the predominant colour of the leg of the playing short, and each player in that team must wear the same colour
  2. Tops must be the predominant colour of the shirt sleeve, and each player in that team must wear the same colour
  3. A colour that is complementary to the normal home playing uniform, as approved by DDFA.
  4. Shinpad stays, or tape, must be of the same colour of the sock, or colour otherwise approved by DDFA.
- v. Goalkeepers must wear colours that distinguish them from the other Players, the Match Official and the Assistant Match Official/s. If long pants are worn by the goalkeeper, then socks must be worn on the outside of the pants. The goalkeeper's socks may be the same colour as the rest of the Team but this is not essential. Should a goalkeeper take the place of a field player during a fixture, said goalkeeper must wear the same colour shorts, shirt and socks as the rest of the Team.
  - vi. All players must always wear appropriate protection in the field of play. Refer to FIFA Laws of the Game.
  - vii. Player's equipment must be ready for inspection by a match official no later than 10 minutes prior to kick-off. Note; penalties may apply for delaying the start of a match should players not be ready to present their equipment 10 minutes prior.
- b. Colour clash
- i. Each team must wear colours that readily distinguish players from the position. The perception of a colour clash and any changes required as a consequence of this rule shall be at the sole discretion of the Match Official.
  - ii. In the event of teams in any fixture wearing strips with similar colours, the visiting team shall change to an alternate strip (including socks) that must be readily distinguishable from the home team's (in the opinion of the Match Official).
  - iii. In any Finals Series or special competition fixture the team named second in the draw shall be deemed to be the visiting team.
  - iv. If there are ball-persons at any fixture they shall wear colours that clearly distinguish them from players and Match Officials.

## 17. EXPENSES

Any and all expenses incurred in participation in a competition shall be the responsibility of the participating club.

## 18. DISPUTE OVER FIXTURE SCORES/RESULT

In the event of a dispute about the scores/result in a fixture, the scores/result recorded by the Match Official shall be the official result.

Should the Match Official fail to record the score(s)/result, both team Officials should sign to certify the score/result, and any final decision shall rest with the DDFA.

A team official should not sign the match card if their Club disputes the final score, unless to initial the "disputes" box.

All disputes must be submitted in writing by the Club Secretary or President to DDFA no later than 48 hours after the completion of the fixture

## 19. NOTIFICATION OF UNTOWARD INCIDENTS

- a. In the event of any untoward incident occurring at a ground or in a fixture, the home Club shall advise the DDFA of the circumstances and facts as soon as reasonably practicable.
- b. In the event of any team/Club responsible for the incident(s) being a visitor from outside the Association, the DDFA shall report to the appropriate Authority requesting that appropriate action be taken.
- c. Persistent or repeated problems with untoward incidents may result in a Club being called to appear at a Disciplinary Tribunal.

## 20. GALA DAYS/TRIAL MATCHES

A club must seek and obtain written permission from the DDFA for any Gala Day(s) or trial matches it proposes to conduct.

Requests to be emailed to the DDFA for approval and further instructions are given upon receipt.

## 21. ABANDONMENT OF FIXTURE/INCOMPLETE FIXTURE

- a. Match Official abandons fixture
  - i. If a fixture is abandoned by the Match Official before its scheduled completion time, for whatever reason, the Match Official must submit a written report detailing the reasons for this action to the DDFA.
  - ii. The DDFA will investigate the circumstances and provide a recommendation to decide as follows:
    1. If the result of the abandoned fixture stands.

2. Whether the fixture should be replayed and under what circumstances.
  3. Whether any disciplinary action needs to be taken.
- b. Refusal to start a fixture and/or continue play.
- i. A team refusing to commence a fixture or causing a fixture to be terminated before its natural conclusion through a refusal to allow play to continue or refusing match official directions which cause abandonment shall be deemed to have committed serious misconduct.
  - ii. Any such fixture shall be awarded as a win by forfeit to the opposing team with a 3-0 score credited to the opposing team. The offending team shall be liable to such further penalty as shall be determined by the Disciplinary Tribunal.

## 22. TEAMS REMOVED/WITHDRAWN FROM COMPETITION

Should a team withdraw or be removed from a Competition, the following procedure will take effect to allow the amended Competition to proceed:

- a. In the case of removal or withdrawal of a team before the Competition has started – ‘bye’ results may apply to every fixture so affected in the competition, or a Redraw of Fixtures may need to be completed.
- b. In the case of a team removing or withdrawing after the start of a Competition round but before the end of the first full round – every result involving that team shall be deleted from the Competition records for that Round and each opposing team shall be credited instead with a ‘bye’ result and every team yet to play the withdrawn or removed team shall be credited with a ‘bye’ result.
- c. In the case of a team removing or withdrawing after the completion of the first full round – every result will stand, and subsequent results involving that team shall be deleted from the Competition records for that Round and each opposing team shall be credited instead with a ‘bye’ result and every team yet to play the withdrawn or removed team shall be credited with a ‘bye’ result.
- d. Breaches of Section 22

Any decision of the DDFA under Section 22 shall be final and not subject to appeal to any other authority.

The action of the DDFA in respect of penalties imposed shall be distinct from any decisions of the Disciplinary Tribunal in respect of persons charged with offences by a match official.

## 23. THE OFFICIAL MATCH SHEET/CARD

The match sheet is the official record of a fixture and is necessary to assist with reporting such as injuries and sanctions.



Upon completion of the match the Match Officials will secure the match sheet in a safe and secure manner in the referee's room for collection by the DDFA. At the completion of each match day at a location, the referees branch is to send a digital copy of the match card to the DDFA in a clear and coherent manner in the form of an image or pdf document. This digital method is not to replace the necessity of the hard copy match sheet.

- a. Match Sheet Availability
  - i. All Match Sheets are to be downloaded from the DDFA website (<https://www.dubbofootball.com.au/forms>), if not already provided by the DDFA as a hard copy. It is the Home Club responsibility to provide a Match Sheet for their fixture.
- b. Team Management Responsibility
  - i. It is the responsibility of each Team Manager / Coach to ensure that the full name of each player is clearly and legibly entered on the official match sheet against that player's shirt number. Any discrepancies or mistakes in relation to players' details on an official match sheet will be regarded by DDFA as the responsibility of the Club.
  - ii. All players' names must be entered on the match sheet prior to kick off. Player's names cannot be added to the match sheet once the game has commenced. A player not named on the official match sheet shall not play.
  - iii. A maximum of sixteen (16) players' names per team can be listed on a competitive match sheet.
- c. Match Sheet availability to the Match Official
  - i. The fully completed official match sheet / card must be ready to be presented to the Match Official 15 minutes before the scheduled kick-off time.
  - ii. A match official should not commence the fixture until such time that the match card has been fully completed by both teams. Delay in providing match card to the official will be punishable by delayed kick off to the fixture and shortened playing time.
- d. Custody of Match Sheet
  - i. The official match card / sheet is the initial responsibility of the two team Managers / Coaches who then pass to the Match Official (or the Senior Assistant Match Official) for the duration of the match.
  - ii. Upon completion of the match the Match officials will secure the match sheet in a safe and secure manner in the referee's room for collection by the DDFA. At the completion of each match day at a venue, the referees branch is to send a digital copy of the match card to the DDFA in a clear and coherent manner in the form of an image or pdf document.

- e. Signing of the Match Sheet/Card
  - i. The Manager / Coach of each team must sign the official match sheet / card as correct after the match to certify its accuracy. In the event of a dispute regarding the recorded result and the Match Official is unable or unwilling (then or subsequently) to alter the result, a Team Manager / Coach must not sign the match sheet / card and is responsible for referring the disputed result to their Club, who may decide to lodge a written protest with DDFA within 48 hours of the match.
- f. Player Numbers
  - i. The number on a player's shirt must correspond with the official match sheet at all times. The only exception to this is in the case of a goalkeeper change with an outfield player. The goalkeeper may wear a number not previously used.
  - ii. If a player's worn number ceases to correspond with the number listed on the match sheet, it will be dealt with as though wearing improper equipment.
- g. Starting Team
  - i. The starting player's names of a competition fixture must be clearly marked, as required, on the official match sheet. A maximum of eleven (11) names can be listed as starting and then up to five (5) additional players will be identified as substitutes or interchange players.
- h. Event Forfeiture
  - i. In the event of a fixture being forfeited at the time of kick off, the match sheet / card, if possible, must be submitted and shall be signed to this effect by the match Referee and the relevant team Official(s).
- i. Fielding an ineligible player
  - i. A team / Club found to have fielded an ineligible or unregistered player shall be deemed to have been guilty of misconduct and will forfeit the fixtures to their opponents with a 3-0 win awarded to the opposing team. In the event the score at the end of the match was of a greater margin, that score will stand in favour of the opposing team. The opposing team shall also receive 3 competition points for a win. Player/s and clubs are liable to punishment from the Disciplinary Tribunal.
- j. Player Identity & eligibility in question
  - i. On match day, any team may ask to check the identity of any opposing player(s).
  - ii. Team Officials may check the player identity of any player(s) on the opposing team. This action must be completed prior to the player(s) participating in the game by the production of a PlayFootball ID card or some other form of photographic ID such as a driver's licence or

valid student card. If identification cannot be provided and a Club wishes to challenge the identity of a player(s), an image of the player(s) must be obtained at this time.

- iii. If a player's eligibility to play in a division is in question, the opposing team must provide a PlayFootball ID card showing the player's registration in that grade or below.
- iv. A team failing to produce their photo ID prior to the kick-off, a period of 10 minutes grace will be allowed.
  - 1. In the case that Photo ID cannot be produced, the game will be awarded to the non-offending team, a result of 3-0 awarded. The Match Official to mark the match card accordingly.
- v. Should the photo ID not be available for an individual player, said player shall not be eligible to take part in any game.
- vi. In the event of a team Official having a reasonable doubt about the identity or eligibility of an opposing player named on a match card, they should record this on the match card and advise the DDFA by 7pm the first normal working day following the fixture, providing this up with a full report of the alleged circumstances and evidence on Club letterhead, emailed to the DDFA.
- vii. Notwithstanding any such dispute, the player(s) concerned will be allowed to play in the fixture. The DDFA shall adjudicate on eligibility as soon as practicable.
- k. Misuse/Defacing Match sheet/Card
  - i. The official match sheet is the formal document of record of a match. If any person misuses or defaces a match sheet or supplies false or misleading information on a match sheet, the actions will be treated as serious offences warranting disciplinary action.

#### 24. MATCH OFFICIALS

- a. It is the DDFA policy that all reasonable efforts should be made to ensure that each match is played under the control of appropriately trained and accredited match officials.
- b. In the event of no suitably qualified match official being in attendance and able to officiate, the home team shall appoint a 'Club Referee' for that fixture.
  - i. Failure to do so shall be treated as a forfeit awarded to the visiting team.
  - ii. Refusal of the visiting team to accept an appointed 'Club Referee' shall be treated as a forfeit awarded to the home team.

- iii. The appointed 'Club Referee' shall assume the full responsibility of a Match Official and shall be treated accordingly.
  - iv. **Only registered Match Officials are permitted to wear the Approved Match Officials kit** i.e. a "Club Referee" is not permitted to wear Match Officials kit (current or outdated) and their clothing must be distinguishable from the two teams participating in the match under their control
- c. In the event of an appointed Match Official failing to appear, the fact is to be clearly recorded by the home team on the match card and reported to the DDFA.
    - i. The DDFA will refer such instances to Dubbo Football Referees to investigate.
    - ii. The Match Official will be required to cover actual costs incurred if they fail to appear to an appointed match.
  - d. A person appointed as a 'Club Referee' who is not an adult, must be at least 14 years old and for a junior competitive match must be at least 2 years older than the age grade they are being asked to referee.
  - e. Any club failing to pay match officials' fees as directed by the DDFA shall be subjected to Disciplinary action. They may also be deemed ineligible for participation in the final series.
  - f. A Club may report to the DDFA on the performance of a match official. The DDFA should be emailed a report within seven (7) days of the match.

## 25. RESPONSIBILITIES OF MATCH OFFICIALS

In general it is desirable that a Match Official should be present at least 30 minutes before scheduled kick-off time and in attire as stipulated by Dubbo Football Referees

- a. Suspending Play:
  - i. In suspending play for any reason, the Match Official shall wait a reasonable length of time before deciding to abandon the fixture and may consult with whomever they consider appropriate before arriving at a decision.
- b. Player/Team Official Send-off Notice
  - i. Having sent-off a player / team official, the Match Official must, on request, inform a Club Official of the team in question of the offence for which a player / team official was sent off at the conclusion of the match.
  - ii. The Match Official shall record that a player / team official was sent off in the appropriate place(s) on the official match sheet, identifying the player / team official by name and shirt number (in the case of a player).
- c. Recording Send Off/Caution, submitting report and notifying DDFA

- i. The Match Official shall record details of each caution and send-off on the match sheet and must submit a written report to the DDFA on each sending-off to arrive by close of business on the second normal working day following the match.
  - ii. Failure to submit a written report by the required time to the DDFA shall render the Match Official to a fine or sanction.
- d. Match Official Fees
  - i. Match Officials' fees shall be determined by the DDFA after consultation with FNSW & DFR and shall be fixed prior to the commencement of the competitions.

## 26. REGISTRATION OF PLAYERS

Each Club is required to adhere, in the first instance, to the National Registration Regulations (2013) as issued by Football Australia

- a. Each club must ensure they have ACTIVATED all players within the online registration system (PlayFootball) prior to participation in the current season competition matches.
- b. A player must be turning five (5) years of age or more during the calendar year to be accepted and activated by a Club.
- c. No male can play in a female team. Junior females can play in Junior mixed teams.
- d. Clubs entering teams in any Competitions must have their Registrar sight, verify and record the birth certificate details of each new player. Failure to comply with the above conditions will result in a player being classified as unregistered.
- e. Clubs are required to submit their team nominations by the prescribed time set by DDFA annually. Teams will be submitted with a minimum of ten (10) players listed to have their nomination accepted.
- f. DDFA requires that all competition players must have a passport-style photograph loaded into PlayFootball updated every year as part of the Registration process. The photograph will be in accordance with policy defined in PlayFootball registration requirements.
- g. A person registering to play after the competition has commenced must have an active PlayFootball status with their Club 72 hours before participating in any fixture. Failure to abide by this requirement will result in the player being deemed an ineligible player.
- h. A player is not deemed as Registered until confirmation and invoices are received by the Club from DDFA and paid by the Club.
- i. A junior players' grade eligibility will be determined by the age attained during the calendar year in which the competition takes place.

- j. Any Club nominating more than one (1) team in a Junior competitive age group must register the players separately for each team, with a minimum of ten (10) players in each. These players must be documented and provided to the DDFA by the time determined each year.
- k. Junior competition teams have a cap of 16 registered players including Multi-Registered players.
  - i. Players may be borrowed into a team higher than their registered team a maximum of seven times before being listed as a Multi-Registered player and taking one of the maximum 16 registered players spots in that team.
  - ii. Upon playing their eighth game in the higher division, they must pay a Multi-Registration fee.
  - iii. The player will be classed as ineligible should they not pay their Multi-Registration fee or become the '17th' registered player to that higher team.
- l. Any player playing / registering at a level below their recognised playing age without prior written approval from the DDFA may have their registration rescinded at any time.
- m. Dual registration
  - i. A player can only be registered with one Club at a time. Dual registration will only be considered when a junior player wishes to participate in a senior competition, where the club they represent in a junior competition, does not have a team participating in an eligible senior competition.
  - ii. Any player wishing to dual register must have the approval of the junior club in writing and also provide a valid reason for dual registration.
  - iii. Dual Registration requests will be pending approval from Football Australia, FNSW and Western NSW Football each year.
- n. No new registrations or transfers will be accepted after 30th June in any Season.
- o. Registration Period
 

Once registered with a Club, a player shall remain registered until such time as:

  - i. The Player allows their registration to lapse
  - ii. The player or the Club completes a Notification of Cancellation of Amateur Registration (NRR08 – Online Form) and a Supplementary Registration Form (NRR11 - Online Form) should the player be transferring mid-season prior to the cut-off date, that being the 30th of June in any year.

- iii. A player's registration shall otherwise terminate at midnight on 31st December in any year.

## 27. REGISTRATION OF COACHES

Each Club is required to adhere, in the first instance, to the National Registration Regulations (2013) as issued by Football Australia

- a. Each club must ensure they have ACTIVATED all coaches within the online registration system (PlayFootball) prior to participation in the current season competition matches.
- b. All Junior coaches must hold the appropriate coaching qualification to be accepted as a team's coach (Minimum qualification acceptable will be grassroots coaching certificate, now known as the MiniRoos Coaching Certificate).

## 28. CLUB ELIGIBILITY FOR SENIOR FOOTBALL

- a. Team Nominations
  - i. Clubs nominating into senior competitions will be required by the date specified each year.
- b. Senior Player Eligibility
  - i. A Club will register a minimum of ten (10) players per nominated team.
  - ii. A Club can only nominate one (1) team in each senior division. DDFA, however, will consider exemptions to this rule.
    - 1. Multiple nominations in divisions may be accepted provided that a nomination has been received in each higher age division.
  - iii. A Player will be eligible to be borrowed into any division higher than the one they are registered to but cannot be borrowed into a lower division.
    - 1. A player may play one division below their registered division but only in the position of goalkeeper.
  - iv. A Player will be re-graded into the higher division team that they have played majority of their games in, once they reach 50% of the season in a higher division (for example 7 games in a 15 game season)
    - 1. i.e.. If a 3rd Division player has played both 2nd and 1st Division, once they play 7 games total above their registered division, they will be re-graded into the higher division team they play their 8th game in.
- c. Senior Player Eligibility – multiple club teams in the same division
  - i. In the event of a club having two (2) or more teams in a division, players can only be registered into one team. Any player being named on the registration team sheet for one team, cannot be played in another team in the same division for that season.

- ii. If a player is playing up (borrowed) into a higher division that has multiple teams from their club, once they have played 50% or more matches in either team from that division, they will then be re-registered into the team that they have played the majority of those matches in.
- d. Senior Player Eligibility - Over 35s
  - i. A player must have already turned 35 before participating in this competition.
  - ii. A player may be Dual Registered into either 2nd Division or 3rd Division but cannot be borrowed into the other division that they do not hold their Dual Registration with.
  - iii. No player registered to, or appearing on the match card for, WPL or 1st Division player is eligible to play in Over 35s.
  - iv. No player registered in All Age Men Divisions can be borrowed into Over 35s.
- e. Clubs participating in the Western Premier League
  - i. All Clubs participating in the Western Premier League must nominate one (1) team into DDFA 1st Division
- f. Juniors Players into Senior Division Player Eligibility
  - i. Any Male Registered player must have already turned *or be turning* 16 or older in the calendar year to be eligible to play in a senior competition
  - ii. Any Female Registered player must have already turned *or be turning* 14 or older in the calendar year to be eligible to play in a senior competition
  - iii. Any junior player aged under 16 years seeking to play in Senior competition must be assessed, with parental consent and DDFA approval sought. Refer to the assessment document on the website.
    - 1. Assessment is valid for a period of two (2) years
    - 2. Parents/guardians must give consent annually until the junior player reaches 18 years of age.
- g. Western Premier League Player Eligibility (Men)
 

Players who compete in the Western Premier League (WPL) will have the following conditions imposed:

  - i. WPL clubs are to provide the DDFA with a list of Starting XI Players for each WPL Match by 5pm on the Thursday, or two working days, prior to the WPL fixture in that competition week (Monday-Sunday). If there are multiple WPL fixtures in the same week of a DDFA fixture then any named Starting XI player in those matches are ineligible to play in any DDFA Competition in the same competition week (Monday-Sunday).



1. Match card must show eleven starting players, otherwise any listed bench players will also be classed as ineligible to play DDFA Local competition.
- ii. Reserve/bench players are eligible to play in the DDFA First Division competition or their relative junior age division **only** in the same competition week. No player listed on the WPL match card may play in the position of goalkeeper in any division below DDFA First Division.
- iii. Players being found to play in a Division lower than First Division or their age grade shall be dealt with as being an ineligible player, and face Disciplinary Tribunal.
- iv. Failure to provide list of names to the DDFA before the cut-off date prior to WPL fixture will result in all players on WPL Match card being ineligible to play in Senior DDFA competitions of the Same Competition week
- v. In the event that the WPL has a general bye or washed out fixture in the same competition week of DDFA competition, the players listed in the Starting XI in the previous WPL fixture will be ineligible to play in any DDFA Competition fixture in the same competition week.
- vi. In the event that the WPL has a general bye or washed out fixture in the same competition week of DDFA competitions, the players listed on the reserve/bench in the previous WPL fixture will be eligible to play in the DDFA First Division competition or their relative junior age division **only** in the same competition week. No player listed on the WPL match card may play in the position of goalkeeper in any division below DDFA First Division.
- h. Western Premier League Player Eligibility (Women)
  - i. There are no additional restrictions on players playing WPL and competing in the DDFA women's competitions.

## 29. SENIOR ELIGIBILITY – FINALS SERIES

- a. The highest division team entered by a Club in both Men and Women's competitions
  - i. No Restrictions for Clubs not competing in Western Premier League
  - ii. Any player who is submitted to the DDFA as a Starting XI player in a Western Premier League fixture for 50% of matches in the Western Premier League premierships season is not eligible to play in the DDFA final series of any grade. Premiership season is defined as the round of football played before the finals series.
- b. All Other Senior Divisions:

- i. There is no minimum finals qualification for a player who is registered as part of that team. (Unless *Regulation 28.b.iv* applies)
- ii. A player may only be named in the Starting XI in one Senior Semi-Final, one Senior Preliminary Final and one Senior Grand Final in any one year.

### 30. TRANSFERS AND CLEARANCES

Each Club is required to adhere, in the first instance, to the National Registration Regulations (2013) as issued by Football Australia.

### 31. PLAYER & TEAM QUALIFICATION – JUNIOR FOOTBALL

#### a. Junior Football

- i. A player may only be named in the Starting XI in one Junior Semi-Final, one Junior Preliminary Final and one Junior Grand Final in any one year.
- ii. Players may 'play up' grades – but not down grades. Players are restricted to 'playing up' two competition age groups (e.g. a 12 year-old may play 13's or 14's).
- iii. There is a maximum capacity of 16 registered players to a junior competition team, a player may 'play up' into a higher team a maximum of 7/15 times before having to pay a Multi-Registration Competition fee.
- iv. Once that player has played in the higher division a number of times, they take a spot of the maximum 16 registered players to that team.
- v. In special circumstances a club may request to play a player down one age division. All decisions will be on a case-by-case basis in writing to DDFA with appropriate paperwork filled out.

#### b. MiniRoos

- i. Players may play for their Club in any team in their correct age division or in an appropriate higher age grade. However, players are restricted from 'playing up' two age groups without having played one season in an FA Curriculum development block (i.e. U5, U6 & U7; or U8 & U9; or U10 & U11 development blocks). Clubs may request an exemption to this rule in writing to the DDFA.

### 32. PROCEDURES

- a. Where a competition has a designated catch-up weekend/s within the fixture schedule, any match not played as scheduled will be rescheduled to the next available Catch-up weekend, or mid-week, as determined by the DDFA. In the event of weather impacting scheduled fixtures, the following procedure is to be followed by all clubs hosting competition games

- i. Cancellation – Monday to Friday: If cancellation is being advised Monday to Friday, the DDFA in consultation with the Local Government authority will advise:
    1. Home team
    2. Visiting team
    3. Post notice to DDFA social media and email clubs
    4. Advise relevant media if necessary
  - ii. Cancellation - Weekend Fixtures: If cancellation is being advised for a weekend fixture, the DDFA in consultation with the Local Government authority will advise at the earliest available moment no later than 8:00am
    1. Home team
    2. Visiting team
    3. Post notice to DDFA social media and email clubs
    4. Advise relevant media if necessary
  - iii. Playing of catch-up games: the home club is initially responsible for negotiating and arranging the Catch-up game. This Fixture should be played either:
    1. On the next designated catch up weekend; or
    2. Arranged to play within 14 days of the original scheduled fixture.
      - a. However, the home team must take into account reasonable objections from the visiting team in selecting a rescheduled date.
      - b. In the event of an impasse, written approval will need to be obtained from the DDFA for the match to be scheduled.
- b. Small sided/summer competitions/tournaments
- i. Clubs intending to apply to host six-a-side / summer competitions or tournaments need to note the following:
  - ii. The Club hosting the tournament / competition must seek, in the first instance, approval from FNSW. This request must be in writing and needs to be lodged at least two (2) months prior to the commencement of the tournament / competition.
  - iii. FNSW will confirm with the DDFA that the Association accepts this proposal.
  - iv. Upon receipt of approval from FNSW, a tournament / competition package is to be forwarded to the Club detailing all administrative requirements.

- v. All six-a-side and summer competitions are to be scheduled to start after the end of September and are to be finished on or before the end of March in any year.
- vi. All Players competing in special competitions need to be registered and active for that competition via PlayFootball.

33. GRIEVANCE AND DISCIPLINARY

- a. Refer to the Appendix E

## Appendix A - MiniRoos Rules

[https://www.playfootball.com.au/sites/play/files/2018-01/14701\\_football\\_aldi-miniroos-collateral\\_playing-formats-rules.pdf](https://www.playfootball.com.au/sites/play/files/2018-01/14701_football_aldi-miniroos-collateral_playing-formats-rules.pdf)

## Appendix B - Duty Officer Role & Responsibilities

- Must be at least 18 years of age
- Cannot be a team official (Coach or manager) or person listed on the match card
- Be visibly identified by way of fluorescent vest
- Respond to any requests made by the match official
- Responsible for the maintaining of good order and conduct of players, officials & spectators at fixtures.
  
- Maintain order at games: spectators behind the line around the inside of the ground, or at least 3m from field; Coaches on/near the bench not walking up and down coaching/warming up, no abuse of Referee, players etc.
- Ensure players sent off to leave field and benches area
- Escort Referee and his assistants if required (especially in fiery game)
- Document and notify DDFA Executive of any incidents that may occur
- Ensure ambulance or police are called if required for serious injury or assault to players, or officials, and direct services to the correct location upon arrival
  
- Be tactful and polite in carrying out your duties
  
- Not be under the influence of alcohol

## Appendix C - Duty Club/Room Responsibilities @ Lady Cutler

***Duty club needs to report to the duty room by 8.30 am, if Duty Room is locked, collect the key from Canteen and return promptly.***

1. Unlock Duty Room
2. Match cards for the day will be in Duty room
  - a. Set up table with match cards for coaches to collect
  - b. Hand out cards, noting which team has collected the card
3. Ensure adequate garbage bins are around Lady Cutler Fields, no fewer than 8 (2 per full size field)
4. Make any necessary announcements over the PA system.
5. Re-stock toilets with hand wash, toilet paper from Duty Room supplies. Sweep out rubbish as necessary.
  - a. Inform DDFA if stocks are low.
6. Field general enquiries
  - a. Anything of a serious nature is to be documented and passed onto the DDFA Executive as soon as possible via email - [dubbodistrictfa@gmail.com](mailto:dubbodistrictfa@gmail.com)
7. Administer lost property
  - a. Lost property is kept on table at the back , if it has a name try to locate the owner or their club.
8. Distribute any documentation requested that is stored in the duty room - Playing up consent forms, incident report forms, spare match cards etc.
9. After the last match card has been collected, sweep out the room and bring the table and chairs back inside.
10. At the completion of the last match, ensure all rubbish around the fields is collected & garbage bins brought back in.
11. Complete final inspection of toilets and change rooms for rubbish, and lock all the doors
12. Any returned match cards from Duty Room to be placed in their appropriate boxes and stored in Lady Cutler Referees Room.
13. If the competition secretary is not at the field, lock the door to the Duty Room.

N.B - Expectations for the club on duty room are to be present at the fields from the start of the first competition match, to the conclusion of the final competition match.



Appendix D - Fines

<b>Incident</b>	<b>Fine Amount \$</b>
Forfeit within 24-48 hrs before scheduled kick off	Full Appointed Ref Fees for that game
Forfeit within 24hrs before scheduled kick off	Full Appointed Ref Fees for the game + \$250

## Appendix E - DDFA Grievance and Disciplinary Procedures

- Football NSW Grievance and Disciplinary Regulations  
<https://footballnsw.com.au/wp-content/uploads/2022/02/2022-Football-NSW-Grievance-and-Disciplinary-Regulations-18.02.2022-FINAL.pdf>
- DDFA Tribunal & Disciplinary Officer Guidelines  
<https://www.dubbofootball.com.au/rules>

## Appendix F - Football Australia Codes of Fair Play

### **OFFICIALS CODE OF FAIR PLAY**

1. Modify rules and regulations to match the skill levels and needs of young people.
2. Compliment and encourage all participants.
3. Be consistent, objective and courteous when making decisions.
4. Condemn unsporting behaviour and promote respect for all opponents.
5. Emphasise the spirit of the game rather than the errors.
6. Encourage and promote rule changes, which will make participation more enjoyable.
7. Be a good sport yourself. Actions speak louder than words.
8. Keep up to date with the latest trends in officiating and the principles of growth and development of young players.
9. Remember, you set an example. Your behaviour and comments should be positive and supportive.

### **PLAYERS CODE OF FAIR PLAY**

#### *Play by the rules*

1. Never argue with a referee or assistant referee. If you disagree, have your captain, coach or manager approach the official on your behalf
2. Control your temper. Verbal abuse of officials and sledging other players deliberately, distracting or provoking an opponent is not acceptable or permitted behaviours in Football.
3. Work equally hard for yourself and your team. Your team's performance will benefit so will you.
4. Be a good sport; recognise all good plays whether they are part of your team or the opposition.
5. Treat all participants in Football as you like to be treated. Do not bully or take unfair advantage of another opponent.
6. Cooperate with your coach, teammates and opponents. Without them there would be no game.
7. Participate for your own enjoyment and benefit, not just to please parents and coaches.
8. Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

## **COACHES CODE OF FAIR PLAY**

1. Remember that junior players participate for pleasure and winning is only part of the fun.
2. Never ridicule or yell at a junior player for making a mistake or not winning.
3. Be reasonable in your demands on player's time, energy and enthusiasm.
4. Operate within the rules and spirit of the game and teach your players to do the same.
5. Ensure that the time players spend with you is a positive experience. All junior players are deserving of equal attention and opportunities.
6. Avoid overplaying the talented players, the just average need and deserve equal time.
7. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
8. Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage your players to do the same.
9. Show concern and caution toward sick and injured players. Follow the advice of a physician when determining whether an injured player is ready to recommence training or competition.
10. Obtain appropriate qualifications and keep up to date with the latest coaching practices and the principles of growth and development of young players.

## **PARENTS CODE OF FAIR PLAY**

1. Remember that children participate in sport for their enjoyment.
2. Encourage children to participate, do not force them.
3. Focus on the child's efforts and performance rather than winning or losing.
4. Encourage children always to play according to the rules and to settle disagreements without resorting to hostility or violence.
5. Remember that children learn best by example. Appreciate good performances and skilful plays by all participants.
6. Support all efforts to remove verbal and physical abuse from all of Football's activities.
7. Respect official's decisions and teach children to do likewise.
8. Show appreciation for volunteer coaches, officials and administrators. Without them your child could not participate.
9. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

## **SPECTATORS CODE OF FAIR PLAY**

1. Remember that young people participate for their enjoyment and benefit, not yours.
2. Applaud good performance and efforts from all individuals and teams. Congratulate all participants on their performance regardless of the game's outcome.
3. Respect the decisions of officials and teach junior players to do the same.
4. Never ridicule or scold a player for making a mistake. Positive comments are motivational.
5. Condemn the use of violence in any form, whether it is by spectators, coaches, officials or players.
6. Show respect for your teams opponents. Without them there would be no game.
7. Encourage players to follow the rules and the official's decision.
8. Do not use foul language, sledge or harass players, coaches or officials.
9. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
10. Any physical contact with a junior player should be appropriate to the situation and necessary for the player's development.
11. Respect the rights dignity and worth of every young person regardless of their gender, ability, cultural background or religion.

## **ADMINISTRATORS CODE OF FAIR PLAY**

1. Provide opportunity for involvement of young players in planning, leadership, evaluation and decision making related to their activity.
2. Give all young players equal opportunities to participate.
3. Create pathways for young players to participate in Football not just as a player but also as a coach, referee, administrator etc.
4. Ensure that rules, equipment, length of games and training schedules are modified to suit age, ability and maturity level of young players.
5. Provide quality supervision and instruction for junior players.
6. Remember that young players participate for their enjoyment and benefit. Do not overemphasise awards.
7. Help coaches and officials highlight appropriate behaviour and skill development and help to improve the standards of coaching and officiating.
8. Ensure that everyone involved in junior sport emphasises fair play, and not winning at all costs.
9. Give code of Fair Play sheet to spectators, officials, parents, coaches, players and the media and encourage them to follow it.
10. Remember, you set an example. Your behaviour and comments should be positive and supportive.
11. Support implementation of Football Australia's National Development Policy.
12. Make it clear that abusing young players in any way is unacceptable and will result in disciplinary action.
13. Respect the rights, dignity and worth of every young person regardless of their gender, ability, cultural background or religion.
14. Place the safety and welfare of the participants above all else.
15. Give junior players a fair go regardless of their gender, ability, cultural background or religion.