**DUBBO & DISTRICT FOOTBALL ASSOCIATION Senior Competition Rules 2019**

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**1. GENERAL INFORMATION**

* **The first Round of competition will normally commence in April each year or as advised by the DDFA, depending on nominations/field availability and may commence earlier if required by the DDFA executive .**
* **Nominations are called for prior to and close at the General Meeting, 1st Monday of March each year or as advised by D&DFA.**
* **Club Secretaries should check scheduled dates for each round. If you see any problems, you are to raise it with the Competition Secretary immediately. DO NOT WAIT UNTIL THAT ROUND IS DUE AS ALTERATIONS CANNOT BE GUARANTEED ONCE THE COMPETITION HAS COMMENCED.**
* **Club secretaries, who have special requests for any variations, please make sure you contact the Association Secretary before the competition commences.**
* **Clubs must keep an accurate record of cautions (yellow cards) issued to their players.**
* **These rules shall cover the Senior Competitions conducted by D&DFA Inc.**
* **These Competition Rules and Regulations are subject to alteration as required, however, such alterations must be made prior to the commencement of the relevant competition/s.**
* **Matters not included in these Competition Rules and Regulations must be referred to the Competition Sub Committee for recommendation to the D&DFA Inc. Board, whose decision is final and not subject to appeal.**
* **The senior competition is normally a Sunday based competition, but may be played on other days if required by the Association. Deferred or washed out rounds may be played mid-week under lights if available.**
* **Senior competitions are separate competitions for male and female, registrations will only be accepted for the correct gender.**

**k) In the men’s competition the Association will offer the following grades. 1st, 2nd ,3rd , 4th & overv 35's. PLEASE SEE ATTACHED ANNEXURE 3 FOR SENIOR MENS COMPETITION IN 2016.**

**l) Senior Competitions will be conducted for Men and Women’s clubs, for the purposes of determining finalists. Teams will play each other an equal amount of times where possible , in the event that this cannot be done the DDFA will decide if further games need to be played to determine finalists.**

* **ELIGIBILITY**
* **It shall be the responsibility of the Club Secretaries to nominate the club teams to be its representative(s) in the Association run competition[s]. Nominated teams to consist only of players that have registered with the Association in that team.**
* **A player** must have turned **14 years of age to be eligible to play in the D&DFA Inc women’s Competition & already** turned **16 years of age in the men’s competition.**
* **Players** from a junior aged team **in the same club may play up in the senior competition, (see Rule 3 b); Dual registration requirements are itemized at the end of these rules/regulations. Players requesting dual registration approval must wait until such time as written approval is received by their club. Approval or non-approval is adjudicated by WFNSW** **& FNSW.[NOTE!!!! DUAL REGISTRATION APPROVAL FROM THE FFA TO FNSW IS SOUGHT EACH YEAR FOR REGIONAL AREAS AND NO DUAL REGISTRATION WILL BE APPROVED UNTIL THIS IS IN PLACE ].**

* **New players to Dubbo will be directed by the Association to all Dubbo clubs [mini-roos , juniors to clubs with mini-roo/jnr teams and seniors to clubs with senior teams ] .**
* **Clubs may register squads of players for 1st and 2nd grades as well as squads of players in the 3rd & 4th grades men’s competitions .[ from the same club ]**

**. Players from one team in the same grade cannot play across into a team of the same grade .**

* **A registered junior player who also plays in the senior competition must be included on the team registration sheet and pay the competition fee applicable each year. (Dual registration may be required)**
* **In the men’s All Age competition clubs may have a maximum of five [5] players 17 years of age and under in the A/A mens 4th grade team.**
* **Players from 1st or 2nd grade cannot play back into the 3rd or 4th grade competition; the position of goalkeeper however is exempt. Should a player from a higher grade need to play as goalkeeper then they cannot then play as a field player in that lower grade . Players from 3rd & 4th grades may fill in in the senior grade [but only as goalkeeper] and not jeopardise their lower grade status.**
* **In the case of players coming back from injury and they would not be eligible to play in a lower grade , requests should be made in writing to the DDFA executive for exceptional circumstances consideration.**
* **1st & 2nd grade club’s that do not have lower grades cannot call upon players from other lower grade club teams to fill in for their 1st & 2nd grade team[s].**
* **Clubs are not permitted to forfeit 1st grade and still play 2nd grade , additionally clubs cannot forfeit 3rd grade and still play 4th grade . If there are insufficient numbers to play 1st or 3rd grades then they should call upon their 2nd and 4th grade teams respectively to play up into 1st & 3rd grades and if required forfeit 2nd & 4th grades in favour of 1st & 3rd  grades .**

**3. REGISTRATIONS**

* **All new registrations are best done by appointment with the DDFA Secretary Manager, registrations cease at COB each friday evenings[ 5.00 pm ] for players wishing to be registered for the weekend . Clubs may, if they choose, pay 60% of the registration fee initially with the balance [40%] payable on or before the 1st Monday in May each year. Any new registrations after the competition commences require payment of the full registration fee to be received by the DDFA Secretary Manager by (COB) 5.00 pm on the Friday before they are eligible to play.**
* **All registrations must be completed via the My Football Club system and exported to the DDFA Secretary Manager [ including photo ID’s ]. There is no maximum number of players able to be registered in each team. (NOTE: Only 16 players may be listed on a match card for each team.)**
* **Fully completed late Registrations MUST be submitted to the DDFA Secretary Manager [ as per 3 [a] ] and accepted prior to the player/s taking the field in the player/s first game.**
* **Amateur Status players “only” will be permitted to register.**
* **Registrations are permitted until 30th June. Any request for registration after this date will have to go the Association executive (exceptional circumstances) for consideration who may seek approval from FNSW in special circumstances .**
* **All requests for inter-club and/or inter team transfers will be subject to approval of the D&DFA Inc. Executive after the commencement of the Competition up until 30TH June.**
* **All senior teams must have a current accredited coach .**

**4. TEAMS**

* **A team shall consist of 7(minimum) players in a strip, 1 of whom MUST be the goalkeeper.**
* **A team shall be allowed to play late players, only to bring the team to full playing strength (11 players), providing all registration requirements are met. See Rule 5. (e)**
* **All players’ names MUST be entered on the Match Card PRIOR to the kick off.**
* **A minimum of 7 players MUST be on the field at ALL times. If the team number reduces to less than 7 players, then the game MUST be abandoned.**

**5. MATCH CARDS**

* **Official D&DFA Inc. Match Cards MUST be used. A maximum of 16 players per team only to be entered on the match card.**

* **Match Cards must be completed by both teams and handed to the Referee prior to the commencement of the game. It shall be the responsibility of the first team mentioned in the draw to supply the Match Card. (Obtained from the Senior Competition Secretary).**
* **Each player's name and ID number is to be printed on the Match Card corresponding with the number on their playing strip. The player MUST sign next to the printed name only if his/her identification is challenged (or if the ID number is not known). All players’ names must be listed on the Match Card prior to the commencement of the scheduled match.**
* **Managers of opposing teams MUST check the Match Card at the conclusion of the game and eliminate player/players who did not take the field. A signature is required on the match card as acknowledgment of the recorded scores.**
* **No player’s names may be added to the Match Card after the commencement of the match. The exception to this rule will be to allow a team to add players to bring that teams playing strength up to 11 players if they cannot field 11 players at the commencement of the match. If the match card has 16 players already nominated and are playing short player’s names, not already playing, may be deleted and names added to bring the playing strength up to 11. Those player’s names deleted cannot be re-added and therefore cannot play.**
* **On completion of the game the Referee will take the card to complete any reports. Match Cards will then be given to the Association Secretary.**
* **Referees will give all caution reports, send-offs and incident reports to the Secretary/Manager who will photo copy or email send-off report/s for each club involved.**

**6. PLAYING STRIPS**

* **Where the teams colour’s clash, in the opinion of the Referee, Team 2 must change.**
* **All players MUST wear a numbered strip with NO duplication of numbers. The individual club strips must be all the same for each player in that team [goalkeepers except], shorts all the same colour and socks all the same.**
* **Players WILL NOT be permitted to participate unless they are wearing approved shin pads fully covered with socks.**
* **HOME TEAM is the first team mentioned in the draw, unless otherwise advised by the Competition Secretary.**
* **The Home team is responsible for ensuring the fields are clean at the end of their days play.**
* **All teams MUST have available an alternate strip.**
* **Goalkeepers must not wear a predominantly black playing strip.**
* **Interchange players on the bench must wear a training bib/vest over their playing strip and hand the bib/vest to the player they are replacing at the time of the interchange.**
* **Clubs/teams must have permission from D&DFA to change their playing strip colour/s; predominately black shirts should not be worn. (after 2014)**

**7. PLAYER PHOTO ID**

* **All Competitions and Tournaments shall be played under the Photo ID System. It shall be the responsibility of the Team Manager/Coach to inspect the opposition team Photo ID prior to the scheduled kick-off time.**
* **Club Registrars are to deliver to the Secretary Manager a copy of their team photo ID's or individual photos. The Secretary Manager will sign & stamp the photo ID sheet as being correct and return the completed laminated ID sheet to the club.**
* **NO protests will be accepted re player eligibility if the Photo ID's are not checked.**
* **A team failing to produce their photo ID prior to the kick-off, a period of 10 minutes grace will be allowed. If still not produced, the game will be awarded to the non-offending team, a result of 3-0 awarded. The coach to mark the match card accordingly.**
* **Should the photo ID not be available for an individual player, then that said player shall not be eligible to take part in any game except as in (f).**
* **Where the photo ID of an individual or team has been delivered to the Secretary Manager and has not been returned to the club the player or players must sign the match card in the presence of the opposition coach/manager. The match may proceed with confirmation from the Secretary Manager to be provided within 48 hours. If confirmation is not received then Rule 7. d) Will apply.**

**8. MATCH BALLS**

**a) BOTH TEAMS MUSTsupply 1 readable and playable size 5 Match Ball as listed above. Club/s failing may be fined $10.00 on each occasion. D&DFA Inc. will supply licensed match balls for Grand Finals.**

**9. DURATION OF MATCHES**

**a) All senior competition matches will be 45 minute halves with a half time break of at least 5 minutes.**

**b) If the kick-off is delayed for any reason, the referee may shorten the game into 2 equal halves of play so that the game is completed as scheduled.**

**c) Stoppage time MUST be played in all competitions and tournaments.**

**d) If a game is DRAWN at the completion of normal playing time and a Win/Loss result is required, 'EXTRA TIME' will apply, a 5 minute break will be allowed prior to extra time. 10 minutes each way will be played and GOLDEN GOAL WILL APPLY.**

**e) If the game is still drawn at the completion of Extra Time then a 'GOAL SHOOTOUT' shall determine the winner. See RULE 21.**

**10. NETS & CORNER POSTS**

* **THE DDFA HAVE SECURED CLUBS/INDIVIDUAL TO ERECT AND DISMANTLE THE NETS AND CORNER POSTS FOR EACH SENIOR MATCH [ PLAYED IN DUBBO ] .**
* **CLUBS ARE REQUIRED TO POLICE THEIR AREA AND CLEAN UP ALL RUBBISH AND RETURN THE GARBAGE BINS TO THE COLLECTION POINT ON THE INTERNAL ROAD.NON-COMPLIANCE WITH THIS WILL BE ADVISED TO THE DDFA EXECUTIVE FOR POSSIBLE DISIPLINARY ACTION AGAINST THE OFFENDING CLUB[S].**
* **COMPETITION POINTS**

|  |  |  |  |
| --- | --- | --- | --- |
| **WIN** | **3 Points** | | |
| **LOSS** | | **0 Points** |
| **BYES** | **3 Points** | | |
| **WIN via FORFEIT** | **3 Points + [3-0 score ]** | | |
| **WIN via DISQUALIFICATION** | **3 Points + [3-0 score ]** | | |
| **LOSS by NOTIFIED FORFEIT** | **0 Points and - [0-3 score]** | | |
| **LOSS by FORFEIT without notice** | **-3Points and - [0-3 score]** | | |
| **LOSS by DISQUALIFICATION** | **-3 Points and - [0-3 score]** | | |
| **DRAW** | **1 Point** | | |

**NOT SUPPLY CLUB ASSIST. REFEREE -2 Points (see rule 12. d)**

**12. REFEREES**

* **Referee's fees/invoices will be emailed to each club by the Association each month. Match fees must then be paid within 14 days. Clubs who fail to pay within the 14 days will be an automatic forfeit in their next match/s and will continue to forfeit until the account is paid. Failure to meet this requirement will deem the entire Club to be unfinancial unless prior arrangements have been made and agreed to with the Association.**
* **If the appointed Referee fails to appear, teams may agree upon a non-badged referee to referee the match. Both teams must sign the team sheet on the reverse to indicate that they have agreed upon the referee. If no referee is agreed upon the match will be rescheduled to an appropriate time for both teams as set down by the Association and the Referees Appointments Officer if available.**
* **Each club is to supply a CLUB ASSISTANT REFEREE [the local referees branch will schedule a club assistant referees course for all clubs to attend] should an assistant referee not be available or only one Assistant referee’s needs to be supplied by the clubs then it will be the 1st named team [home] who has to supply the assistant. If 2 club assistant referees are required then both teams are required to supply an official each.**
* **P & DC (Protests and Disputes Committee)**
* **This rule is in conjunction with FNSW Caution and Send-off guidelines and FNSW Suspension guidelines as posted on Dubbo & District Football Association website.**
* **The Disciplinary Committee shall be authorized to suspend, fine, reprimand, caution or otherwise penalise any Player, Official/s, Team/s, Supporter/s or Club/s whom they consider have breached the rules of the game or the tournament, or have by their action brought the game into disrepute.**
* **In all cases where P&DC are required to convene it shall consist of no less than 3 (three) neutral persons + P&DC Chairman/DDFA Secretary Manager.**
* **Where a player has been sent from the field, that said player shall be automatically suspended from that player's next scheduled Senior Competition Game (Local or State). Such player will also be ineligible to play in a higher grade or another age division until the suspension is served. This is not subject to appeal. An appeal may be made against the severity of the suspension if the suspension is more than the automatic suspension. (Byes, forfeits, abandoned, washed-out and deferred games not played are not included as next scheduled game). Suspensions are to be served within the competition [ grade ] that the send-off occurred .**
* **Players sent off will receive suspensions in accordance with the adopted FNSW suspension guidelines as listed on the Association** **Players/clubs have the right to appeal a suspension or severity of a suspension . All appeals must be in writing with grounds for the appeal and be received within three [3] days of the club being advised of the suspension. (see rule 13 m)**
* **The Chairman of the P&DC may, on receipt of the sendoff report, request the player to appear before the P&DC prior to being able to resume playing.**
* **Where a player receives 5 yellow cards during the competition the player shall be automatically suspended from that player's next game (Local or State). Such player will also be ineligible to play in any other grade or age division until the suspension is served.**
* **Each time a player receives a further 3 yellow cards [after having previously accumulated 5 yellow cards] that player will be automatically suspended from that players next two [2] competition matches [Local or State]**
* **It is each clubs responsibility to keep a record of the number of infringement cards accumulated by each player. Clubs may forward a copy of their records to the DDFA Secretary Manager for comparison .**
* **It is the responsibility of the Club Secretary to advise the P&DC Chairman/Secretary Manager that the player has been suspended. This may be done by placing the players name on the match card followed by ‘SS’'serving suspension'.**
* **Players [reference13 (f) (i)] the decisions of the Committee is final and not subject to an appeal to any other authority.**
* **Having been cited and failing to appear, that player/s shall be suspended until he/she appears.**

**m) All appeals to be in writing with the full grounds for appeal and enclosed cheque of $500.00 ( $250.00 non-refundable if appeal successful) addressed to the Chairman/DDFA Secretary Manager of the P&DC within 3 days of the prior verdict. (P.O. Box 685 Dubbo).**

**n) Where a Club wishes to protest any match, other than in 13(g), protest must be written on the match card and given to the Competition Secretary the day of the match. A letter forwarded to the Chairman/DDFA Secretary Manager of the P&DC including the full grounds for the protest within 3 days enclosing a cheque for $500.00 ($250.00 non-refundable if appeal successful ) (P.O. Box 685 Dubbo).**

**o) Failure to comply with the above procedure will render the protest/appeal NULL & VOID.**

**NOTE: Any suspended person is not permitted to enter the technical area nor the field of play.**

* **PLAYER INTERCHANGE**

**INTERCHANGE RULE DUBBO COMPETITION ONLY**

* **In games where interchange is to be used, an area one metre either side of the halfway line shall be marked off the field of play. This area is known as the “Interchange Zone”. And all interchange players must enter the field of play from within this zone. If there are no players ready in this zone interchange may be denied.All interchange/replacement players in the “ technical “ area must wear a covering bib over their playing shirt .**
* **An interchange is one which is made when the ball is out of play (stoppage in play) and with the Referees permission for which the following conditions shall be observed:-**
* **The player leaving the field shall do so over the touch line, goal line or as instructed by the referee.**
* **The player entering the field shall do so from the interchange zone but not until the player leaving the field has passed completely over the touch/goal line.**
* **When multiple interchanges are being made, it would be best for all players to leave the field of play through the interchange zone.**
* **The interchange is completed when the player who was off the field enters the field. The Referee can immediately restart the match. From this moment they become a player and the player whom they have replaced ceases to be a player.**
* **The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.**
* **A player nominated for interchange shall be subject to the authority and jurisdiction of the Referee whether called upon to play or not. All named interchange players must remain within the “Technical Area” for the duration of the match.**
* **If during an interchange, an interchange player enters the field before the replaced player has completely left it, the Referee shall ensure the replaced player leaves the field, cautions the interchange player and then restart the match.**
* **If during an interchange, an interchange player enters the field of play at a place other than the interchange zone or a replaced player leaves it from a place other than the nearest touch/goal line or as instructed by the referee, the Referee shall caution the offending player/s.**
* **An injured player can leave the field at the nearest point, but the interchange player must enter the field from the Interchange Zone.**
* **If a field player or an interchange player change with the goal keeper at any time during the match including half time the Referee must be advised. If the Referee is not advised, the Referee shall caution both players.**
* **If players interchange without the Referees permission the Referee shall caution both players.**
* **During interchange players whom at the discretion of the referee deliberately time waste or delay the restart of play shall be cautioned by the referee.**
* **The interchanging of players will cease at the completion of normal & extra time. If at the time penalty kicks are required to obtain a result, then the 11 players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchanging at this time is permissible.**

**NOTE: If during the penalty kicks, the goalkeeper is injured, he can be replaced providing the replacement is listed on the team sheet.**

* **FINES/FEES**
* **Withdrawal after the draw is completed $250.00.**
* **A team that forfeits (without prior notice) will have 3 competition points deducted from their competition points total plus pay the full referees fees for that match. (Prior notice: 48 hrs before the scheduled kick-off.)**
* **Non-attendance at Senior meetings (without prior apology) $25.00 (must be paid prior to the offending team/club next scheduled match)**
* **Fail to supply required match ball (see rule 8 b) $10.00**
* **Nets $50.00 (see rule 10)**
* **Protest $500.00 ($250.00 non refundable )**
* **Appeals $500.00 ($250.00 non refundable )**
* **Breach the Code of Fair Play, ANY PROVEN OFFENCE. Club fined $250.00. For further breaches this fined will double with each proven offence.**

**ANY OTHER BREACH OF THESE RULES, A FINE MAYBE IMPOSED AT THE DISCRETION OF THE DDFA EXECUTIVE.**

* **FORFEITS**
* **10 Minutes grace from the advised kick-off time may be claimed. However, if a team (see rule 4) is not available to take the field of play after the elapsed time, they shall be deemed to have forfeited, regardless of what other information they may have received. The offending Club may lodge a protest (see rule 13 (n)**
* **Any team being forfeited against, providing no previous notice was given, may lodge a claim of expenses (with official receipts), incurred by that team. Such claims to be submitted to the Competition Secretary in writing within 48 hours of the scheduled game. The D&DFA Executive will then adjudicate. Their decision is final and will not be subject to an appeal to any other authority.**
* **All forfeits not duly notified will result in the forfeiting team being liable for the referee and assistants fees appointed to the match.**
* **Forfeiting team must advise the DDFA Senior Competition Secretary and DDFA Secretary Manager at least 48 hours’ (2 days) prior to scheduled start of the match. It will be the responsibility of the DDFA to inform the Match Officials. The forfieting team is also required to advise the opposition team .**
* **WASH OUTS AND ABANDONED MATCHES**
* **Any Senior Competition rounds washed out by rain shall be re-scheduled where possible, at the discretion of the DDFA & Senior Competition Secretary. In the event of not re-scheduling, each team shall receive 1 competition point and no goals for their goal average. Teams having a bye shall also receive 3 competition points.**
* **Should a team forfeit before a wash out is declared the team receiving the forfeit shall receive 1 competition point and no goal for their goal difference. Team forfeiting refer to Forfeit Rule 16).**
* **In the case of a partial wash out, those teams unable to play their match shall have it rescheduled.**
* **The decision to declare a Competition Round as a Wash Out or a Partial Wash out shall be made by the DDFA Secretary Manager, who shall take into account any directive from any Local Council regarding the condition of the grounds.**
* **In the event of field/fields becoming unavailable for play, teams will be notified via Face Book and radio 2DU/STAR FM/ZOO FM on the morning of the scheduled play.**
* **The games will be played within 14 Days of the original date, unless a designated catch up round is scheduled.**
* **Matches abandoned by the match official must be replayed within 14 days where possible if 75% of the allotted match time has not been completed. If at the time of abandoning the match and 75% of the match has been completed the score at the time the match was abandoned will be recorded as the result. Any decisions relating to this matter are to be decided by the DDFA Executive.**
* **SEE (ANNEXURE 2) FNSW POSTPONED AND/OR ABANDONED GAMES.**

**18. DEFERMENTS**

* **Deferments will be granted to teams that have a minimum of 4 players representing at a higher level (Association, Branch, State or National). However the team requesting the deferment must present a written request to the Senior Competition Secretary ONE WEEK prior to the scheduled game. The request must also include the signature of the Coach/Manager of the opposing team with an agreed re-scheduled date and time within 14 days of the original scheduled match.**
* **Deferments will automatically be approved for teams who have entered a higher level of competition such as State Cups, Champion of Champions etc. Written requests to the Competition Secretary must still be provided. HOWEVER IF A TEAM HAS 11 OTHER REGISTERED ELIGIBLE PLAYERS, A DEFERRMENT WILL NOT BE GRANTED.**
* **Deferments requested because a team is unable to field a full team will not be accepted. If a team is unable to field at least 7 players, that team will forfeit that match and forfeit rules will apply (see rule 16).**
* **Deferments agreed upon by both teams as in (a) or (b] or if no suitable referee is available will be signed off by a representative from each club and given to the competition secretary who will determine the play date.**

**e) Clubs may apply in writing to the Association executive for a deferment under exceptional circumstances (e.g. death) the executive will adjudicate and advise the decision which is not subject to appeal.**

**19. CHAMPIONSHIP/FINALS SERIES**

* **The first named team will be the “ home team “ . Home team if outside Dubbo may host the semi-final.**
* **FINALS AND GRAND FINALS WILL BE PLAYED IN DUBBO .Times of final series matches will be determined by the DDFA executive .**
* **To be eligible to play in the Championship Series, a Player MUST be on the Club Registration Sheet and My Football Club system at the close of Registration (30th June).**
* **For any player from 1st grade also playing down in 2nd grade and players from 3rd grade playing down in 4th grade those players must have played 3 out of their last 5 games in that grade in the normal competition rounds to be eligible to play in that grade.**
* **If a junior player wishes to play in the senior Competition final series then that player must have played 3 out of their last 5 games in the senir competition .**
* **Any player receiving 3 (three) cautions in the final series shall automatically stand down the next fixture. If the player’s team/club has completed its final series commitments the player shall stand down the first competition game in the following season.**
* **If a club has teams in both 1st and 2nd grades in the Championship Series players do not need to qualify unless the 1st grade team gets knocked out of the competition and 2nd grade are still competing, then players would have to have qualified as per rule 19[b] to then compete in 2nd grade**
* **Rule [g] will also apply to the 3rd & 4th grade competitions where a club has teams in both grades.**
* **The position of goalkeeper is however exempt**
* **In the event of matches being drawn at end of normal playing time, then an extra 15 minutes each way will be played to try to achieve a result . A break of up to 5 minutes may be allowed before commencement of extra time. If the game is still drawn at the completion of extra time then a goal shootout shall determine the winner.**
* **[ see GOAL SHOOTOUT IN DEFINITIONS ]**

**20. GROUNDS & CROWD CONTROL**

* **Each team must nominate a clearly identifiable team official, who will intervene and deal with any supporters and/or unruly behavior associated with their club.**
* **It shall be the responsibility of each team to control their supporters. All supporters must remain behind the spectator line, No persons are permitted behind the goal-line for any coaching or supporting purposes.**
* **The REFEREE has the authority to remove either a Player or Official from the playing field and technical area. The appointed CLUB/ASSOCIATION OFFICIALS have the authority to then remove offending players/officials/spectators from the Park area or contact the Police for assistance.**
* **Only Reserves, Coach, Manager and Trainer shall be allowed within the confines of the technical area. They MUST remain within the vicinity of their bench.**
* **The coach is permitted to leave the technical area to issue instructions to their players, but then must return on completion of those instructions. This must be done in a reasonable and responsible manner.**
* **All coaching is to be conveyed from the technical area and kept to a minimum. Except as (rule 20 (e)**

**21. PENALTY SHOOTOUT**

* **Only the eleven (11) players from each team on the field at the conclusion of extra time are eligible to take part in the penalty shootout.**
* **Penalty kicks shall consist of each team alternatively taking five (5) penalty kicks. At the completion of the five (5) kicks the team having scored the most goals shall be declared the winner. If before both teams have taken five (5) kicks and one team has scored more goals than the other team could (even if it were to complete its 5 kicks) the taking of further kicks shall cease.**
* **If teams are still equal they shall continue to take alternate kicks until one misses. Both teams must complete the same number of kicks.**
* **No player is to take more than one (1) kick until all of the players on the field have taken part in the shootout.**
* **No member of either team is permitted to leave the field of play until a decision has been achieved.**
* **No persons are permitted onto the field of play until a decision has been achieved.**

**22. UNFORSEEN CIRCUMSTANCES**

**. Nothing in these regulations will prevent the Board a course of action to meet unforeseeable circumstances not covered by the Regulations including but not limited to promotion,relegation,number of divisiins and composition of Teams in each division .**

**APPENDIX ONE – FFA CODES OF FAIR PLAY**

**OFFICIALS CODE OF FAIR PLAY**

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

**PLAYERS CODE OF FAIR PLAY**

**Play by the rules.**

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

**COACHES CODE OF FAIR PLAY**

* **Remember that junior players participate for pleasure and winning is only part of the fun.**
* **Never ridicule or yell at a junior player for making a mistake or not winning.**
* **Be reasonable in your demands on player’s time, energy and enthusiasm.**
* **Operate within the rules and spirit of the game and teach your players to do the same.**
* **Ensure that the time players spend with you is a positive experience. All junior players are deserving of equal attention and opportunities.**
* **Avoid overplaying the talented players, the just average need and deserve equal time.**
* **Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.**
* **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.**
* **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.**
* **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**

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

**SPECTATORS CODE OF FAIR PLAY**

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

**ADMINISTRATORS CODE OF FAIR PLAY**

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

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**ANNEXURE 2 ABANDONED / WASHED OUT GAMES**

**ANNEXURE---- POSTPONED AND/OR ABANDONED GAMES FNSW RULINGS 2014**

**29. Postponed Fixtures and Matches**

a) Fixtures and Matches may only be postponed by the referee or FNSW

b) In the event of any Fixture or Match not being played owing to weather or other

causes over which neither Club has any control, on being ordered to be rescheduled or completed, it shall be played within fourteen (14) days of the first postponement

c) Clubs will be given 48 hours after the postponement to determine the venue and date d) Failure to comply with the above Regulation will result in FNSW determining the

venue and date

e) After the commencement of the Match, should play be postponed due to serious

injury that requires the player to be removed from the stadium by ambulance, poor weather, failed lighting, state of the pitch or any other reason as determined by the referee, and the Match cannot be completed in full, and FNSW has approved the rescheduled match, it will recommence at the minute at which play was interrupted rather than being replayed in full. The following principles will apply to the recommencement of the Match:

i. The Match will recommence with the same Players on the pitch and substitutes available as when the Match was initially postponed unless a player has received a suspension in matches conducted between the postponed match and the rescheduling of that match.

ii. Should a player have received a suspension in a match conducted between the

postponed match and the rescheduling of that match that player:

a. Will not be eligible to participate in the rescheduled match

b. Will not be able to count the match as a stand down in relation to any fixture suspension

c. The club will not be permitted to replace the player on the team sheet

d. If the player was on the field of play at the time of the postponement the player may be replaced by a substitute listed on the team sheet as long as the team has available substitutions as per the Regulations

e. If the Player was a substitute the number of available Players to substitute will decrease as they player cannot be replaced

iii. No additional substitutes may be added to the list of Players on the team sheet iv. The Teams can make only the number of substitutions to which they were still

entitled when the Match was postponed

v. Players sent off during the Postponed Match cannot be replaced

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vi. FNSW will endeavor to appoint the same Match Officials to the completion of the

Match, however may appoint replacements should any or all of the Match Officials be unavailable

vii. The referee is the sole arbiter of elapsed time, and no protest may be lodged

against the actual elapsed time as recorded by the referee

viii. Should a Match be abandoned due to the fault of one (1) Team, or should it be

determined by FNSW that one (1) Team / Club is responsible for the delay to the Match, the remaining minutes will not be rescheduled for completion, and the Match will be determined as a forfeit against the Team / Club that is deemed guilty of the abandonment or responsible for the delay

ix. Where a fixture is incorrectly reported as abandoned by the Referee where

circumstances show clearly that the match was actually postponed, FNSW will treat the Match as postponed

**30. Abandoned Matches**

a) In cases where a Fixture has been abandoned by the Referee, a Tribunal may

investigate the circumstances of the abandonment and impose such penalties as it deems fit on Clubs, Club Officials, Players and/or spectators adjudged to be associated with the abandonment

b) When a Match is not played or abandoned for any reason over which neither Club

was responsible, the Match will be replayed on a date to be arranged at the earliest reasonable opportunity by the Executive, in accordance with these Regulations

c) When a Match is abandoned for any reason other than stated in section 2 article

30(b) the match may only be replayed by the authority of the Executive

d) Should a Club, its Players, officials or spectators be found to have caused the

abandonment of the Match, the Match will be forfeited by that Club to the opposition

**ANNEXURE 3 . 2019 COMPETITION STRUCTURE**

**There will be a parallel 1st and 2nd grade in the mens competition. i.e: same number of teams in both 1st & 2nd grades . Clubs nominating for 1st grade will have preference over other clubs who nominate a 2nd grade team without a 1st grade side . Each club can have a squad of players , restrictions as to eligibility for final series is covered in the Championship Series section of these rules .**

**. These teams will play a complete round [s] against each other [ rule 1 .l applies ] .**

**. In the other mens competition , clubs may nominate either or both 3rd and 4th grade teams . The DDFA reserves the right to decide upon the grade suitability of teams in these grades .**

**Clubs with more that one team in the women’s competition may only have a squad of players if the competition is split into two competitions . If only one competition is played then players can only play in one team [ goalkeeper position exempt ].**

**.Clubs with more than one team are to nominate teams for 3rd & 4th grades not two teams in the same grade .As with 1st & 2nd grades clubs with teams in both 3rd & 4th grade can have squads with eligibility for final series as per that rule.**

**. The position of goalkeeper is exempt re the playing in different grades . If required a player from a higher grade may play down in either A/A division but only as goalkeeper , [not as a field player ] and vica versa. If a player from A/A players up in either 1st or 2nd grade [ other than as goalkeeper ] that player will then become ineligible to play back down in A/A as a field player.**

**The DDFA also offers an over 35 competition .**

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